

Lean & Kanban 2009 Program <http://www.leankanbanconference.com/>



May 6th - 8th Mandarin Oriental Hotel Miami

Final Conference Program
(updated April 22nd)

Register at <http://www.leankanbanconference.com/>

Keynote May 6th:

A Lean and Scalable Requirements Information Model for Agile Enterprises

Dean Leffingwell

Abstract

Agile development practices introduced, adopted and extended the User Story as the primary currency for expressing application requirements within the agile enterprise. However, as powerful as this innovative concept is, by itself the user story does not provide an adequate construct for reasoning about investment, system-level requirements and acceptance testing across the enterprises project team, program and portfolio organizational and system hierarchy. Building enterprise-class software systems in an agile manner requires a richer model for discussing requirements-related concepts including not only user stories, but Investment Themes, Epics, Features and Nonfunctional Requirements as well as the various types of acceptance testing that helps assure system quality. In this tutorial, Dean Leffingwell describes a Lean and Scalable Agile Enterprise Requirements Information Model that scales to the full needs of the enterprise, while also providing a quintessentially agile subset for the agile project teams that do most of the work. This model has been developed and applied effectively in a number of very large scale agile enterprises, some supporting thousands of practitioners.

Bio



Dean Leffingwell is a consultant, entrepreneur, executive and technical author who provides product strategy and enterprise-level agility coaching to large software enterprises. Recently, Mr. Leffingwell was founder and CEO of consumer marketing identity company ProQuo, Inc. Mr. Leffingwell has also served as chief methodologist to Rally Software. Formerly, Mr. Leffingwell served as Vice President of Rational Software, now IBM's Rational Division, where he was responsible for the Rational Unified Process. Leffingwell was also co-founder and CEO of Requisite, Inc., makers of RequisitePro for requirements management. Mr. Leffingwell has been a student, coach and author of contemporary software engineering and software development management practices throughout his career. His is the author of *Scaling Software Agility: Best Practices for Large Enterprises* and *Managing Software Requirements: First and Second Editions*, all from Addison-Wesley.

Keynote May 7th: Kanban - Applying Principles and Evolving Process Solutions

David J. Anderson

Abstract

The motivation and use of kanban in software engineering is often being misunderstood. It isn't a prescriptive method or process template. Kanban offers us a set of guidelines and principles for implementing a pull system. When followed appropriately these principles will lead every kanban process implementation to different and uniquely tailored to its environment, value stream and risk profile of the work being undertaken. Kanban offers us a new way to think about change within software development organizations. It offers an incremental approach to change. Kanban allows us to implement my Recipe for Success: focus on quality; reduce work-in-progress and release often; balance demand against throughput; and prioritize. It also offers us a visual and transparent mechanism to see opportunities for improvement and change: bottlenecks; waste; and variability.

Bio



David Anderson is a thought leader in the software engineering management field. He was an early advocate of agile methods. His first book, Agile Management for Software Engineering focused on enterprise scale issues of managing teams in large organizations, and was published by Prentice Hall in 2003. David is also well respected in the formal and academic software engineering field and recently co-authored a Technical Note from the Software Engineering Institute at Carnegie Mellon University titled CMMI and Agile: Why not embrace both! He blogs at,

<http://www.agilemanagement.net/>

Keynote May 8th: What's Next in the Agile World - The Need For Lean

Alan Shalloway

Abstract

Alan Shalloway will discuss what looks to be next on the horizon. While Scrum continues to be the most popular of the Agile methods, it appears to have reached the limits of its capabilities as companies attempt to adopt it in both larger and more diverse development efforts. Hear Alan discuss why a new paradigm of Agile, within the context of Lean-Thinking is necessary for the industry to adopt Agile methods in larger and more complex development projects in order to achieve Enterprise Agility.

Achieving Enterprise Agility requires an organization to:

- Have an effective product portfolio management team
- Have effective teams using either iterative or Kanban methods to build the selected product enhancements
- Have proper use of acceptance test-driven development to ensure the right code is being built the right way

Alan will also discuss different transitions paths available to companies attempting to become Lean-Agile Enterprise.

