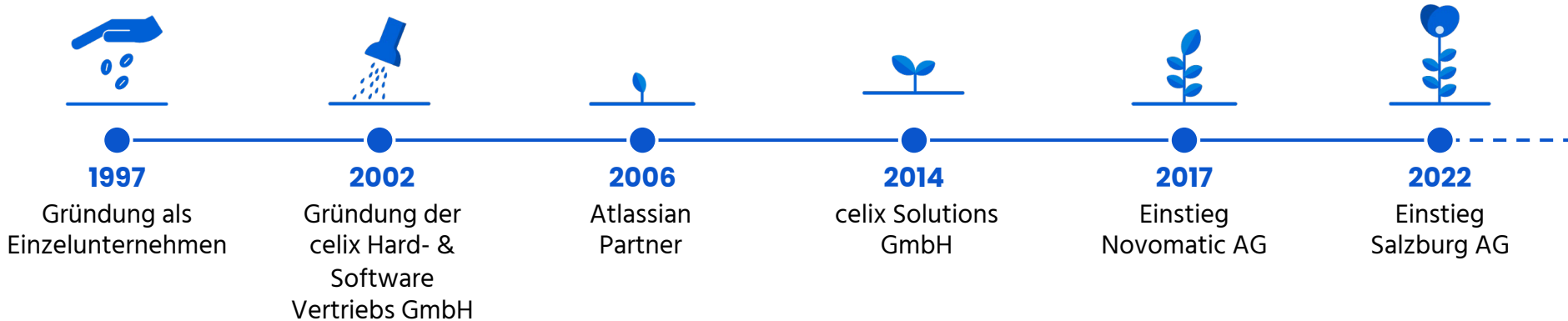




25 Jahre celix



Agilität

celix Solutions



Platinum
Solution Partner
ENTERPRISE



Manifesto for Agile Software Development

Individuals and interactions over **processes and tools**
Working software over **comprehensive documentation**
Customer collaboration over **contract negotiation**
Responding to change over **following a plan**

That is, while there is value in the items on the right, we value the items on the left more.

Warum Agilität?

Agility isn't a method to implement a project with a fixed scope faster.

Implement the backlog items with the highest value.

Reduce waste to make room for more value.

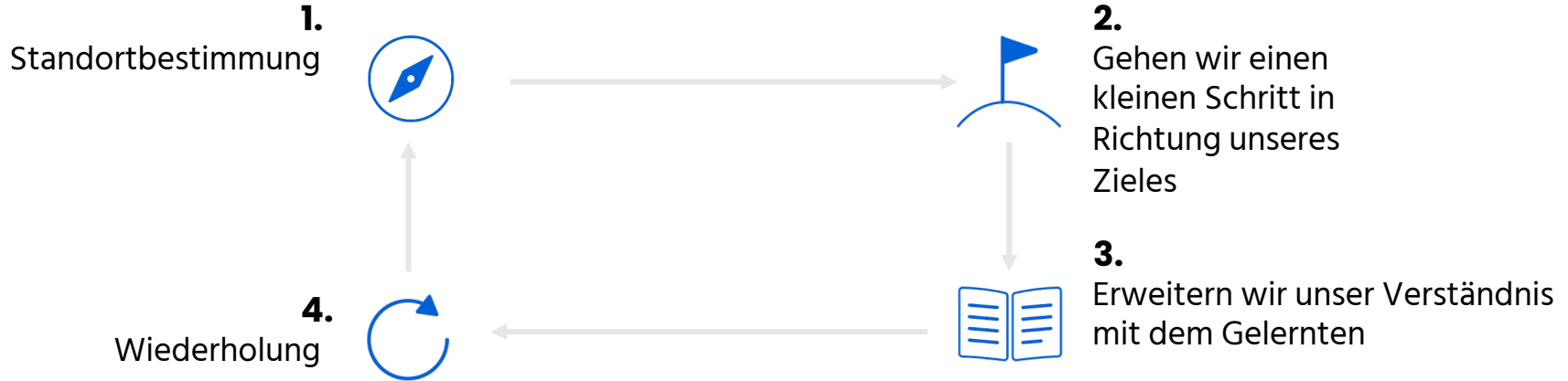
Outlearn the competition.

Customer Delight and Employee Happiness generating higher Profit.

