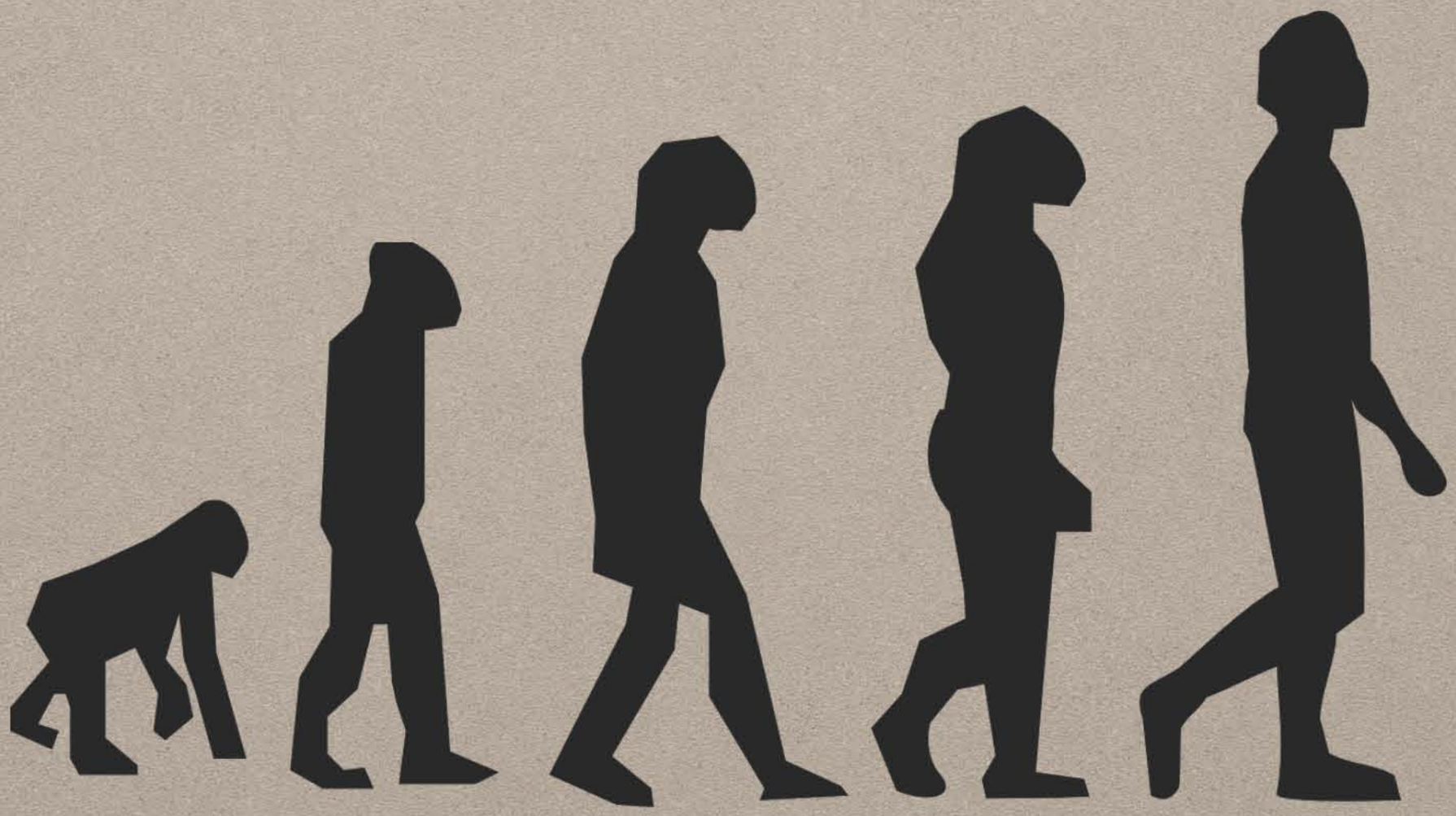
THE GAME OF AGILE: WHAT'S YOUR SCORE?

