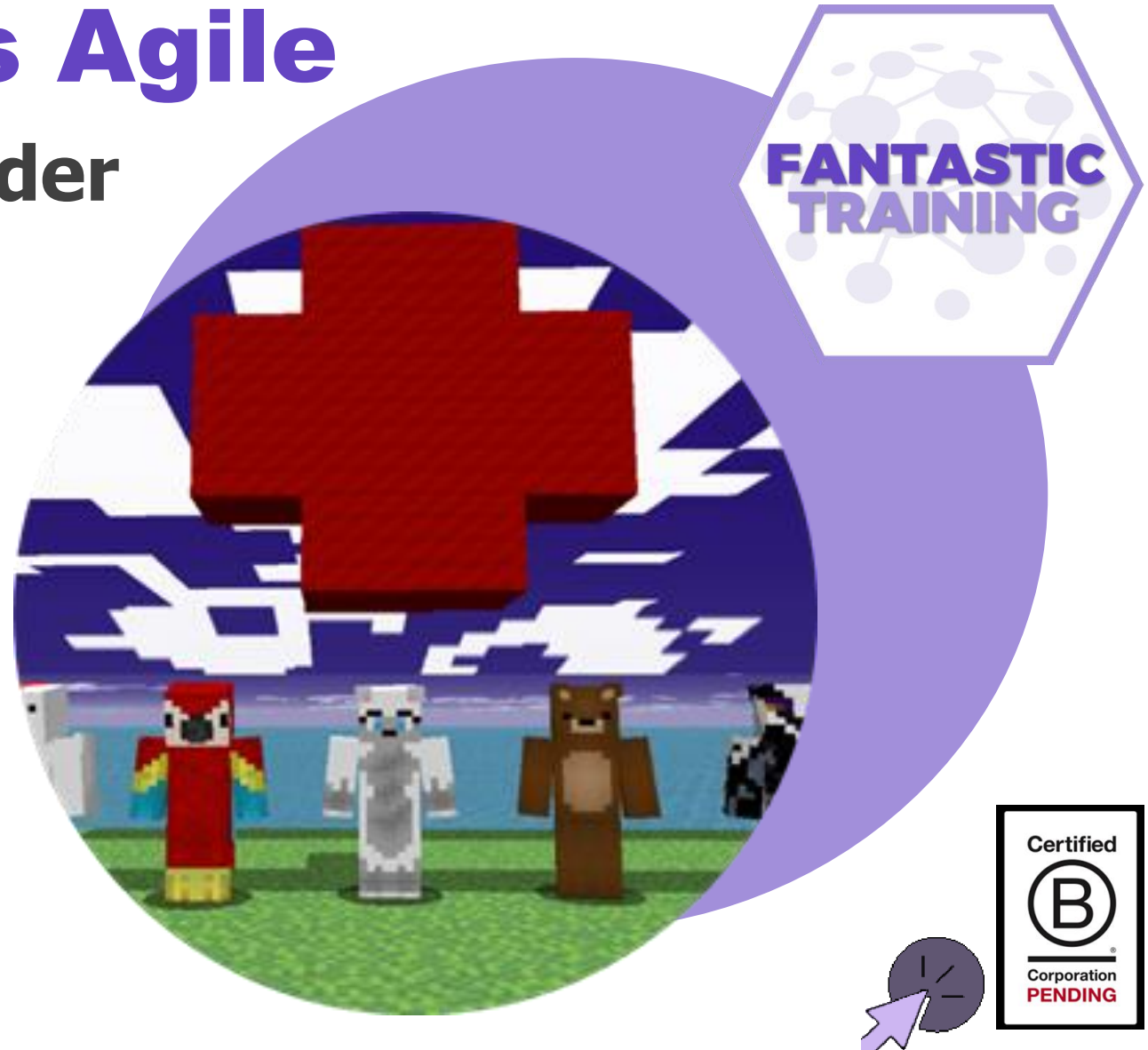


Learning Business Agile

Project Delivery Skills Builder Learning Experience

P.S. We call it a 'Learning Experience' because it's so much more than a dull, boring PowerPoint based 'Training Course'. Shhh... don't tell anyone or they'll all want to do it!