Bio



Alan Shalloway is the founder and CEO of Net Objectives, Inc. With almost 40 years of experience, Alan is an industry thought leader, trainer, and coach in the areas of Lean Software Development, The Lean-Agile Connection and using Design Patterns in agile environments. He is a popular speaker at prestigious conferences worldwide and the primary author of Design Patterns Explained: A New Perspective on Object-Oriented Design. His firm provides fully integrated Lean-Agile training, consulting and coaching solutions for business, management, teams, and individuals as well as a complete set of technical training to support these services.

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Lean Day May 6th Presentations

Lean Software Development for Startups (or Why Agile isn't Enough)

Amit Rathore

Abstract

If you're in a startup, then you know that statistically, the odds are heavily against you. Pretty much the only inherent characteristic of a startup that can be counted upon to help, is that of its small size. If the company can be nimble and agile, then it can hope to gain some traction against its larger rivals. In such an environment, using an Agile methodology is a given. Without some form of a hyper-iterative software process, it is impossible for a startup to create a successful product. Or even to determine what that product is! In today's climate, exacerbated as it is due to competition, lower capital requirements for software companies, the compression of Internet time, and the recessionary economic conditions, it is no longer enough to just use an Agile method. To stay competitive, indeed to just survive, something more is required. Lean Thinking provides just such an advantage. A startup needs to ground its philosophy in Lean Thinking, Theory of Constraints, Critical Chain, Queueing Theory, Systems Thinking, and the like. It will obviously gain from the long-term focus, throughput-based accounting, and value-based constructs that these provide.

Bio



Amit Rathore has been using agile methods since 2001 - and has more recently been a thought-leader in the lean software development community. He spent nearly seven years at ThoughtWorks working on a variety of projects in several domains - at large and small organizations. He's played several roles during this time - developer, architect, and project manager. Amit has been writing about his experiences at <http://epistemologic.com> and at <http://s-expressions.com> .

In the middle of 2008, he became part of the founding team of a startup based in Mountain View, CA. He's leading the software development effort in this organization - and he's been using lean techniques in order to do maximize what is doable, given the limited resources at the fledgling startup.

Lean Software Development: achieving better requirements

Peter Middleton

Abstract

Agile approaches help by acknowledging the uncertainty and noise that surrounds software development projects. Their solution to this is evolutionary or emergent development. The question now is how can we improve on this? How to make the requirements process more objective and rigorous? The presentation suggests that a lack of rigorous requirements data can lead to sub optimisation and solutions that lack end customer focus. The next wave is to understand why customers interact with the organisation and then put those interactions under statistical process control. The evidence available for the strength of this approach is substantial

Bio

Dr Peter Middleton MBA is a Senior Lecturer in Computer Science at Queen's University Belfast, Northern Ireland. His PhD in Software Engineering is from Imperial College London. With James Sutton he co-authored the book: 'Lean Software Strategies' which explored the application of lean ideas to software development. His current work is on putting customers' interactions with an organisation under Statistical Process Control (SPC). The SPC data shows precisely the organisational performance customers are experiencing and therefore the current capability of an organisation to deliver its services. Performance gains in the order of 40% are normal when change based on this data is implemented. The proposal is therefore the Agile and Lean methods should evolve to incorporate this technique.

Let Lean be Lean, Agile be Agile, and *Ever* the Twain shall Meet

James Sutton

Abstract

Software is the last large industry to explore Lean Production. To date, most of our Lean experiments have been based on some form of Agile Development. Agile is a great improvement over traditional approaches for many domains. Applying Lean ideas to Agile practices has proven helpful to both technique and theory.

Nevertheless, applying Lean to Agile carries us only so far. Cognitive psychology says our brains filter out anything that falls outside our current mental models of reality. In other words, we miss seeing things rushing by our car window, if we put on colored glasses before taking the first look outside. Unsurprisingly, Lean seen through Agile-shaded lenses looks remarkably like...Agile. Might we see some new things if we grasped our mental models by their rims, lifted them off our faces, and took a fresh look? Large productivity and quality gains on Lean projects where Agile has been ruled out by external factors (e.g., large safety-critical/military) confirm the answer is “yes.”