Woher
wissen wir
also was als
nächstes zu
tun ist?

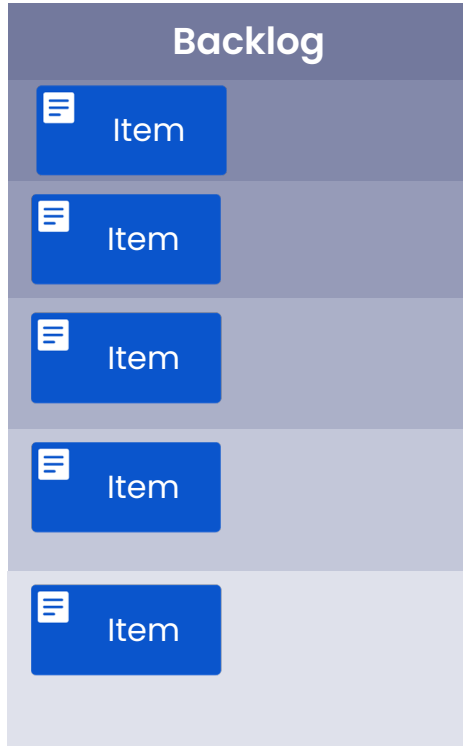


WIR WISSEN ES NICHT! daher...

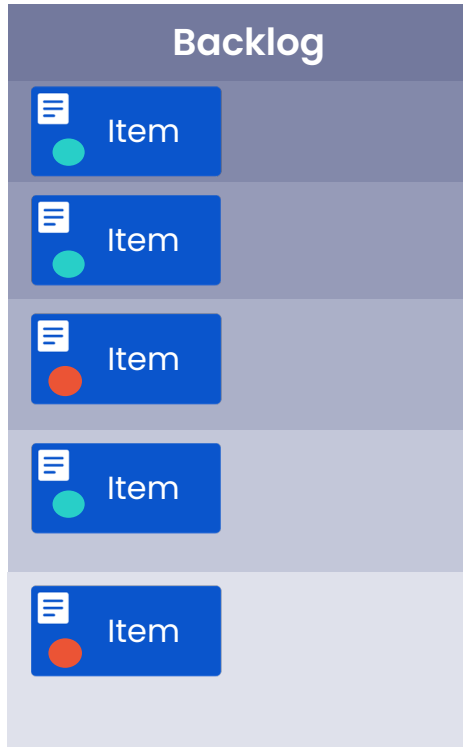


Wenn wir uns zwischen zwei oder mehr Alternativen entscheiden müssen, die ungefähr denselben Mehrwert liefern, wählen wir den, der Änderungen in der Zukunft vereinfacht.