**FANTASTIC
TRAINING**



Whenever you see a pointer symbol, click the graphic or text next to it for more info!

Fantastic Training is a brand of The Fantastic Thinking Company Ltd.

It all starts with one verifiable digital badge

This Learning Experience is the launch pad for each pathway and is only completed once.

After achieving this, you can Level Up your skills, develop your portfolio by becoming a Game Changer in more than one discipline. Then gain your Boss Level Business Architect accreditation on the same platform used by IBM, Dell, APMG amongst other prestigious names.

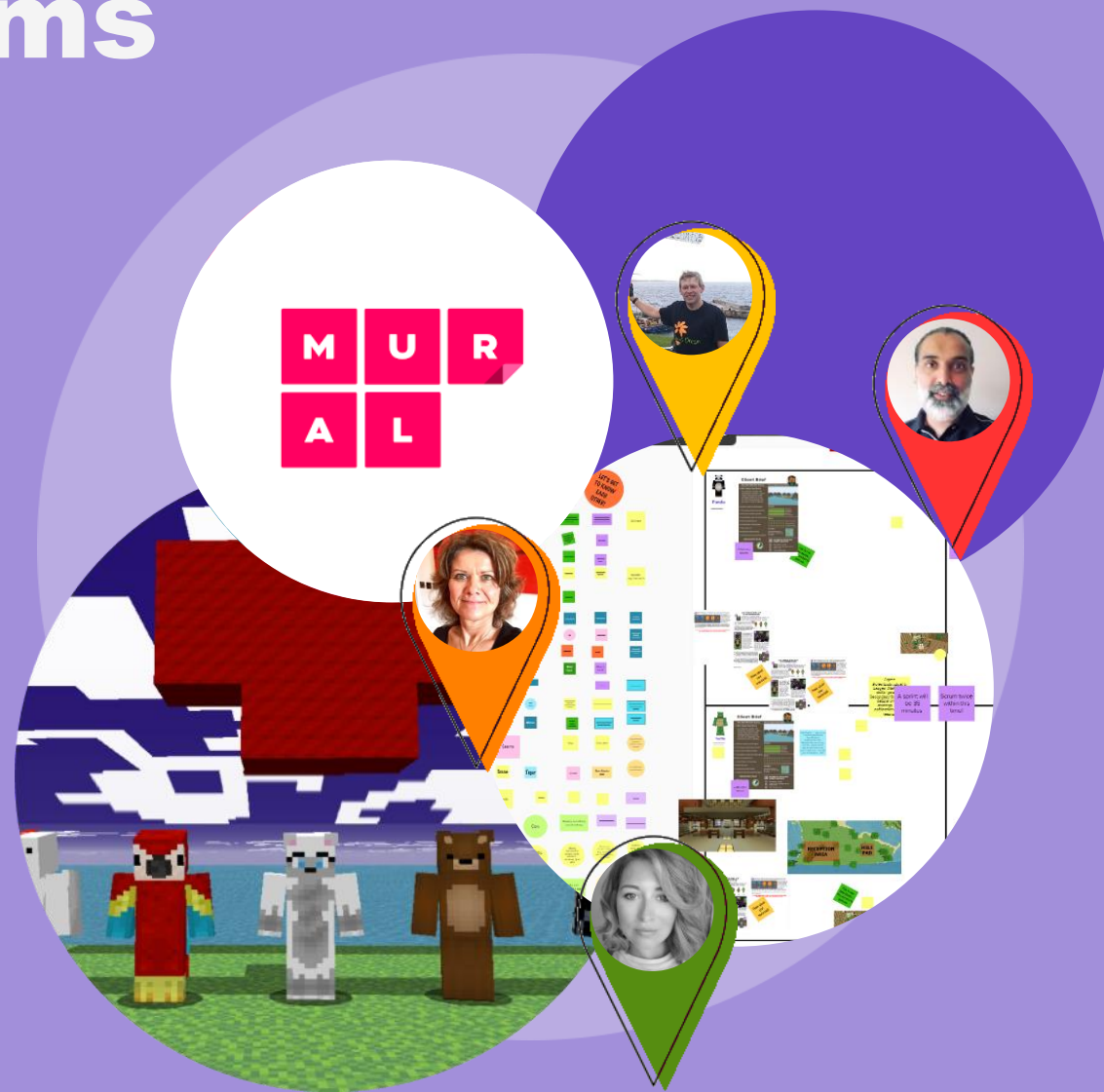


The rest of this booklet gives you a good idea of what we cover.