In this talk we will first look at what the five Lean principles mean in Software. Then we will briefly discuss how combining Lean and Agile can yield a kind of “hybrid vigor” stronger than either alone.

Bio



James Sutton applies systems-engineering and Lean methods with a business sensibility to software systems development. This has consistently improved productivity and quality by several hundred percent on projects ranging from a few million U.S. dollars to over a billion. In 2007 his book with Peter Middleton, "Lean Software Strategies," explained this approach and won the Shingo Prize, which Business Week Magazine calls "the Nobel Prize of Manufacturing." James is a Principal Systems Engineer at Lockheed-Martin Aeronautics Company, and holds the Certified Professional Systems Engineer (CSEP) certification with the INCOSE (International Council On Systems Engineering) organization, along with certifications in Lean, QFD, TRIZ, and negotiation. He is also a keynote speaker (AdaUK London and Lean-Agile Paris in early 2009), and has spoken and published for numerous other conferences.

Scrumban: Lean Thinking for Agile Process Evolution

Corey Ladas

Abstract

The popularity of the Scrum method of Agile project management is largely due to its ease of adoption. In Lean terms, Scrum organizes product development resources into workcells and imposes constraints on batch transfers of work requests, while leaving other concerns to complementary methods. The Scrumban method builds on these simple Scrum practices in order to introduce pull, flow, standard work, throughput metrics, and continuous improvement to the Scrum framework, while also reducing the overhead associated with planning batch transfers. Scrumban aims to reduce cycle time for new feature development, and establish a kernel of flow which can expand along the length of the product development value stream. Scrumban breaks its practices into a sequence of evolutionary enhancements, so that teams can improve their processes according to their needs and capability. Scrumban allows new teams to start with Scrum as a simple starting point for Lean development, or it allows existing Agile teams to improve their processes by making Lean methods more easily available.

Bio



Corey Ladas has been an enthusiastic student of software engineering methodology since the early 1990's. Encouraged by the cross-disciplinary advancements of the Design Patterns movement and the eclectic approach of Steve McConnell's Rapid Development, Corey went off in search of unconventional inspiration from the worlds of systems engineering, industrial engineering, and product development. Lean Thinking is one of Corey's favorite discoveries from that process, and he has been experimenting with Lean methods in software development since the early 2000's. Corey edits a popular Lean software development

blog <http://www.LeanSoftwareEngineering.com>, and provides consulting and coaching services through <http://www.ModusCooperandi.com>.

Case Study: Hewlett Packard LaserJet Development

Sterling Mortensen

Abstract

The Hewlett Packard LaserJet Development team used systems engineering tools to discover the laws of Lean and increase the productivity of developing embedded and server based software by hundreds of percent. Learn from the actual work done on LaserJet products these laws of Lean. You will learn: How to increase software developer productivity dramatically while making the developers happier; Lean approaches that reduce the risk of schedule slip even on very new and complex projects; The keys to using Kanban and other principles that give constant high productivity on any size of project; How to move from slow, costly and inaccurate planning to fast, inexpensive and accurate planning; Learn about an approach to testing to get the best results available with Lean; How to have accurate status to build credibility with your management; Why some Agile efforts are much more successful; How to have confidence in applying Lean to your important projects.

Bio

Sterling is the President of Business Productivity Consulting. He uses class training and consulting to help companies increase software development productivity, shorten product development time and increase quality. Sterling worked in product development at Hewlett Packard for 31 years including 22 years in management. He was a leader in helping the LaserJet software development group increase productivity by hundreds of percent using Lean principles. He was also trained as a Six Sigma Black Belt in HP.

Learning to Lean

Jean Tabaka, Agile Fellow, Rally Software Development

Abstract

During the past several years, we've each probably been building our own path of learning with regard to Lean. Maybe we started with the Agile Manifesto, moved into the Poppendiecks' books, and then spread out from there. We may have concentrated on Womack and Jones' 5 Principles in "Lean Thinking"; or the 14 principles from the Lean Thinking House in Liker's "The Toyota Way". Maybe we really got hooked through the 7 wastes in software development elaborated in "Lean Software Development: An Agile Toolkit". In this session, I would like to create inquiry about where we have been with regard to Lean and where we may/should be headed. Is Lean a fundamental formulation for helping Agile mature? Is it different than Agile? Are we creating dangerous assumptions as we define Lean in the software development world? What are we still missing when we talk about Lean in our world?