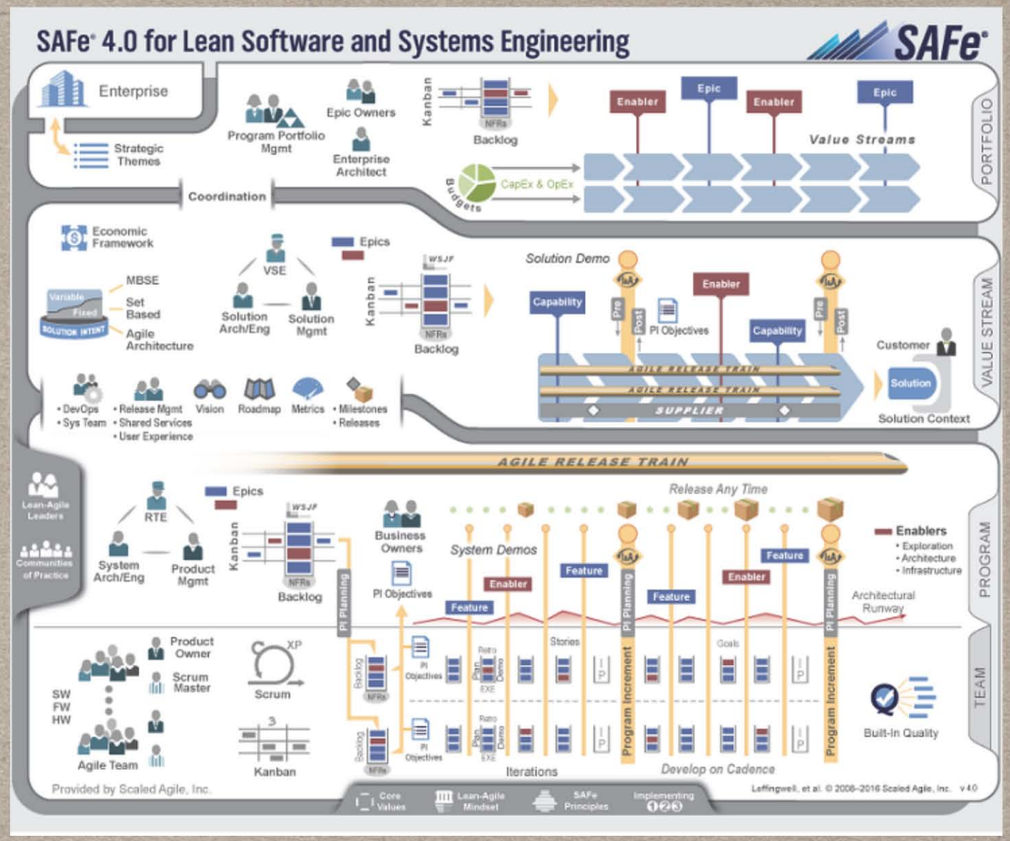
AGILE NEW ENGLAND APRIL 6, 2017
LIGHTNING TALK