Self Organising Teams

DEFINITION: A self organising team chooses how best to accomplish their work. They are not directed by others outside the team. To best understand self organising teams let's give an example of a team that isn't self organising! Imagine you are in a call-centre team... Your work is highly scripted. You don't have any control over how you do your work. You may be in a team with a Team Leader, but the team is more about organisational logistics and planning.

- **Best way to kill self-organising teams:** Try and impose specific ways of getting tasks done from outside the team and remove their sense of ownership over solving the challenges they face.
- **Best way to nurture self-organising teams:** Give them a clear vision of the product to be created/problem to be solved. Set clear boundaries around what is in and out of scope then get out of their way. Do what you can to protect them from company politics!



The Agile Process

DEFINITION: Agile is a philosophy with various ways of delivering projects. It is both a mindset (a way of thinking and operating) and a set of techniques and tools you can mix and match to suit the environment and culture you are working in.

- **Best way to kill the agile process:** Be too predictive and rigid in defining how it's going to work and what tools must be used! Never let people bring in new tools and techniques to update the process.
- **Best way to nurture the agile process:** Be open to trying new tools and techniques as they become available. Regularly review how 'agile' you are being not only in delivering the workload but also in how you feedback into the improvement of your framework for running those projects.



User Stories & Backlogs

We capture what people want using a simple 3 sentence structure.

It goes something like this:

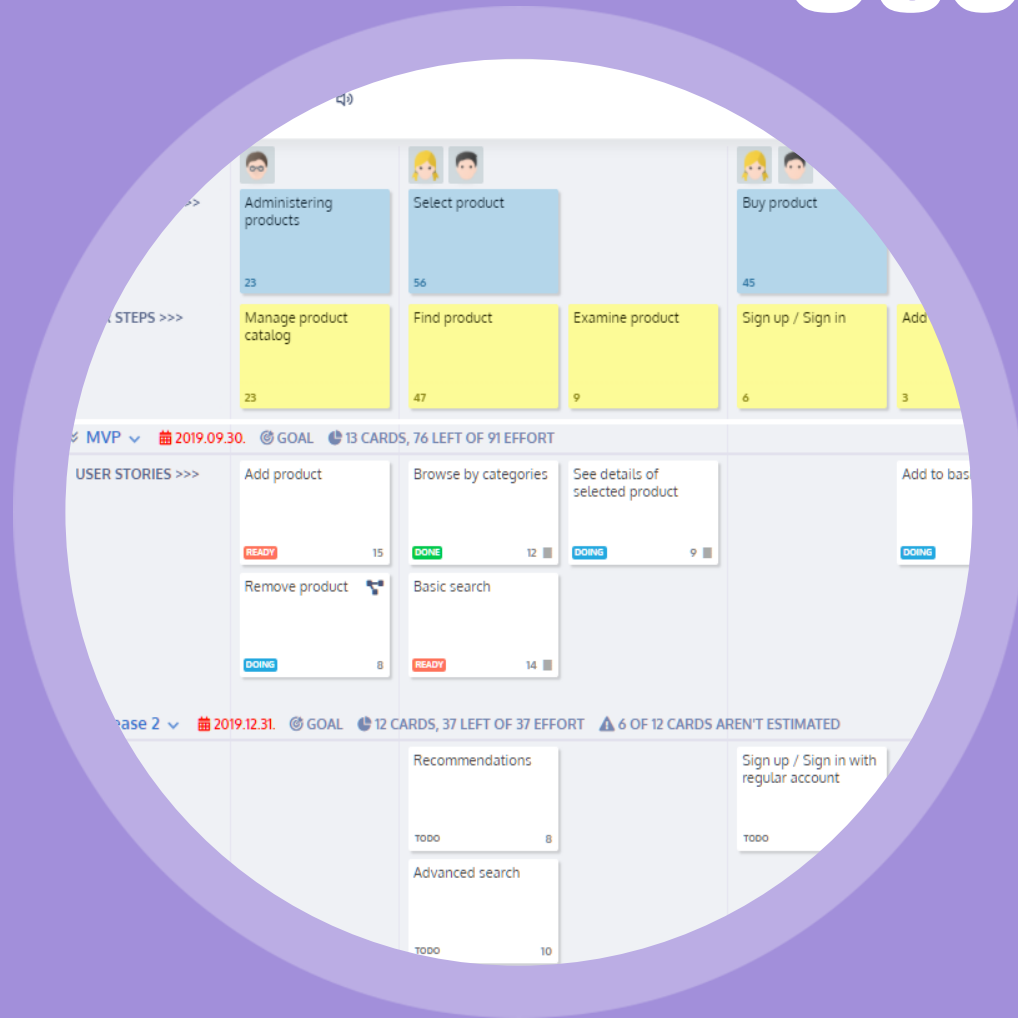
As a...