Bio



Jean Tabaka is an Agile Coach with Rally Software Development, specializing in creating, coaching and mentoring collaborative, agile software teams. Jean brings over 25 years of experience in software development to the agile plate in a variety of organizational contexts including internal IT departments, ISVs, government agencies, and consulting organizations. Having implemented both plan-driven and agile development approaches for Sybase, Siebel Systems, and Qwest, as well as a variety of smaller ventures, her work has spanned industries and continents. As an agile mentor, Jean coaches software teams through training and facilitation to adopt agile principles and practices using a hybrid of the leading agile methods.

With a passion around collaboration practices through facilitation techniques, she guides organizations in creating high-performance teams. She is the co-author of Physical Database Design for Sybase SQL Server and is a frequent lecturer and contributor on the topic of collaboration practices in agile teams. A Certified Scrum Master as well as Certified Scrum Trainer and Certified Professional Facilitator, she holds a Master of Arts from Michigan State University and a Master of Computer Science from Johns Hopkins University.

Lean Beyond Software Development

Alina Hsu

Abstract

Lean principles can be applied to projects other than software development. IT organizations typically need to deploy a variety of commercial software systems, such as HR and Accounting systems, portals, and line-of-business packages. I will (1) present a case study of the selection of an HR system for a small to medium sized business, (2) show that a lean approach to this sort of project can save time and effort, and improve solution quality, (3) discuss challenges we encountered and their resolution, and (4) suggest a generalized structure for lean project management for non-software-development projects.

Bio

Alina Hsu has an undergraduate degree from MIT and a Master's degree in Experimental Psychology from NYU. She has worked in many capacities in law firms, universities, and in the public sector. Her professional interests include process improvement, business-IT alignment, lean methodologies, and all aspects of business and technology architecture.

Redefining Lean: Creating a Model to Understand Product (and Software) Development

Alan Shalloway

Abstract

Lean is attributed to having been created by Toyota. Building on Deming's theory of systems and people, Toyota added the concepts of Just-In-Time and Autonomation along with the profound insight that inventory was waste, not an asset. Toyota further extended Lean with a culture of continuous process improvement. While many organizations are attempting to emulate Toyota's success with Lean, it is a difficult path to take - unfortunately, most organizations are not up to it. But that does not mean they can't take advantage of what Toyota has accomplished.

In this talk, Alan Shalloway presents two ways to look at Lean. The first is the entire package - Lean as a thought process, a culture, a way for an organization to be. The second is just the thought process - that is, how to use Lean to solve problems. Alan presents the case that Lean-Thinking can be used to solve many problems that face all organizations. Lean-Thinking does not require an organization to become Lean, but gives the people involved more tools to become more effective.

How fundamental Lean concepts such as fast-flexible-flow, utilization theory, minimizing work in process, and focusing on time issues more than productivity issues work together is presented. This enables a model to be created that is useful for applying Lean-Thinking at an Enterprise or Team level. An understanding of this model directly helps practitioners of Kanban and provides insights to other not-explicitly Lean Agile methods, such as Scrum.

Participants will leave with an understanding of how Lean-Thinking can be a problem solving method in many different contexts.

Bio



Alan Shalloway is the founder and CEO of Net Objectives, Inc. With almost 40 years of experience, Alan is an industry thought leader, trainer, and coach in the areas of Lean Software Development, The Lean-Agile Connection and using Design Patterns in agile environments. He is a popular speaker at prestigious conferences worldwide and the primary author of Design Patterns Explained: A New Perspective on Object-Oriented Design. His firm provides fully integrated Lean-Agile training, consulting and coaching solutions for business, management, teams, and individuals as well as a complete set of technical training to support these services.

