

THE AGILE PLAYGROUND




TastyCupcakes.org

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THE AGILE PLAYGROUND



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Draw a picture of 'trust'.

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Draw a picture of 'trust'.



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It is very hard to communicate Values and Principles without practice, shared experience, and context.

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Individuals and interactions
over processes and tools

Working software
over comprehensive documentation

Customer collaboration
over contract negotiation

Responding to change
over following a plan

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Values	
Individuals and Interactions	
Processes and Tools	
Working Software	
Comprehensive Documentation	
Customer Collaboration	
Contract Negotiation	
Responding to Change	
Following a Plan	

Principles	
Early Value	
Welcome Change	
Frequent Delivery	
Collaborate Daily	
Motivation & Trust	
Face to Face	
Working Software	
Sustainable Pace	
Technical Excellence	
K.I.S.S.	
Self-Organize	
Reflect and Adjust	

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Why playgrounds?



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Games and Simulations provide a fun and effective way to communicate values and principles.



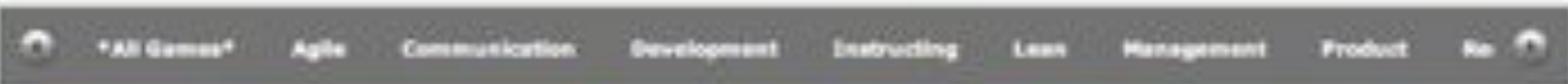
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Recent News

I'm speaking at



August 8 - 12

Screencast - Four Ways to Search for Games on TastyCupcakes
May 25, 2011

We Played InnovationGames to Plan TastyCupcakes.org
May 3, 2011

TastyCupcakes Community Update
April 29, 2011

Games

Add your game

Find a game...

Search

Recently Added:

Redesign The Gift Giving Experience

Description:

This exercise is from the Stanford d.school and is an accelerated immersion activity into using Design Thinking. This process can be used to demonstrate many agile techniques and also to inspire teams with the power of user-centered focus, lightweight prototyping, and iteration.

Written by: [Ben Carey](#) on April 25, 2011.

Pair-Chess Exercise

Description:

Four people finish a world famous game of Chess by pairing on each side of the game board (one pair white vs. one pair black). The game starts mid-way through the famous game of Garry Kasparov (White) vs KIO Fritz Computer (Black) Man-Machine World Chess Championship 2003.

Written by: [David Koontz](#) on April 24, 2011.

Discuss

Comments:

[Hector Fito](#) on [Pocket-sized Principles](#)

[Richard Kasperowski](#) on [White Elephant Sizing](#)

[Devlan V. Allendres](#) on [Pocket-sized Principles](#)

[Agile Scout](#) on [TastyCupcakes Community Update](#)

[Sergey Shlekhin](#) on [Collaborative Origami](#)

[Agile Games Group](#)

[TastyCupcakes Redesign](#)

Learning Vectors:

★ Emotional

Recall or create an emotional experience

★ Physical

Learn by doing. Muscle memory.

★ Impressional

Memory games. Every Good Boy Deserve Fudge.

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Build me this:



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Build me this:



99 Test Balloons

★ Requirements are hard to communicate.

1. Assumption
2. Acceptance
3. Automation

★ Test == Requirement

★ Defining acceptance criteria is not the same as writing traditional tests.

★ Automating acceptance criteria can have a high ROI.



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99 Test Balloons

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Communication Origami

- ★ Divide into groups.
- ★ Follow instructions.



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Communication Origami



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What Were They Thinking?

- ★ Select one team member as your product owner.
- ★ Product owners must meet with the customer at the front of the class.
- ★ Product owners can only use imperatives and metaphors to describe the product.



What Were They Thinking?

- ★ In software, we are rarely creating something that already exists, so...
 - ★ it is difficult to describe. Customers may not have a current vocabulary.
 - ★ we are forced to communicate in imperatives and metaphors and often, much is lost in translation.
- ★ Verbal communication is easier than written
- ★ Using iterative development along with demonstrations allow the customer to hone in on what is really wanted



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Coin Sorting

- ★ In teams, come up with a bid on how long it will take you to sort the coins.
- ★ Winning bid gets to sort them.



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Coin Sorting

- ★ Asking for feedback early, through iterations, could catch a problem before it becomes too costly.
- ★ Assumptions are often made without involving the customer. Defining the customer's acceptance criteria saves time.
- ★ Timelines are often set without due diligence.



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Conclusions

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- ★ Games and simulations are great ways to communicate the values and principles of Agile.
- ★ Understanding the problems with principles is essential when creating an effective learning environment.

Conclusions

- ★ Learning practices is easy. The hard part is learning the true values and principles behind them.
- ★ Games and simulations are great ways to communicate the values and principles of Agile.
- ★ Understanding the problems with principles is essential when creating an effective learning environment.
- ★ Use the three learning vectors to address these problems.

Questions?

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Thank You
and enjoy your day!

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