I Want...

So that...

We call them 'User Stories' and in an Agile project we can capture hundreds of them! Sometimes they're really small and simple and sometimes they're HUGE and complex, so then we break them down into more User Stories.

We then organise all the stories into a big backlog (think to do list!) and start to plan which User Stories we are going to deliver when.



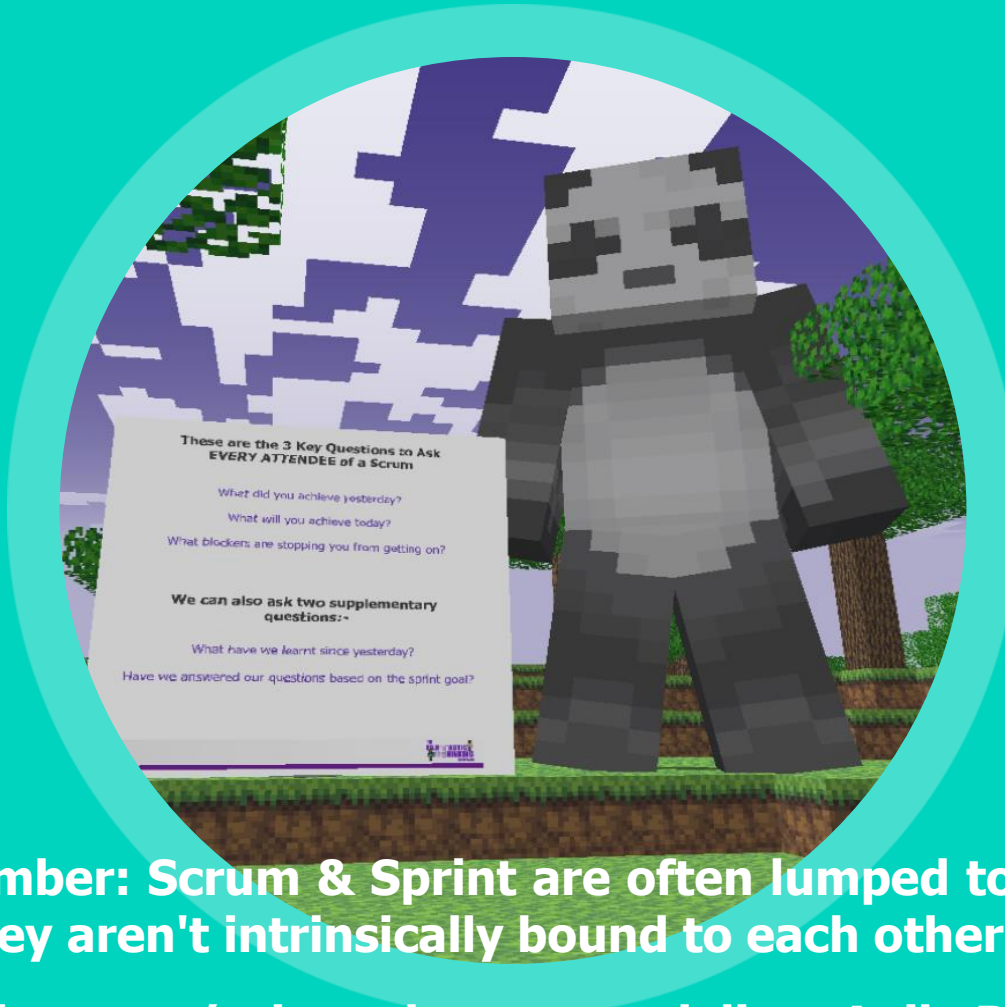
Scrum & Sprint

SCRUM...

Is a process framework used to manage product development and knowledge work. It's a way for teams to establish an idea of how something works, try it out, reflect on it then make any adjustments.

SCRUM...

Can also be used to describe the daily team meeting where the team provide updates on progress.



A SPRINT...

Can happen either within the Scrum process or completely separate to it. It's a short timebox wherein the team produces a potentially shippable product increment. A new Sprint immediately follows the conclusion of the previous one and so on until a coherent version of the product is achieved. Each Sprint should have its own goal and the start and end dates are fixed.

Remember: Scrum & Sprint are often lumped together but they aren't intrinsically bound to each other!

AND... They aren't the only ways to deliver Agile Projects!