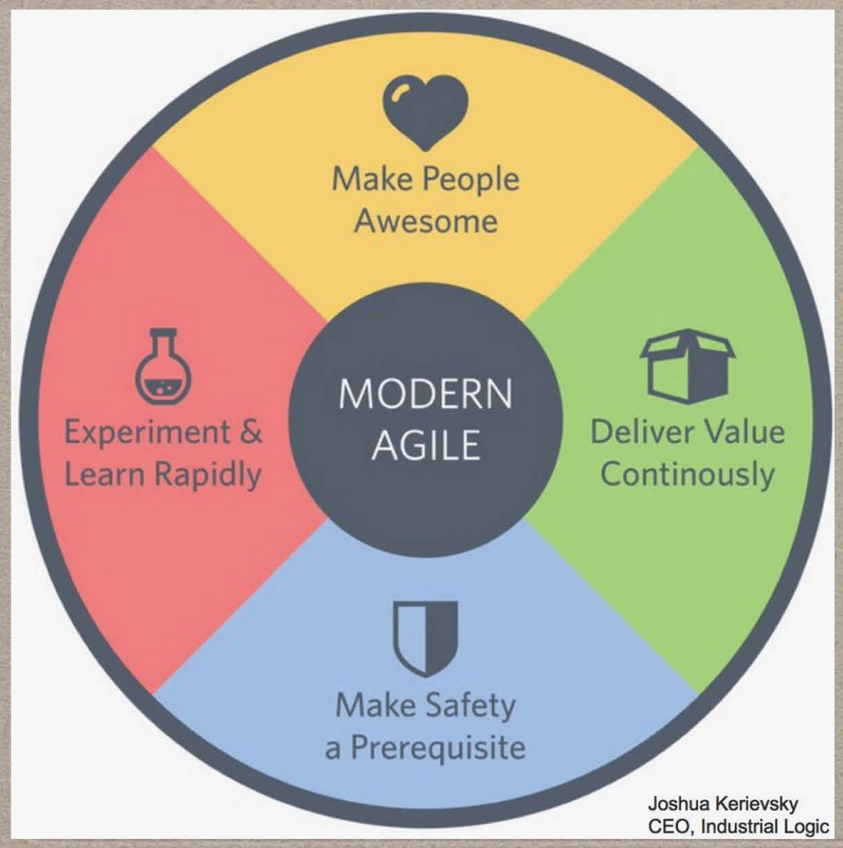
HAROLD SHINSATO
MONTANA CODE SCHOOL
OPEN SPACE INSTITUTE

EVOLVING YOUR AGILE GAME?



Or Agile Game Revolution?

