





Chet Hendrickson and Hugo Lourenço

What we've learned so far





First principles over process





Technical Skills are really, really important





Thing big, do it Small



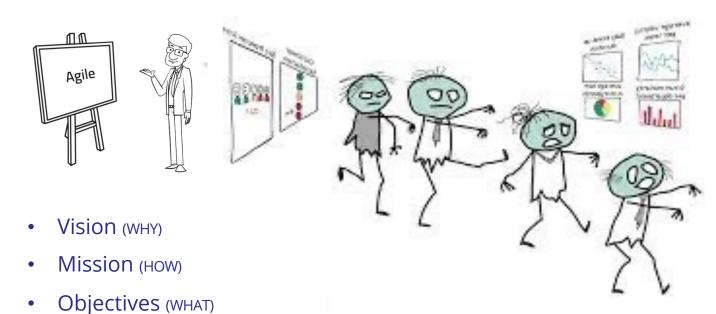


Intention vs Willing to make it happen



How do we reach organizational Goals?







Results

- Outcomes
- Actions

How do we reach organizational Goals?





Infographics

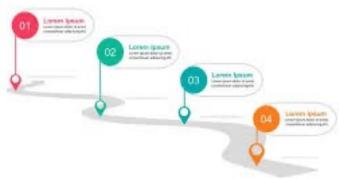
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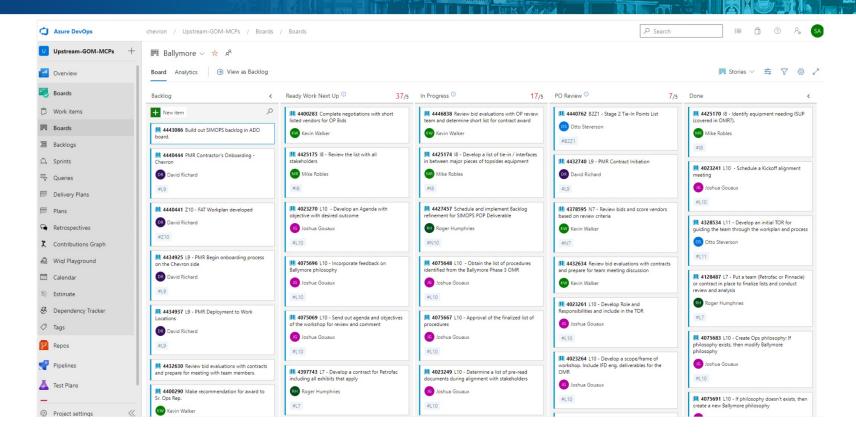
PROJECT TITLE HERE SompleT text Here Development Team Developmen