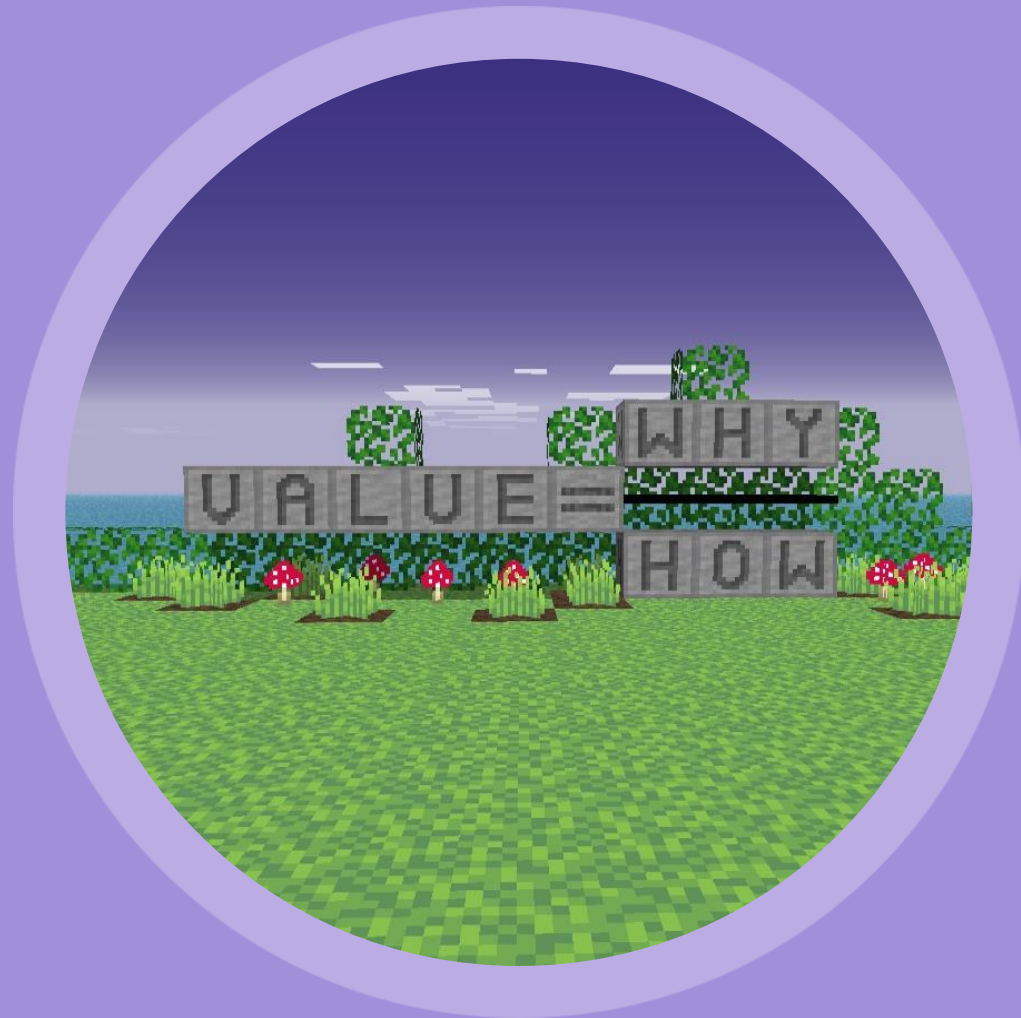
Estimation

Definition: Agile doesn't focus too much on making time-bound estimates of how long a task will take to deliver. It will often use something called 'Story Points' to estimate EFFORT instead. This is to stop people thinking purely in a time-bound way.

There are ways of thinking about how complex (or simple) a task might be such as using an alternative scale. You might choose to use a scale comparing the size of animals.... Here, a mouse represents the smallest effort whereas a whale is the biggest! During effort estimation, each member of the team can give their opinion on whether a task is a mouse or a whale or something in between (a horse)!

Given... When... Then...	Agreed Size	Story Points
Given that I am fabulously wealthy, when I share my wealth with others who work hard, then I will feel I have made an important contribution to a better world!	XXXL	29
Given I have arrived at reception, when I see the building, then I am amazed at how lucky I am to be welcomed at the luxurious retreat!		35
Given I have arrived on the island, when I go to reception, then I will be able to successfully collect my keys	L	14
Given I have arrived in reception, when I have somewhere to go, then I have somewhere to go	XXL	21

Dude's Law



DEFINITION: This is a way we can look at increasing the value of the things we create. It was encapsulated in a simple equation by David Hussman.

WHY refers to why we're creating this solution. What's the problem we're trying to solve and how critical is it?

HOW refers to how you'll achieve the intended outcome. This can include things like the technicality of the overall solution, materials used, or documentation produced.

We can increase VALUE if we increase the WHY, reduce the HOW or achieve the nirvana of doing both! Dude's Law is sometimes referred to as the Law of Lazy Reward because using it properly means doing less whilst achieving more value.

Product delivery

