Welcome! As you enter…

Please spread out among the tables. We encourage you to sit with people you haven't met.

Ideally each table will have 4-6 participants with a mix of backgrounds in agile and data (e.g., data scientists don't all sit together!).

Each table has on it an agenda/rules of the game and a simple agile maturity model – feel free to read ahead.

Lynn Winterboer & Bethany Winsor

The Agile Data Game of Life! #AgileDataGame

Agile Data Park Rangers

Lynn Winterboer

Lean-Agile Coach

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Game: Introduction

- Simple Agile Maturity Model:
  - Applicable to data-focused teams
  - Row = Agile team attribute
  - Shift = A team's move from one level (column) to a higher level
- Win: Most badges on your table's backpack
- Agile Data Park Rangers

Attribute: Cross-functional Team

From: Level 2

Team has, at a minimum, members with the capabilities needed to finish a business-value story without "throwing it over the wall" to another team (e.g., analysis, development, testing, etc....but may not yet have native data modeling or deployment abilities)

Scenario:

- Most skills on the team - business analysis, data analysis, very limited data modeling, COBOL, SQL, ETL mapping, BI metadata, reporting.

- External data model review required

- External QA, DBA, and Deployment support

Attribute: Cross-functional Team

To: Level 3

Team members agree to cross-train and learn at least one new capability each in order to increase flow of value.

- Internal QA practices with guidance from the external QA team
- Acceptance criteria: Behavior-Driven Development
- Developers automate unit testing
- Test out new models in a virtual environment prior to DM review

- Pick an attribute to start
- Roll your two dice
- **Lowest number** (1-5): *starting* level of maturity for attribute (orange card)
- **Highest number** (1-5): *ending* level of maturity for attribute (green card)
- **Roll a 6** = Your team didn't make it out of the "pit of despair" from the change curve of the *last* change. Go back and enhance the plan for the last shift to make the change management stronger.
- **Doubles** = Re-roll and your team gets to automatically *jump up a starting level* on that attribute. For example, on the second roll if you roll a 1 and a 5, then your 1 becomes a 2.
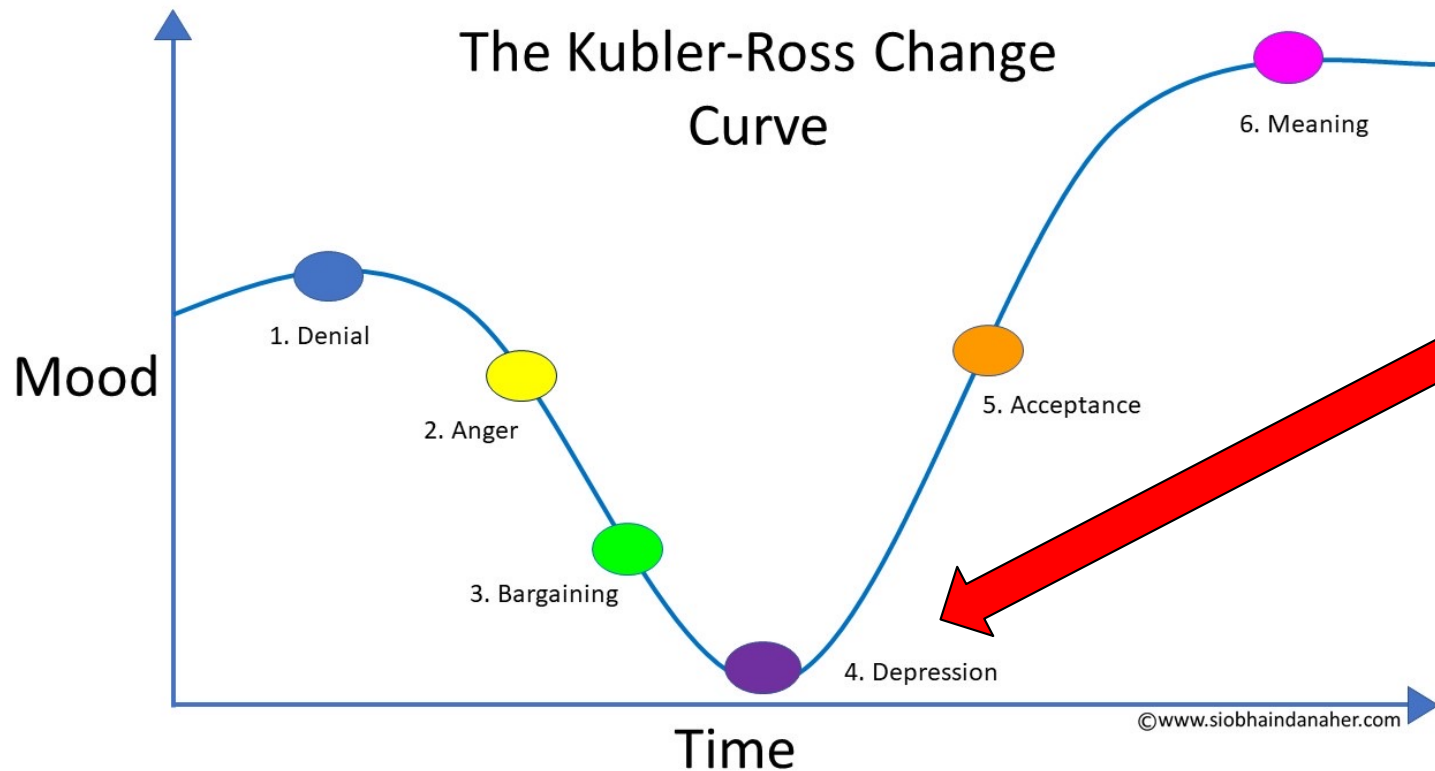
- Write action steps from "today" to "future"