Produkt Backlog = Team Backlog



Team mit impliziten Backlogs



Team mit impliziten Backlogs



Skalierung

SCRUM / Kanban

Skalierung

SAFe ART / LeSS / FastAgile

SCRUM / Kanban

Skalierung

SAFe Large Solution
LeSS huge

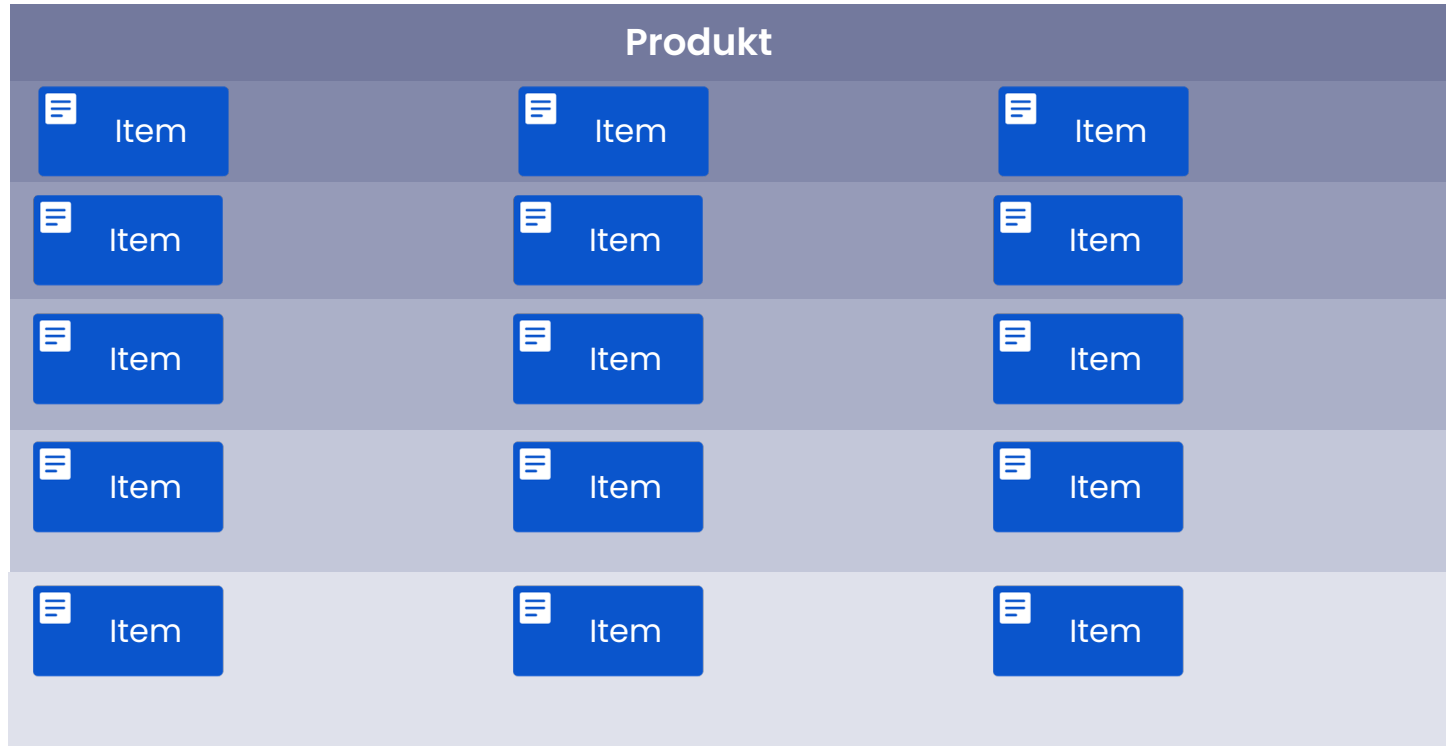