DEFINITION: In Agile, anything we want to create is a 'product'. When we create a 'product' we do it with two critical factors in mind. Our goal is to (1) deliver a working product and (2) deliver a product which delights the customer (the Product Owner)! We may deliver our product in increments to provide value as quickly as possible whilst working on other features. We start with a Minimum Viable Product or MVP.

- **Best way to kill agile product creation:** Make things overly complex. Use excuses like legislation to stop people creating helpful products.
- **Best way to nurture agile product creation:** Give your delivery team access to and a mandate to delight the Product Owner. Build your product in working increments which are simple to understand and deliver.



Agile terminology

Agile methodology comes complete with its own lexicon of terms and titles – we use only those defined by these two sources.

Language is always open to debate and Agile teams can (and do) pick and choose the terms they prefer.

Like everything else Agile - we like to keep it simple!



CORPORATE
MEMBER



How we deliver Learning Experiences

Physical Environment



We get you to build stuff using Agile skills and techniques. Everybody loves LEGO and can't wait to get stuck in!



Give us a wall and some sticky notes and we'll soon have you using Agile planning techniques like a pro!



A decent sized meeting room in your offices or some other convenient location with plenty of refreshments!

Virtual Environment



Ever heard of Minecraft? Well we use a secure open source equivalent playable in any web browser... You'll love it!



We use a range of specially selected tools to help you collaborate, plan and get creative. Trying to recreate sticky notes online doesn't deliver what's needed! Before you join us you will be given a small set of tasks to complete to familiarise you with our world.



Video collaboration with the use of team breakout rooms means you get a fully immersive team Learning Experience.

Talk to us

We would love to answer any questions you might have, show you around our online learning environment and Agile Business Community (ABC).

The ball is in your court – what have you got to lose?

Phone: +44 (0)1729 840 400

Email: training@fantastic-thinking.com

Whatsapp: [Click here to join our group](#)

