

Managing Software Development

IN THE AGE
OF AGILE



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work
+
people



environment
+
relationships



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• HYPER
PRODUCTIVITY

• GROW SKILLS

• RETAIN PEOPLE

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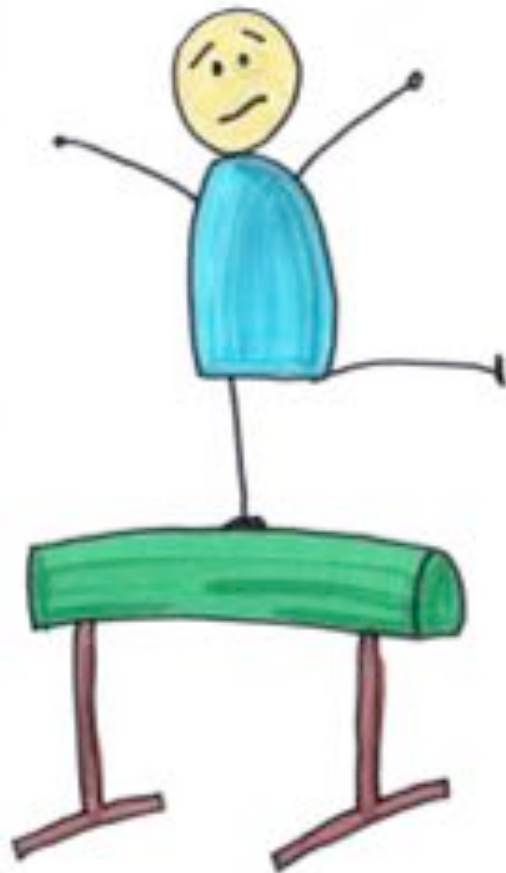
TRUST



- Let team approve leave
- Let team hire people
- Let team do reviews
- Believe in the BEST in people

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BALANCE

- Families are important
- Time off to deal with family problems
- Mental Health days are OK
- Lead by example

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EXCELLENCE

- believe your teams can achieve greatness
- space to deliver quality work
- hold them accountable to high standards
- give recognition often

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SLACK



- allow time for continuous learning
- plan down time
 - * lab days
 - * learning sessions
 - * FedEx days
- encourage taking lunch breaks

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TRANSPARENCY

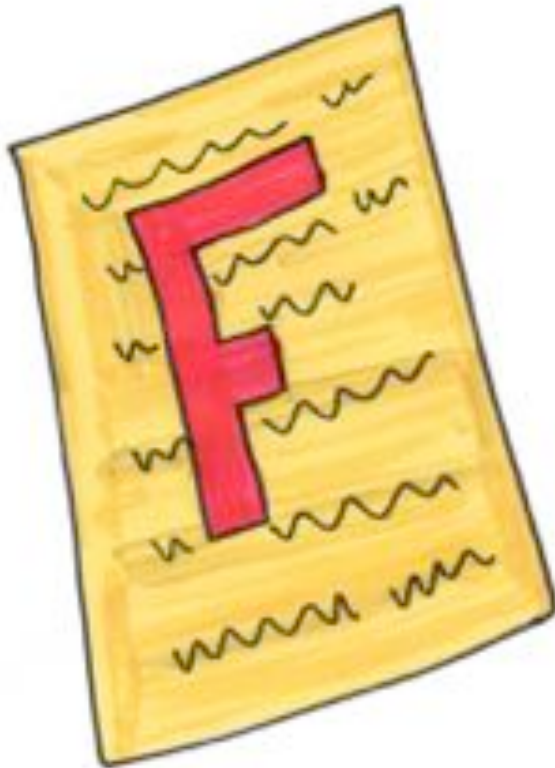


- be honest always
- explain the why behind decisions
- make YOUR work visible
- if salaries were leaked, no-one would be upset

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FAILURE



- acknowledge your failures - often
- help people learn from failure
 - retrospectives
- celebrate failing quickly

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FUN



- buy the best hardware you can
- GREAT coffee
- group game time
- laugh often

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Agile MANAGEMENT



- 1 TRUST
- 2 Balance
- 3 Excellence
- 4 Slack
- 5 Transparency
- 6 Failure
- 7 Fun