- Context? Use a real-life example

- Draw the map for this part of your team's hike to agile maturity
  - Difficult or risky: Mountain, raging river
  - Challenging: Steep, rocky, snakes, poison ivy
  - Easy: Sunshine, shady trees, flowers, entertaining wildlife

- Once a shift has been planned, select the next attribute and repeat the process.

For example…

Demonstration

Go around your table and introduce yourselves:

- Name

- What part of the world you come from

- Your agile and/or data passion

- Roles in the game: Map Artist? Badge Keeper? Scribe? Time Keeper?

- What survival skill you would add to your team in the wilderness

- Please leave time for everyone - you never know who will save your life in the wild someday!

Feel free to name your team and decorate your team backpack.

Round 1!

Campfire

The hikers have all come to a good resting spot, where you find other hikers on similar journeys. We all gather around the campfire to share information and experience for the good of all.

- Where would you like some help from the group?
- What good ideas has your group come up with that you'd like to offer to others?
- What have you learned about agile maturity in a data-driven world?

Round 2!

The hikers have all come to a good resting spot, where you find other hikers on similar journeys. We all gather around the campfire to share information and experience for the good of all.

- Where would you like some help from the group?
- What good ideas has your group come up with that you'd like to offer to others?
- What have you learned about agile maturity in a data-driven world?

End of the Trail: S'mores

WHAT is a s'more???

- A gooey, delightful tradition
- Graham crackers, roasted marshmallow, chocolate
- Once you have one, you'll ask for "s'more!"

OUR s'mores – Write down:

- **Graham cracker:** A new thought or skill I can build on
- **Marshmallow**: An idea or belief I held that is now not as firm
- **Chocolate:** Something sweet I will take away from this experience
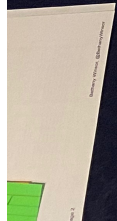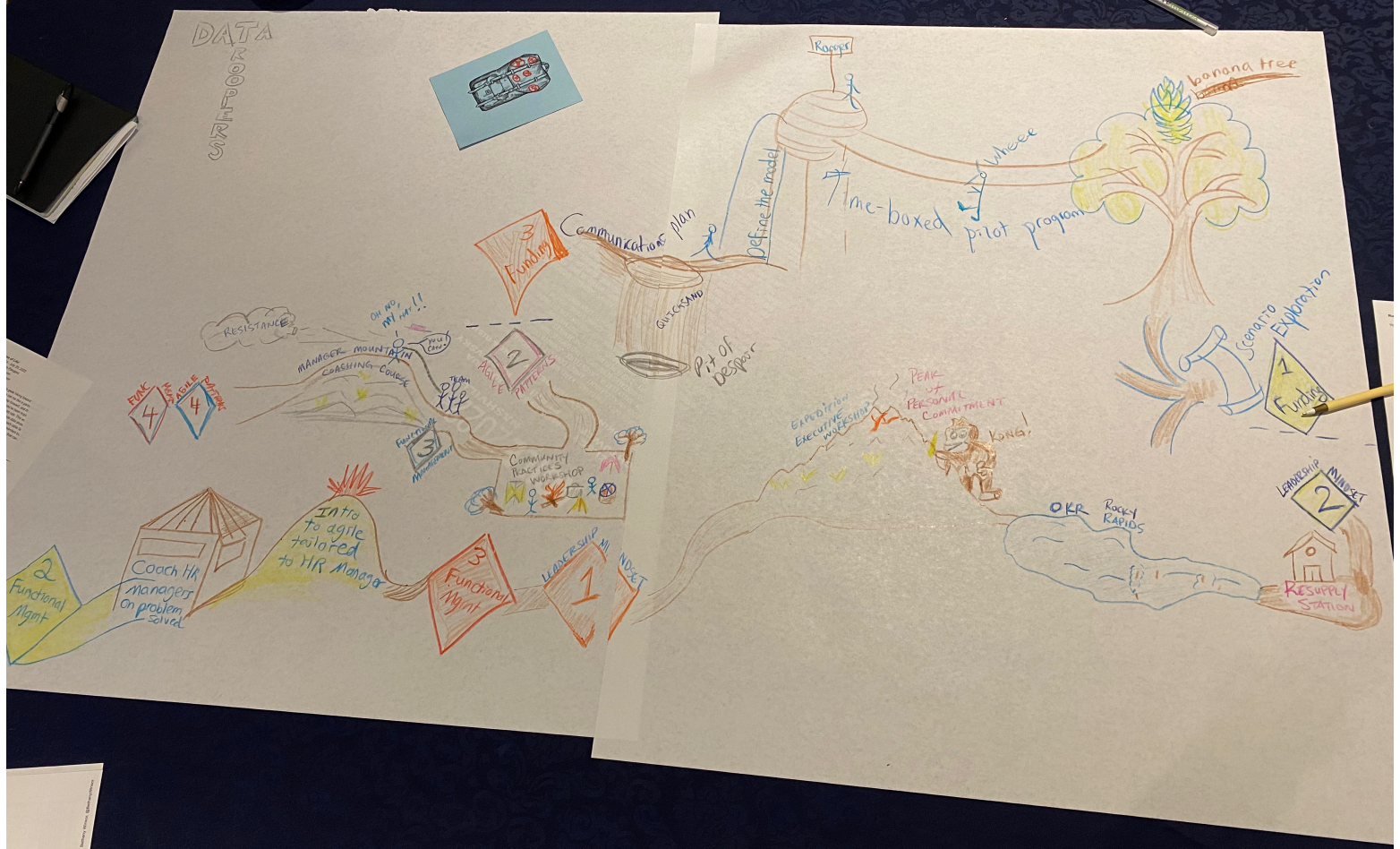
Thank you!

FEEL FREE TO TAKE PHOTOS OF THE MAPS

A few examples from this workshop…

DATA TROOPERS

Trooper

banana tree

Time-boxed pilot program

Live where

Define the model

Communication plan

3 Funding

Quicksand

Pit of Despair

Scenario Exploration

1 Funding

RESISTANCE

OH NO! MY HAT!!

YOU CAN!

MANAGER MOUNTAIN

COACHING COURSE

2 AGILE PATTERNS

TEAM

PEAK of PERSONAL COMMITMENT

KONG!

LEADERSHIP MINDSET

2

RESUPPLY STATION

FUNK 4 of AGILE PATTERNS 4

3 Functional Mgmt

COMMUNITY PRACTICES WORKSHOP

Expedition Executive Workshop

OKR

ROCKY RAPIDS

2 Functional Mgmt

Coach HR managers on problem solved

Intro to agile tailored to HR Manager

3 Functional Mgmt

LEADERSHIP MINDSET 1

Functional Mgmt 2-3
1. Coach engage w/ managers
   - what problem trying to solve
2. Intro to Agile tailored
   to HR manager
3.

Leadership Mindset 1 → 2
1. Executive Overview Workshop
   From → To exercise
2. Personal commitment