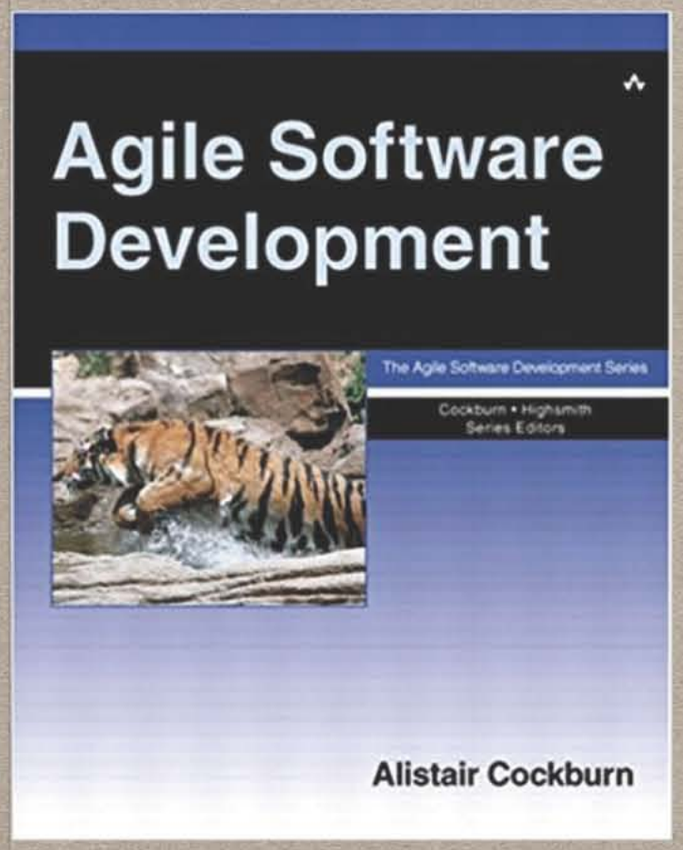

SAFe® 4.0 for Lean Software and Systems Engineering
SAFe
Enterprise
Strategic Themes
Program Portfolio Mgmt
Epic Owners
Enterprise Architect
Kanban
NFRs
Backlog
Enabler
Epic
Enabler
Epic
Value Streams
Budgets
CapEx & OpEx
Coordination
PORTFOLIO
Economic Framework
MBSE
Set Based
Agile Architecture
SOLUTION INTENT
VSE
Solution Arch/Eng
Solution Mgmt
Epics
WSJF
Kanban
NFRs
Backlog
Solution Demo
Capability
Pre
Post
PI Objectives
Enabler
Capability
Customer
Solution
Solution Context
SUPPLIER
VALUE STREAM
• DevOps
• Sys Team
• Release Mgmt
• Shared Services
• User Experience
Vision
Roadmap
Metrics
• Milestones
• Releases
AGILE RELEASE TRAIN
Lean-Agile Leaders
Communities of Practice
RTE
System Arch/Eng
Product Mgmt
Epics
Kanban
WSJF
NFRs
Backlog
Release Any Time
Business Owners
PI Objectives
System Demos
Enabler
Feature
Feature
Feature
Enabler
Feature
Enablers
• Exploration
• Architecture
• Infrastructure
PI Planning
Architectural Runway
Product Owner
Scrum Master
SW
FW
HW
Agile Team
XP
Scrum
Kanban
Backlog
PI Objectives
Retro
Demo
IP
Stories
Goals
Program Increment
Built-In Quality
Iterations
Develop on Cadence
PROGRAM
TEAM
Provided by Scaled Agile, Inc.
Leffingwell, et al. © 2008–2016 Scaled Agile, Inc. v 4.0
Core Values
Lean-Agile Mindset
SAFe Principles
Implementing


Make People Awesome
Experiment & Learn Rapidly
MODERN AGILE
Deliver Value Continously
Make Safety a Prerequisite
Joshua Kerievsky
CEO, Industrial Logic

