#### **Manifesto for Agile Software Development**

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

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.

Kent Beck • Mike Beedle • Arie van Bennekum Alistair Cockburn • Ward Cunningham • Martin Fowler James Grenning • Jim Highsmith • Andrew Hunt Ron Jeffries • Jon Kern • Brian Marick Robert C. Martin • Steve Mellor • Ken Schwaber Jeff Sutherland • Dave Thomas

### **Agile Industries, Inc**

2014 Annual Report

## Roadmap

- History
- Challenges
- The Plan

#### **Agile Industries**

#### **Agile Manifesto**

#### our call to action!



• Step 1: Make "Agile" a noun

because people buy things, not descriptions

"Agile Manifesto"

"Agile Alliance"

"Is Your Team Agile?"

"How to do Agile"

"What is Agile?"

#### **Agile Industries**

- ✓ Step 1: Make "Agile" a noun
- Step 2: Have something to sell



Consultancy

Books

Conferences

#### **Agile Industries**

✓ Step 1: Make "Agile" a noun

✓ Step 2: Have something to sell

• Step 3: Make "Agile" seem difficult

New names

New success criteria

New roles

#### **Agile Industries**

- ✓ Step 1: Make "Agile" a noun
- ✓ Step 2: Have something to sell
- ✓ Step 3: Make "Agile" seem difficult
- Step 4: Sell to the developers

Make it cool Mock those who don't use it

#### **Agile Industries**

Step 1: Make "Agile" a noun
Step 2: Have something to sell
Step 3: Make "Agile" seem difficult
Step 4: Sell to the developers

#### **Mission Accomplished!**

#### **Agile Industries**

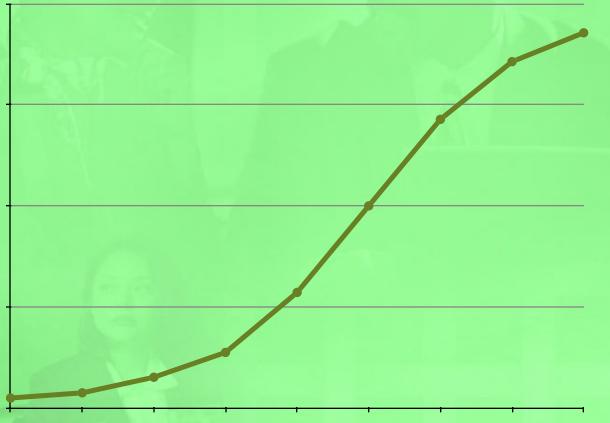
#### Scrum Master Training

scrumstudy.com/Scrum-Master

World is Adopting Scrum. Are You? Stop Thinking & Get Certified Today

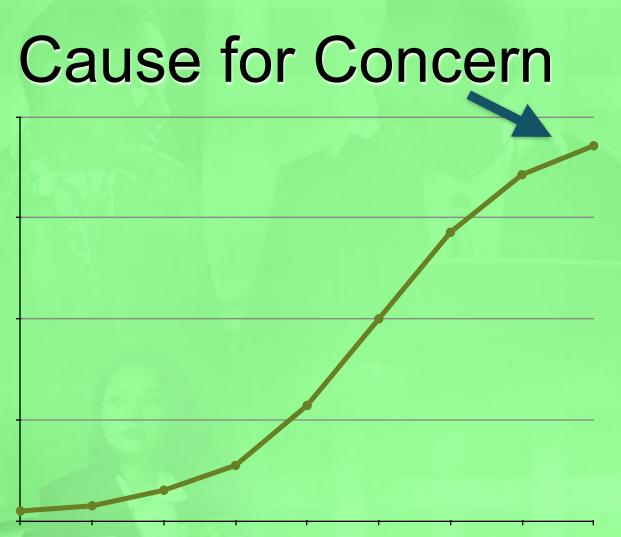


## Agile Revenues



#### **Agile Industries**

Proudly Turning Developers into Customers™ 2005 2006 2007 2008 2009 2010 2011 2012 2013



#### **Agile Industries**

Proudly Turning Developers into Customers™ 2005 2006 2007 2008 2009 2010 2011 2012 2013