Funding 1-3
1. Scenario Exploration
2. Timebox Experiment: Pilot Program

Agile Patterns 2-04
1. Workshop of Agile
   people to understand

Agile Scouts

Define Metrics
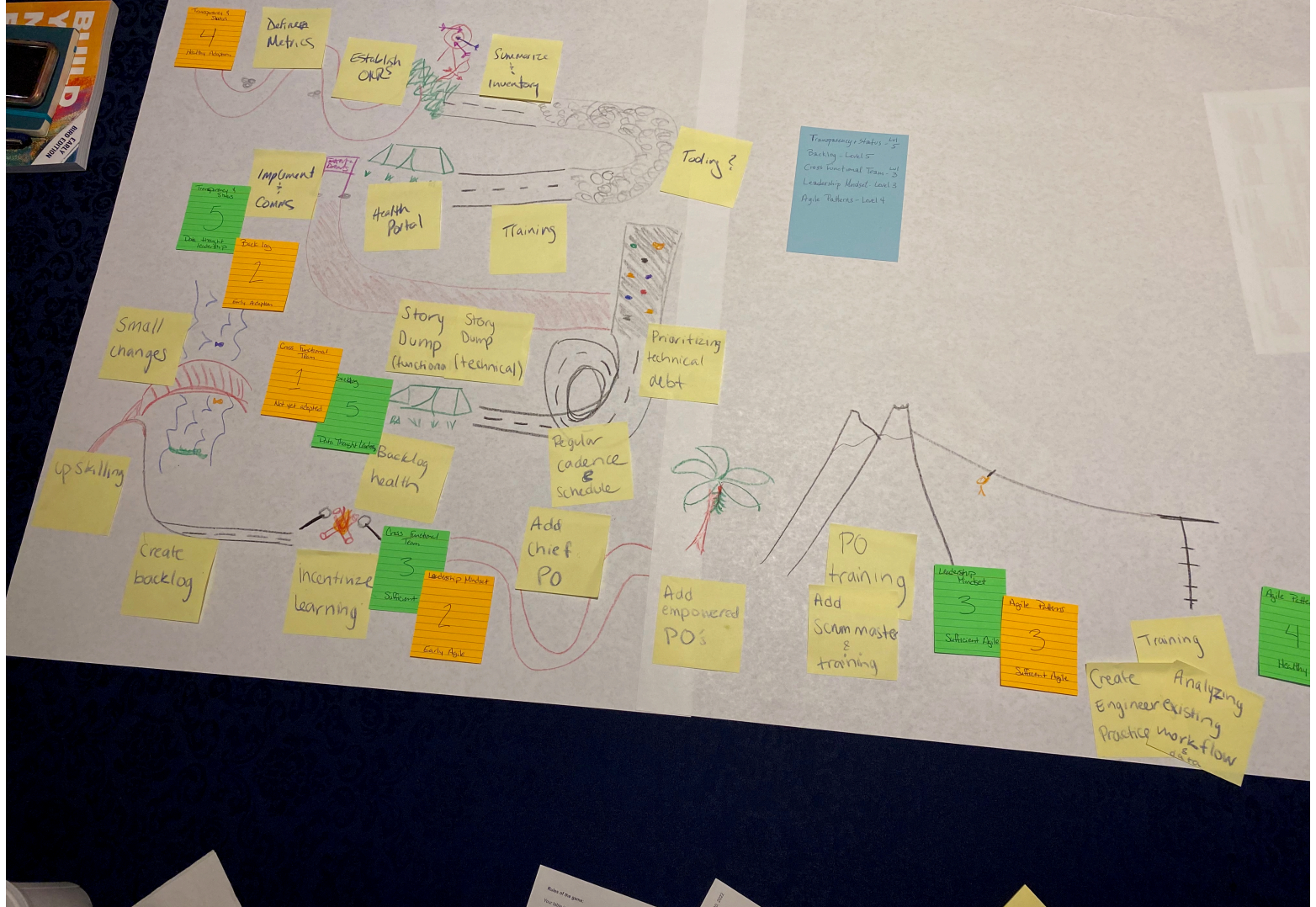
Establish OKRs

Summarize & Inventory

4

Tooling?

Implement & COMMS

5

Health Portal

Training

Transparency Status - Lvl 5.
Backlog - Level 5
Cross Functional Team - Lvl 3
Leadership Mindset Level 3
Agile Patterns - Level 4

Back log
2

Small changes

Story Dump (functional)

Story Dump (technical)

Prioritizing technical debt

Cross Functional Team
1
Not yet adopted

5

Upskilling

Backlog health

Regular cadence & schedule

Create backlog

Incentivize Learning

Cross Functional Team
3
Sufficient

Leadership Mindset
2
Early Agile

Add Chief PO

Add empowered PO's

PO training

Add Scrum master & training

Leadership Mindset
3
Sufficient Agile

Agile Patterns
3
Sufficient Agile

Training

Create Engineer Practice

Analyzing existing workflow & data

Agile Patterns
4
Healthy