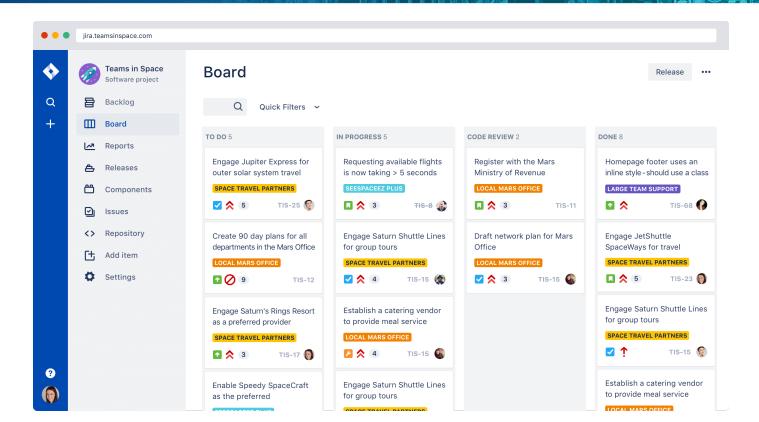


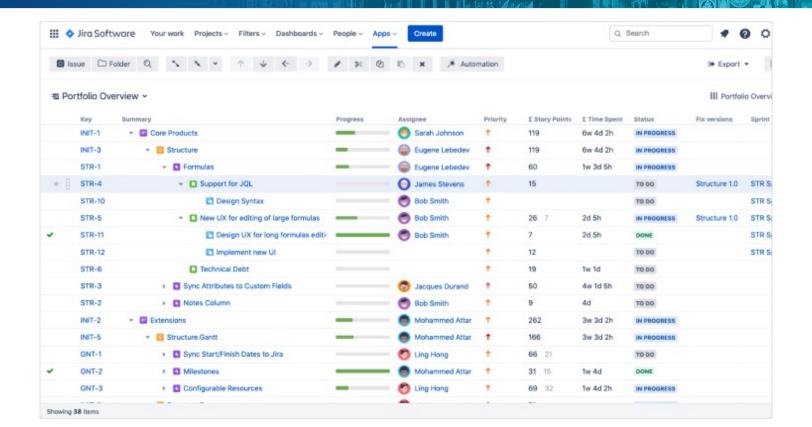
Roadmap Infographics



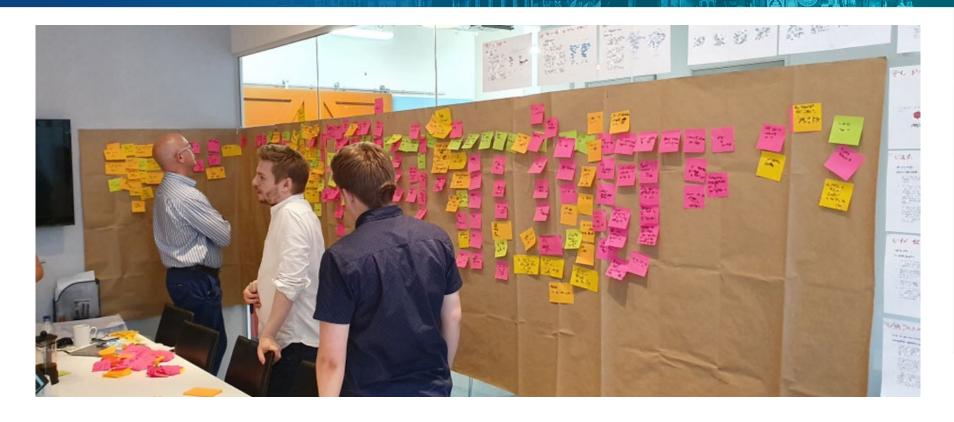












How do we reach organizational Goals?





To be a map, some things must exist:

- Visual
- Context
- Position
- Anchor
- Movement

Is this a map? User-story Mapping is not a map!

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Visual

Context

V

Position

⊘

Anchor

×

Movement



You need a true map t Without a Map you can't

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Past

1

What was planned

From Right to Left!

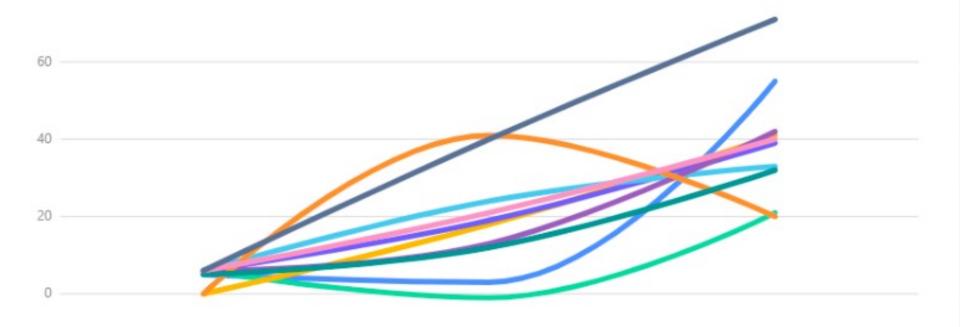
What decisions brought us here?

Present

2

What really happened

How do we work?



Individuals and Iteractions







The change must belong to the Changers



When a door closes, open it!







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What we've learned so far



Chet Hendrickson
Computer Software Consultant and
Professional





Hugo Lourenco

Agile Economy | May of working | New Ways of





Takeaways What We've Learned so far

Instead of doing this well you need to be really good



Discover the How we should be working vs buying or renting others

1st genaration went through a process of finding what they were trying
to achieve, instead of telling on how to get there. So what works for
you, what are you trying to achieve and how is going to work for you

But we were regular people, what in fact we discover we were really good, because we spend time to uncover on how to build sw in the right way. If we havent spent time acquiring and learning those skills, we haven been in trouble.

Takeaways What We've Learned so far



Manny, manny more, much, much smaller steps

No matter what you do, break into steps that can be achieved and deliver it, not at the end of the sprint, not at the end of the day, but by the end of 15min, observe what you have and take your time to think about it

Where you are can be an illusion, hard to say where you are without a map Under the pressure we are not creative, we need to realise the change is coming from our learnings and findings, not from deadlines, or tools or processes. False dichotomys to hide the creativity of the people that pass intention over those that tells you what to do.