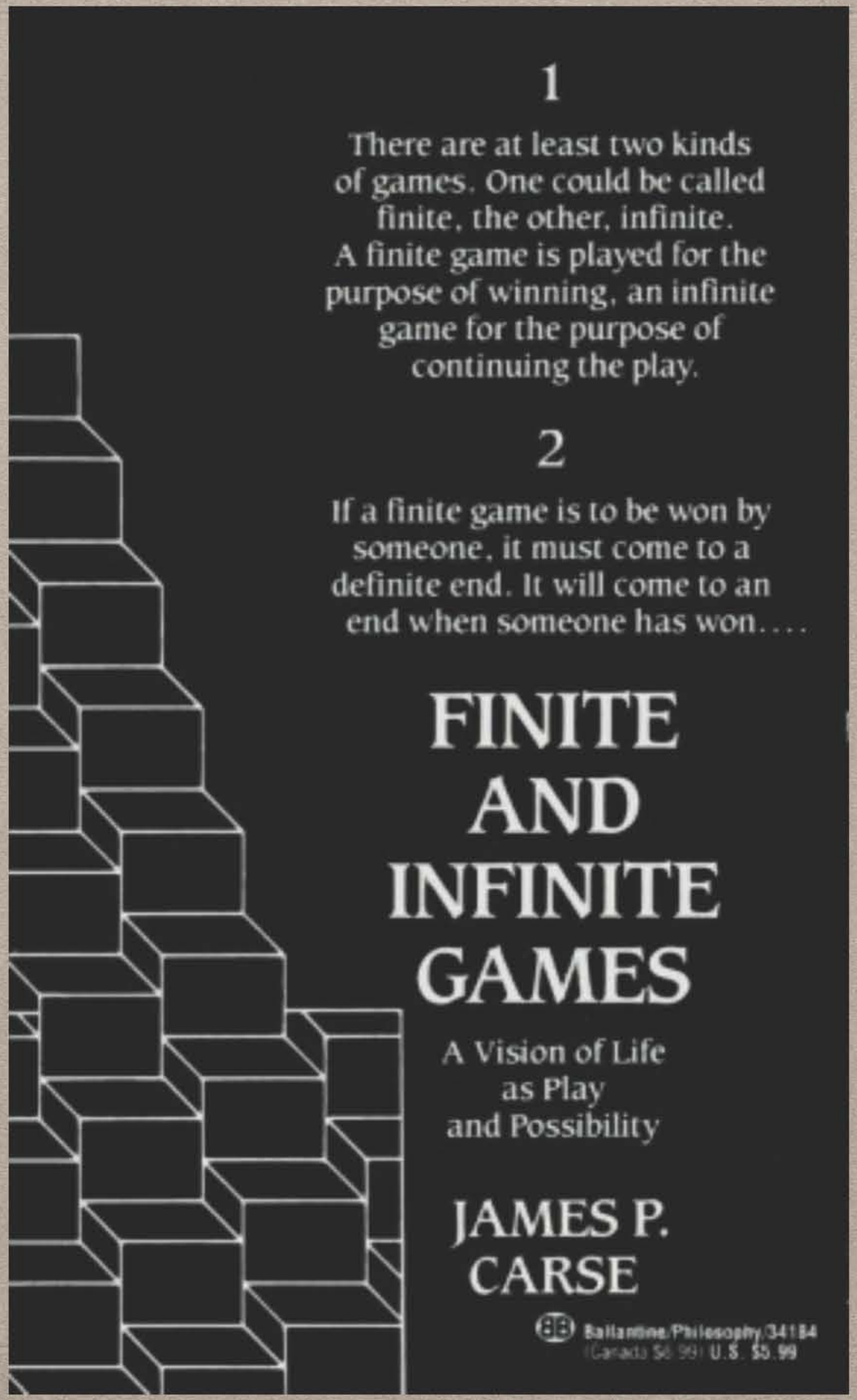
LEWIN'S MAXIM

"there is nothing as practical as a good theory"

Kurt Lewin - 1890-1948 - "founder of social psychology"