## The Answer!

## Sell to larger companies, not individuals

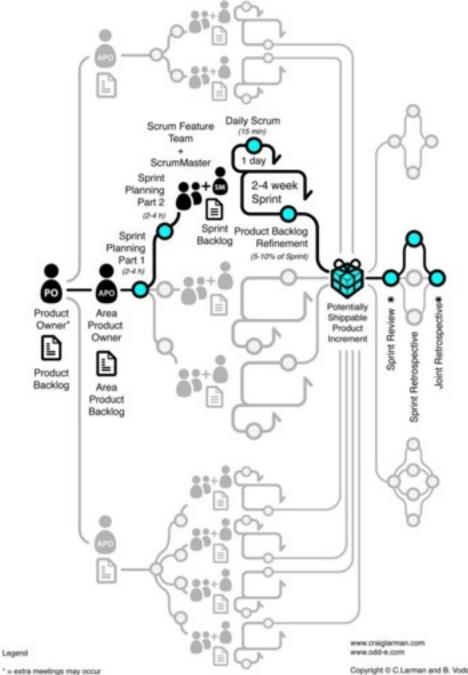
#### **Agile Industries**

## **The Answer!**

# Enterprise Agile™

#### **Agile Industries**

Large-scale Scrum when "many" teams: One Product Owner and Area Product Owners



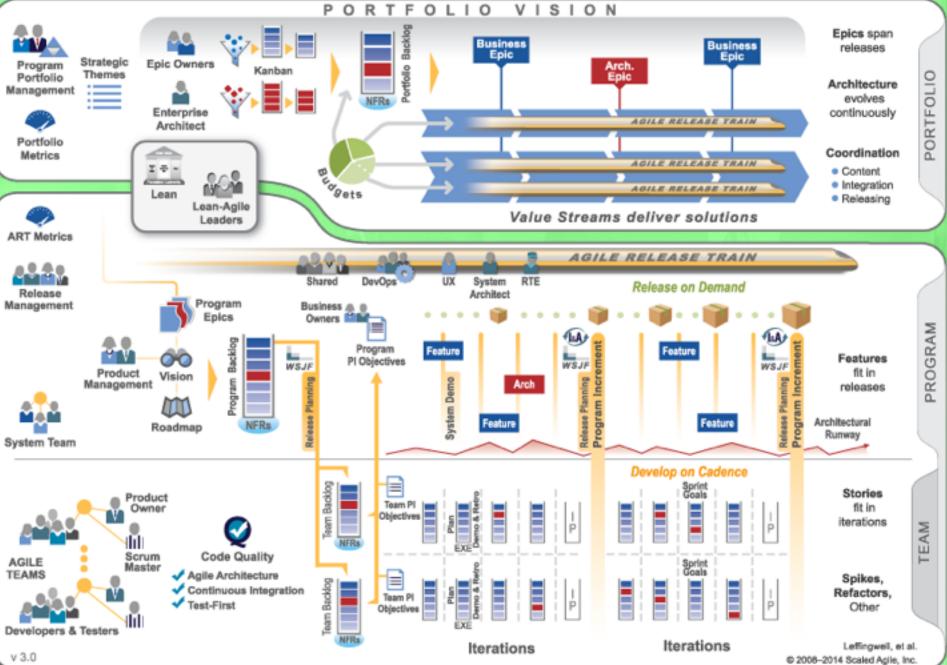
#### **Agile Industries**

Proudly Turning Developers into Customers™

#### 15

" = extra meetings may occur not shown on this diagram Copyright © C.Larman and B. Vodde 2008. All rights reserved.

#### Scaled Agile Framework\* 30



SAFe<sup>•</sup>

## **Going Forward**

- Focus on big sales
- Obsolete old materials/certifications and resell new variants
- Expand into non-software fields
- FUD at the enterprise level

#### **Agile Industries**

## **The Future is Agile**

## **The Future is Profit**



## It is time to Reclaim Agility

## Agility—What to Do

- Find out where you are
- Take a small step towards your goal
- Adjust your understanding based on what you learned
- Repeat

## Agility—How to Do It

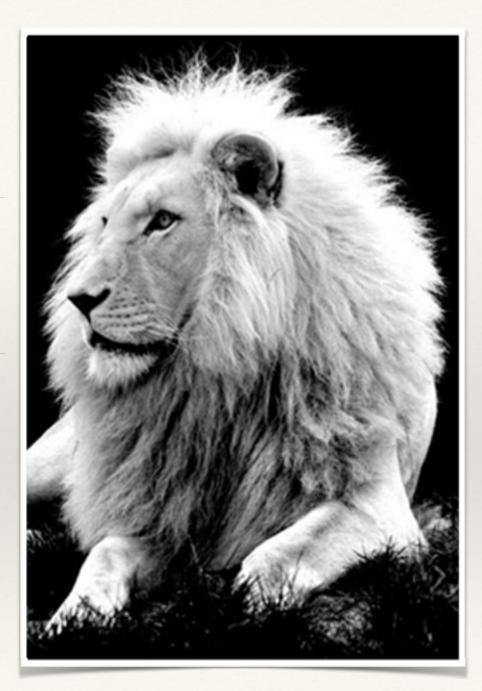
• When faced with two of more alternatives that deliver roughly the same value, take the path that makes future change easier The fix is in this room...

### Courage

Stand up to fear-mongers

You already have the values—use them to create practices

Get feedback, refine, repeat...



Agile is not what you do.

# Agility is how you do it.