.JAOO

Agile Day 2009

Conference March 4
Copenhagen

*NILS HAUGEN
Agile expert in user
story mapping

*KEITH BRAITHWAITE
One of the earliest adopters of
Extreme Programming in the UK

*JULIAN SIMPSON
The Build Doctor

*JEFF SUTHERLAND
Scrums grand old man, Co Founder of Scrum

*JASON GORMAN
800.000 have learned to
"parlez UML" at Jasons site

*STEVE FREEMAN
Pioneer of Agile, Chair for the first
London XpDay

**JAOO Days
- a series of one day conferences in Copenhagen**

As a part of the JAOO Conference, we would like to present JAOO Days – a series of one day conferences located in Copenhagen. Speakers ranking among the best in the world will take you through current hot topics in software development. The first to be launched is "JAOO Agile Day".

JAOO AGILE DAY , March 4 at IT-University, Copenhagen

This day we will focus on the principles of agile development and the techniques/ practices that support these principles, e.g. TDD and continuous integration. We will also look at specific techniques that support agile development in Java/.Net. Agile experts will give you tips and tricks to help you improve your agile skills.

Being a skilled agile developer isn't easy. You have to excel in a long line of different disciplines, several programming languages, databases, server architectures etc. You also need to understand the business domain well and develop the functionality that will give the customer value. Last but not least, you need to be a good team member.

On this day, leading agile experts will teach you how to do it well, how to adopt it, and how to bring it into existing code and daily routine. Join us and be inspired.

**TARGET AUDIENCE
Professional developers, designers, architects, technical managers, directors and CTOs**

More about JAOO:
- International recognized conference
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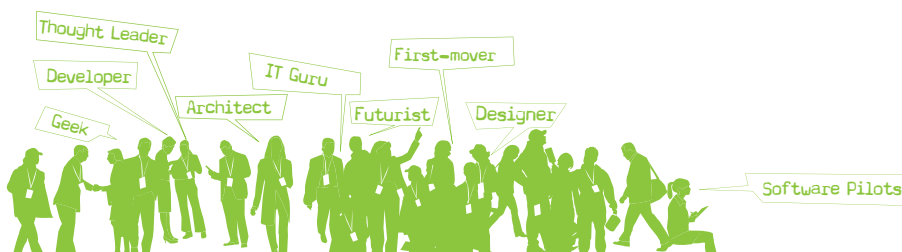
Said about JAOO:
"JAOO is considered to be the best conference in its space in the world! JAOO's interactive format provides a rare opportunity to get the latest technical know-how from the international perspective - all within the local context."

John Puttick,

Founder and Chairman of GBST

... see detailed schedule
www.jaoo.dk

Thought Leader

Developer

IT Guru

First-mover

Geek

Architect

Futurist

Designer

Software Pilots

Curiosity

Quality

INTERNATIONAL
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08.30 – 09.00	**Breakfast**

09.00- 10.00

Jeff Sutherland:
Key Note: What can you achieve using agile development?

Keywords: Agile benefits, Business Value, reference projects

Scrum was designed to achieve a hyperproductive state where productivity increases by 5-10 times over industry averages and many collocated teams have achieved this effect. Jeff will discuss projects where they have achieved this kind of productivity gain and why they succeeded.

10.00 - 10.15	**Break**

10.15 – 11.15

Keith Braithwaite:
You Can Get There From Here: Adopting Agile is harder than you'd like but easier than you'd think

Keywords: Managing Change, Value, Quality.

Adopting Agile techniques is, like any change, difficult. The change to Agile techniques in particular can be very hard as they run against the grain of much of the received wisdom in corporate IT
By focusing on value added rather than effort expended we can make Agile make sense for managers and business sponsors. By focusing on quality, we can make Agile make sense for developers and testers. Here are some data, some stories, some models and some techniques for managing this change.

11.15 – 11.30	**Break**

11.30 – 12.15

Nils Haugen:
Planning and estimating the uncertain

Keywords: User Story mapping

Many agile projects are having trouble getting to grips with a steady growing number of user stories. This in turn makes prioritisation and planning difficult and frustrating, causing the team to make sub-optimal decisions in terms of what functionality should go into each release.

User story mapping is a simple way of collecting and organising user stories in a visual map. The map helps the team understand how to put together releases of real value to the business by taking the whole workflow into consideration and focusing on what the users want to accomplish. This talk illustrates the problem, explains three strategies to deal with it, and introduces user story mapping as a tool for putting the strategies to life.

12.15 – 13.15	**Lunch**

13.15 – 14.15

Jason Gorman:
Acceptance Test-driven Development in .NET

Keywords: Acceptance Test-driven development, .Net

One of the key barriers to delivering valuable software is reaching a shared understanding of what our users require from the code we create. Project teams are learning that agreeing explicit executable acceptance tests before coding can help us achieve this shared understanding and deliver higher quality and more useful systems, and do it more economically. In this talk, we'll explore tools and techniques for capturing and automating the execution of acceptance tests on the .NET platform, and examine the wider practices, processes, and implications of Acceptance Test-driven Development.

14.15 – 14.30	**Break**

14.30 – 15.30

Julian Simpson:
CI from the trenches: real-world Continuous Integration challenges
(and what to do about them)

Keywords: CI, continuous integration, build examples

Many organizations will tell you that they are "doing" continuous integration. A boat anchor of a PC in the corner running an old version of Cruise Control might tick a few boxes, but is it really effective? You'll find out in good time if somebody checks in a broken test or forgets to check in a file; it won't tell you if your code is likely to run in production. As we get better at CI, we should start seeing our feedback loop extend out past development into other areas. But what strategies do we have for doing this and keeping the feedback loop tight for the developers? Does that matter?
This session will attempt to answer all those questions and more. The presenter will share his experiences of 5 years of being a professional build manager, using examples taken from real projects.

15.30 – 16.00	**Break**

16.00 – 17.00

Steve Freeman:
Test Driven Development: Ten Years Later

Keywords: TDD

Over the last ten years, Test-Driven Development has grown from something exotic, that only a handful of people knew about, to near- commodity. So there's nothing left to say, right? I don't think so. In this session, I'll review some of the landmarks in the history of Test-Driven Development and what they tell us about how to develop software; the ideas, techniques, objections, and misunderstandings. I'll talk about my experiences of discovering TDD and what I've learned about how to do it well, how to adopt it, and how to bring it into existing code.

PRICE: Conference: DKK 3750,- (excluding taxes)

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