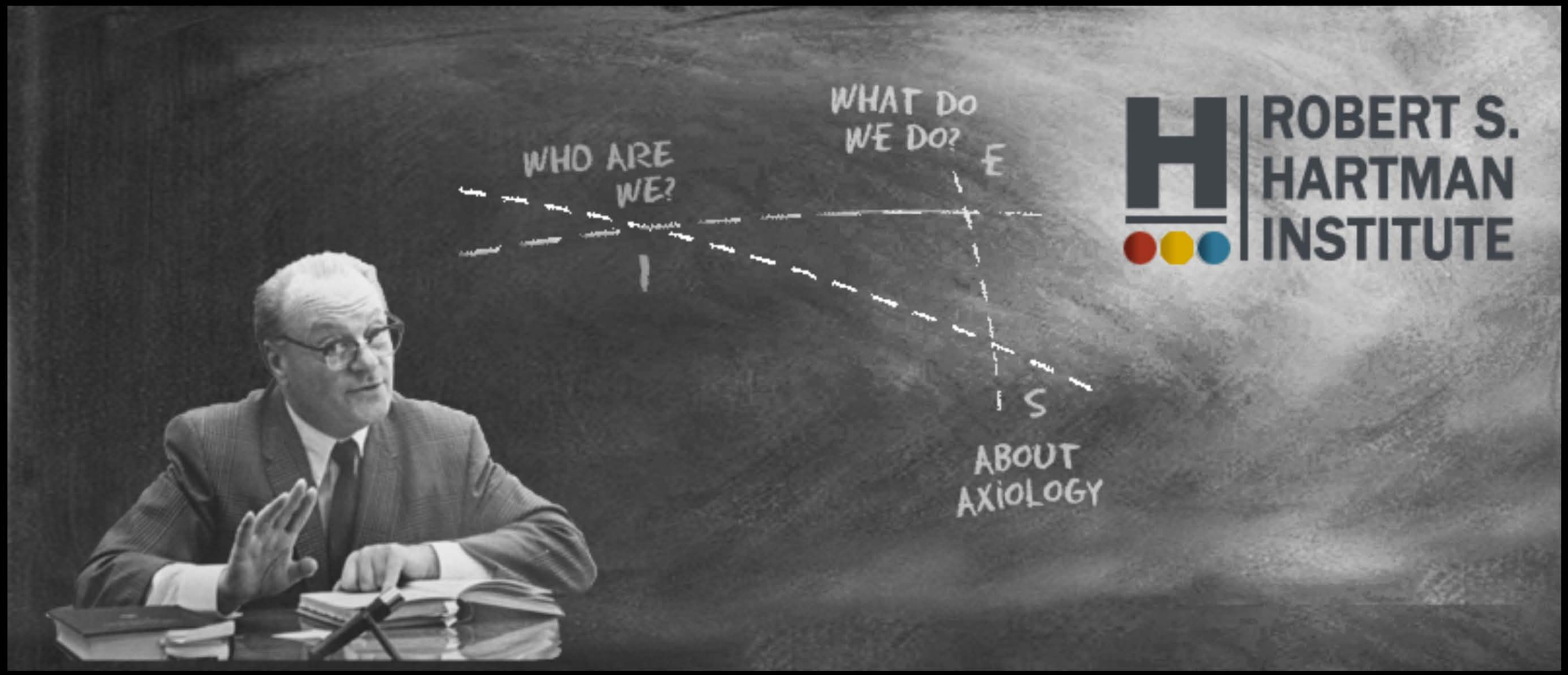


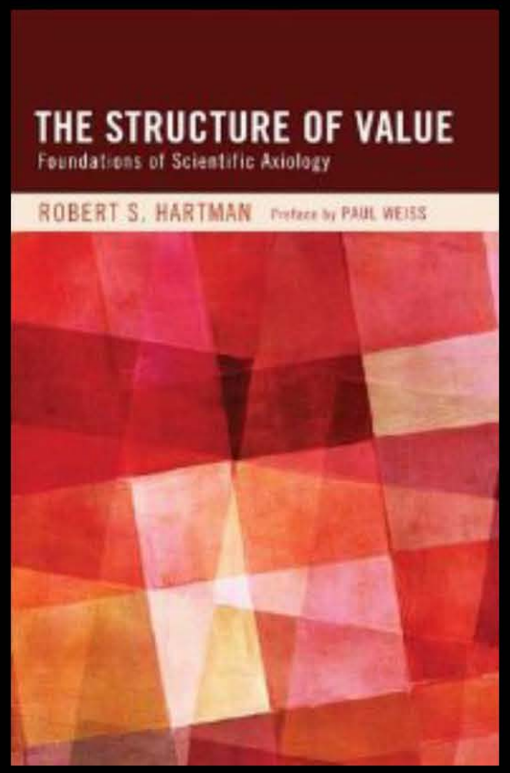
"...software development as a **cooperative**, **finite**, goal-seeking, group **game**."


1
There are at least two kinds of games. One could be called finite, the other, infinite. A finite game is played for the purpose of winning, an infinite game for the purpose of continuing the play.
2
If a finite game is to be won by someone, it must come to a definite end. It will come to an end when someone has won. . . .
FINITE AND INFINITE GAMES
A Vision of Life as Play and Possibility
JAMES P. CARSE
Ballantine/Philosophy/34184
(Canada $6.99) U.S. $5.99

WHAT IS WINNING?

WHAT IS VALUE?


WHO ARE WE?
I
WHAT DO WE DO?
E
S
ABOUT AXIOLOGY
ROBERT S. HARTMAN INSTITUTE


THE STRUCTURE OF VALUE
Foundations of Scientific Axiology
ROBERT S. HARTMAN
Preface by PAUL WEISS