SAFe ART / LeSS / FastAgile

SCRUM / Kanban

Mehrere Team Backlogs



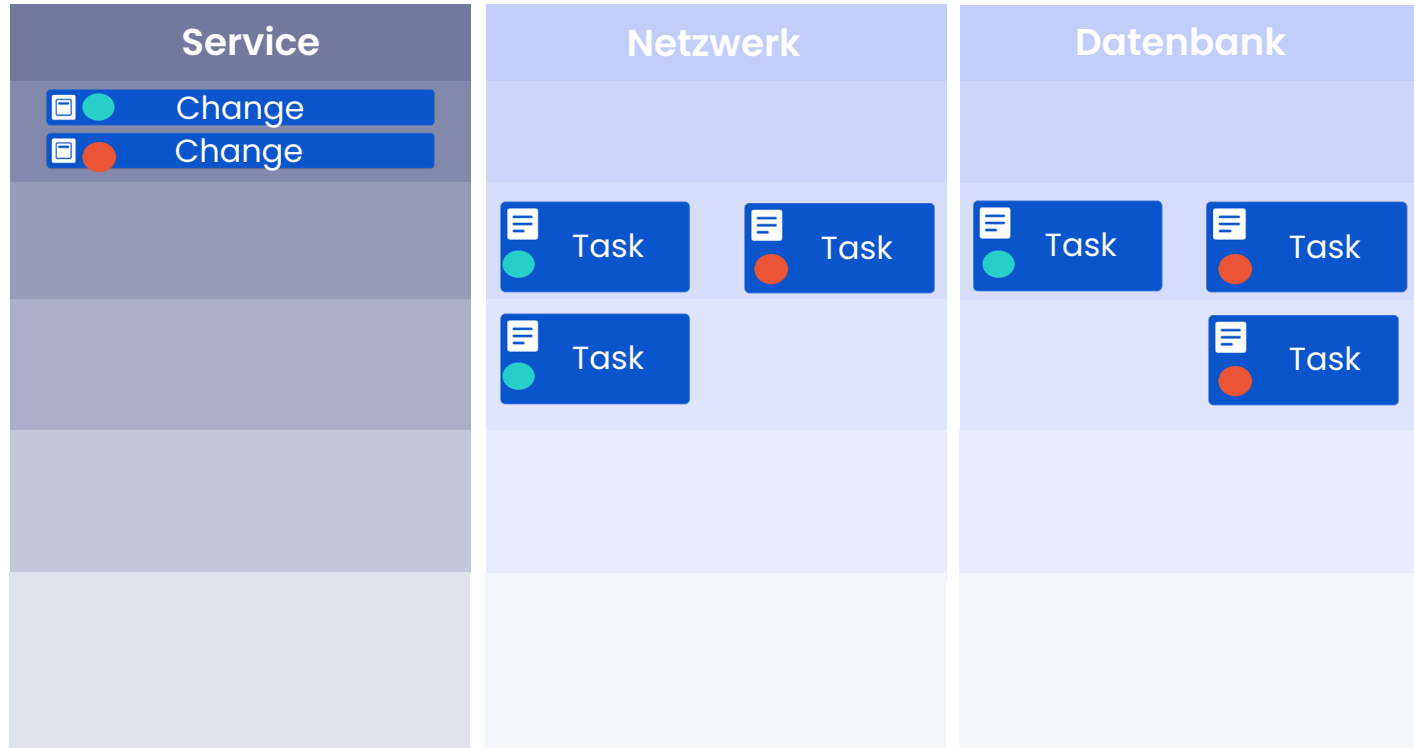
Ein Produkt Backlog



Backlog mit Komponententeams



Backlog mit Funktionsteams



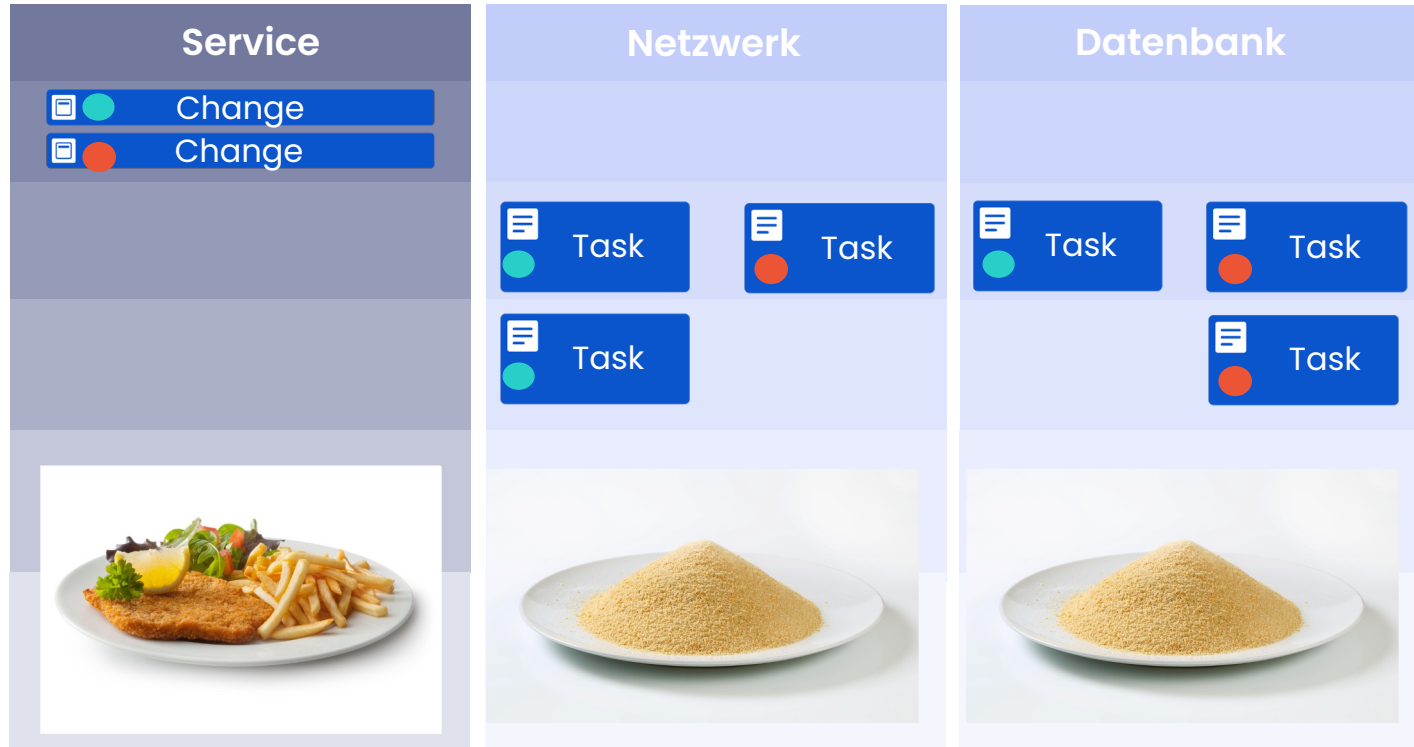
Was wollen wir optimieren?