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Kanban Day May 7th Presentations

Kanban, Flow & Cadence

Karl Scotland

Abstract

An introduction to the three lean concepts of Kanban, Flow and Cadence, which combine to generate a more pipeline-based approach to software development, as opposed to the typical timebox-based approaches used by more traditional Agile methods. The presentation is split into 3 sections: 1 Kanban - This section will cover what a Kanban system is, how it works, how can it be applied to software development. It will show how a Kanban system can highlight bottlenecks, constraints and other areas for improvement, and describe a number of alternatives used by different teams; 2 Flow - This section will cover how to leverage a Kanban system for software development in order to maximise value and minimise waste. It will introduce the idea of Minimal Marketable Features as a tool to emphasise the value that is to be pulled through the pipeline; 3 Cadence - This section will describe how to manage releases and commitments in the absence of traditional iterations and iteration planning. Cycle Time, Throughput and Cumulative Flow Diagrams will be introduced to explain how rolling wave planning can be achieved with minimal investment and inventory.

Bio



Karl is a versatile software practitioner with a wide range of skills, including development, project management, team leadership, coaching and training. He has worked on domains including multimedia, neural network, interactive TV, billing and the web, and has experienced both a complete lack of process, and an overly rigorous one. When he discovered XP, and was given the opportunity to use it, he embraced it enthusiastically, and has never looked back. Karl is currently an Agile Coach with EMC Consulting (formerly Conchango). Previously, he has been an Engineering Program Manager with Yahoo! Europe, championing agile software development within the London office, and he spent 5 years with BBC Interactive, leading a team that developed software which delivered 78 services in 12 months, a feat which could not have been achieved without agility.

The Inkubook experience: A tale of five processes

Eric Willeke

Abstract

Inkubook.com came into existence in March 2008 with as an existing software development and marketing organization received a new CEO and was immediately tasked with building an entirely different product. This presentation discusses the evolution from the existing Scrum process through four major changes as the team's process shifted to meet the team's goals and management's demands. Focus will be given to the barriers benefits that the team perceived with each stage, including the perspectives of management, architects, and developers. Where possible, a discussion of the unintended consequences of the team's actions will be explored with specific examples.

The massive changes in leadership, product domain, and technical domain led the team from Scrum into a period of hyper-active, burnout-inducing chaos, followed by rapid process change on a mission of providing the shortest possible lead time to the marketing team, which was learning and rapidly reassessing the table stakes for a new market. As these table stakes came into place, the team refocused on steadily and consistently providing new functionality on short order. The effort inevitably, yet painfully led to the team implementing a pull-based flow through the entire organization from marketing through all development roles and back to marketing for release and operations decisions. The first steps into what would be considered a kanban approach came when program management recognized the dangers of piling up too much work and we identified a loose WIP limit and began to focus all improvement attention on reducing friction and improving flow on behalf of the marketing team. Over time, the team's leadership recognized the failures of "kanban" caused by partial implementation of the principles and initiated a complete implementation supported by all levels from the Director through individual contributors in every role.

Bio



Eric Willeke specializes in optimizing development methodologies to provide high throughput with consistent quality in a variety of regulatory environments. Having implemented, architected, and led software projects for eight years; Eric's experience spans a great variety of business, technical, regulatory, and process environments. As a senior software engineer at SEP, Inc., he developed the main engine service diagnostic software for a major automotive engine manufacturer. He then led the technical design and implementation for the ground station of a new military aircraft, successfully hitting budgetary and scope goals while satisfying DO-178B regulatory requirements. Eric later managed the FDA-regulated implementation of a new web-based remote patient monitoring system for a major medical device manufacturer. After serving as a process champion, team lead, and architect on a number of smaller projects for a variety of

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clients, Eric departed SEP and found his way to Inkubook. At Inkubook, Eric defined methodologies, mentored colleagues, architected the system, and helped code his team's way to a successful commercial launch.

ChaMP Continuously Improving an Enterprise Development Group

Eric Landes

Abstract

The ChaMP system demonstrates how a Kanaban board has been used for Sustained Engineering in an internal IT development group. This session is a case study in how the CI-AFR2 software group got started with David Anderson's work with XIT and Corbis, and Corey Ladas work at Corbis. The group now continuously improves their development process so it looks different than the original Corbis group. Any shops looking on how to implement kanban/lean ideas, or wanting to continuously improve their agile practices will be interested in this session.