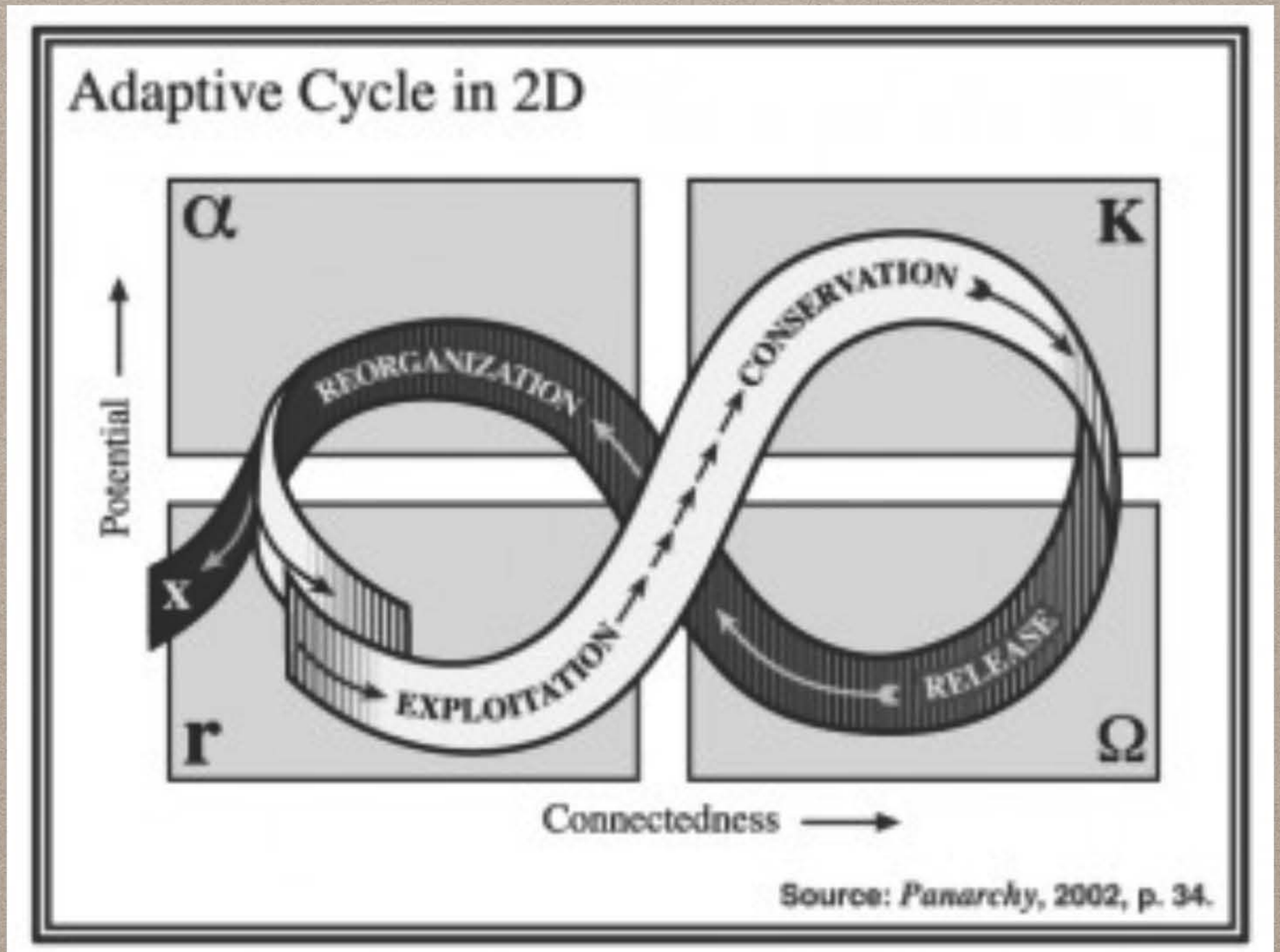
Axiology
Hierarchy of Value

Dimension	Property	Example
Intrinsic	Infinite	A Child
Extrinsic	Limited	Your Car
Systemic	Is / Is Not	A Goal

VALUE IN AGILE & SOFTWARE CRAFTSMANSHIP MANIFESTOS

- AGILE:
  ... by doing it and **helping others** do it... we have come to **value**...

- CRAFTSMANSHIP:
  ... by practicing it and **helping others** learn the craft... we have come to **value** ...


Adaptive Cycle in 2D
α
K
r
Ω
REORGANIZATION
CONSERVATION
EXPLOITATION
RELEASE
Potential
Connectedness
Source: Panarchy, 2002, p. 34.

AGILE INDUSTRIAL COMPLEX?

... coercive imposing of Agile practices on teams ...

Daniel Mezick - newtechusa.net/aic/

What is good?

What is ethical?

What is effective?

OPEN SPACE TECHNOLOGY