Was wollen wir optimieren?



Backlog mit Funktionsteams



Skalierung

Portfolio Kanban
Lean Budgets

SAFe Large Solution
LeSS huge

SAFe ART / LeSS / FastAgile

SCRUM / Kanban

Skalierung



Skalierung

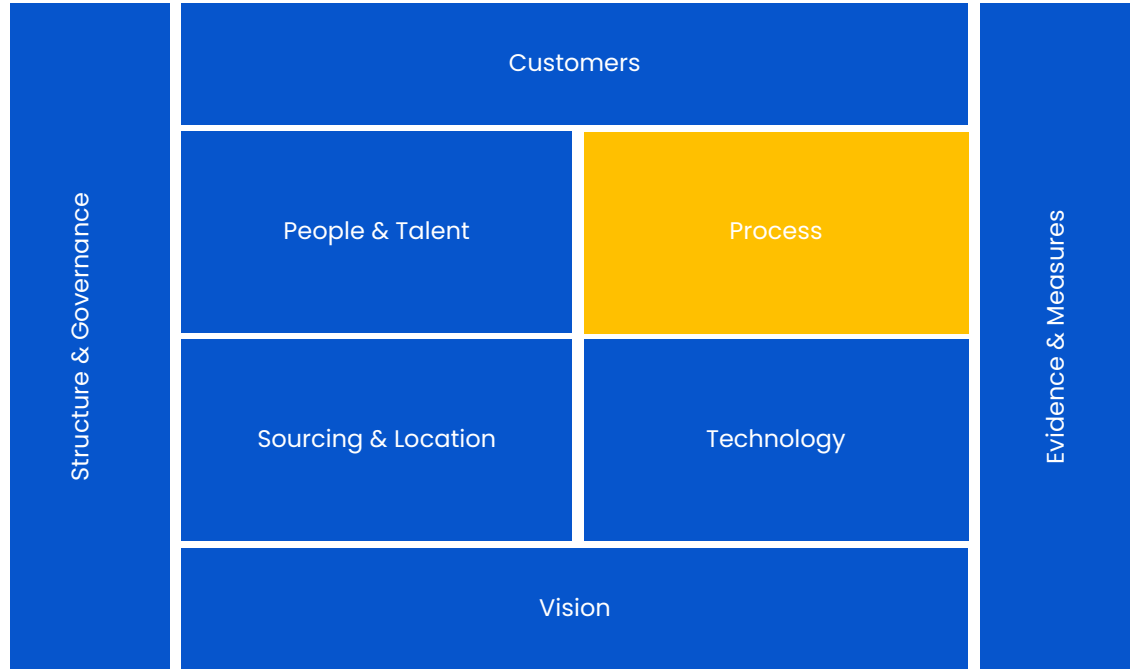
Portfolio Kanban
Lean Budgets

SAFe Large Solution
LeSS huge

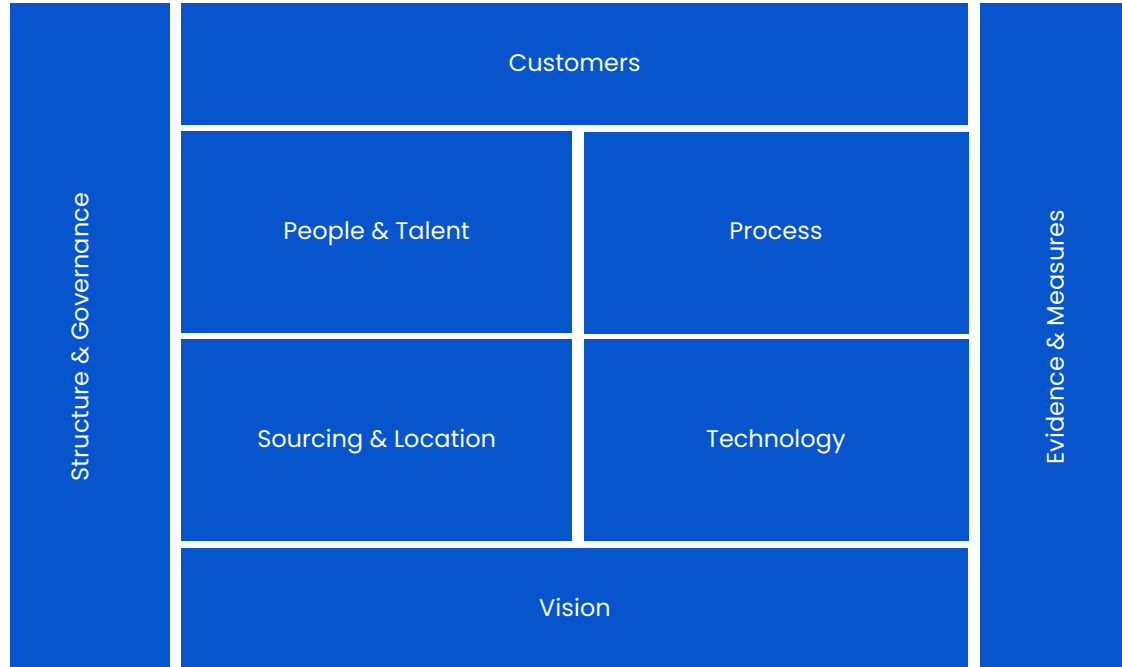
SAFe ART / LeSS / FastAgile

SCRUM / Kanban

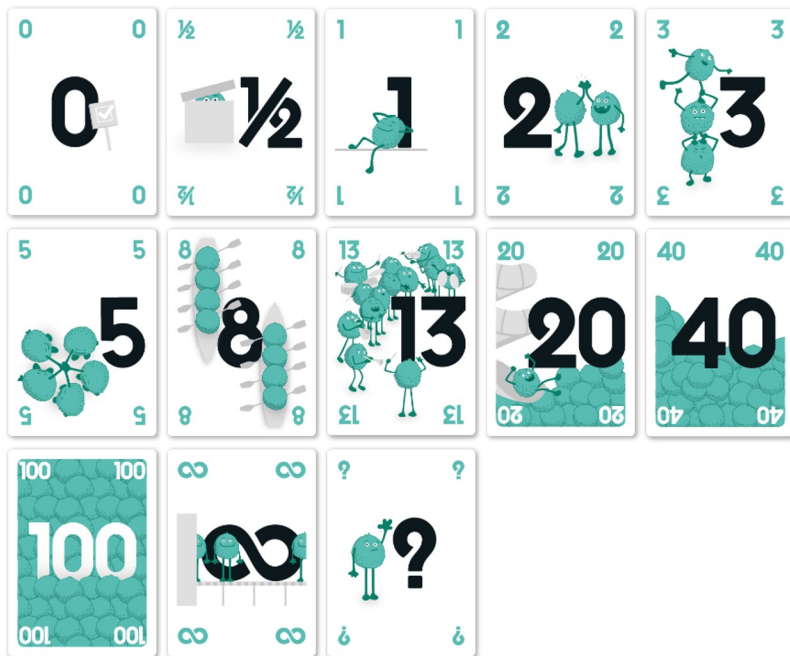
Target Operating Model (TOM)



Target Operating Model (TOM)



Planning Poker Cards



INSTRUCTIONS

1. Each estimator selects a set of cards.
2. The product owner or customer reads the item to be estimated.
3. The item is discussed.
4. Each estimator privately selects a card representing his or her estimate. The card is not shown to the other estimators.
5. Once each estimator has selected a card, all cards are turned over at the same time.
6. If everyone played the same card, that's the estimate.
7. If estimates are not the same, the group discusses the estimate, focusing especially on any outlying values.
8. Repeat until estimates coverage.