Bio



Eric Landes currently is Project Lead/Project Management working for a Robert Bosch Corp. Development group using Agile methods. His background includes development work for enterprises, including spearheading using Agile/Lean methods for increasing quality and productivity. He is a Microsoft MVP, and an ASPInsider. His blog is <http://aspadvice.com/blogs/elandes>, and he can be found on twitter at www.twitter.com/ericlandes. For more information, please view his linked in profile here <http://www.linkedin.com/in/ericlandes>

Crack That “WIP” - Introducing Kanban into an Organization

Linda Cook

Abstract

Limiting work in progress runs counter to most developer’s instincts. We typically strive to react to the needs at hand, work in parallel when possible and quickly shift tasks when blocked, putting it off to be dealt with later or better yet, by someone else. Additionally, company cultures tend to reward a “just get it done” attitude which can be directly at odds with what’s currently in progress. At The Motley Fool, we’ve introduced a Kanban process in two contexts: An IT infrastructure team and a website development team. By focusing on these cases, we will discuss how Kanban was introduced what aspects of Kanban were successful, how the process evolved, what failed and how we addressed the team’s resistance to limiting work in progress.

Bio Linda Cook

Ms. Cook has over twenty years’ experience in the IT industry, she has held positions from developer, forms designer, data modeler, analyst, tester, to methodology lead. She has worked in a variety of industries, including financial systems, insurance, education, research, manufacturing, and IT consulting. She has mentored colleagues, established formal and informal training programs, and established/improved the processes of numerous software development teams during her career. Ms. Cook received her bachelors’ degree from the College of Notre Dame in Business Management with a concentration in Computer Information Systems. She is a certified ‘Scrum Master’ with the designation of ‘Practicing’, and is active in the international Scrum community. Ms. Cook is a member of the Agile Alliance, and the Project Management Institute, active in the Baltimore Chapter. Ms. Cook is co-chair of the Agile Project Leadership Network (APLN) Maryland Chapter. Ms. Cook was the coordinator of parent/teacher education for Computer Mania Day 2006 held by the Center for Women in Information Technology (CWIT) at University of Maryland Baltimore County (UMBC). Ms. Cook has helped many companies implement SCRUM, Agile Project Management, Kanban, and several Lean-Agile techniques.

Embracing Kanban: A case study examining how Kanban has been integrated into Software Engineering Professionals (SEP)

Chris Shinkle

Abstract

In 2007, Software Engineering Professionals (SEP) began embracing Lean principles and Kanban. Kanban provided a way to introduce Lean principles and Agile practices to project teams. We found that it allowed teams to manage projects more effectively than using traditional management tactics. During this session, we will take a practical look at how SEP introduced Kanban across the organization. Detailed examination of several specific projects will demonstrate the pitfalls, challenges, and results of applying Kanban. Finally, we will evaluate the cultural changes resulting from Kanban.

During the session, we will

- Characterize the things that worked well, along with those that haven't
- Demonstrate how the introduction and teaching process evolved over time
- Illustrate the impact to SEP's company culture
- Examine the challenges still to be overcome using Kanban across our organization

SEP is a privately held software engineering company located in Indianapolis, IN. It was founded by engineers in 1988 and has grown to include 70+ employees. SEP collaborates with many Fortune 500 companies to develop new software systems and products for business, data and safety critical applications. They offer full lifecycle software solutions to clients in the medical, aerospace, healthcare and national defense markets.

Bio



Chris Shinkle is a Development Manager at Software Engineering Professionals. SEP is a project based developer of software systems and products for business, data and safety critical applications.

Chris has worked with SEP for over 12 years in roles ranging from software engineer to recruiter to development manager. He has experience customizing and fitting process models to many different domains including aerospace, defense, medical, consumer electronics, and automotive. He has used Agile and Lean methods to lead large complex projects, most notably, a military aircraft engine monitoring and maintenance system and an FDA regulated remote patient monitoring system. He introduced FDD to SEP in 2004, and then continued to evolve the internal processes and approaches over the following years. In 2007, SEP began to adopt Kanban processes under Chris' guidance, as he trained and mentored engineers across the company. Currently, more than 10 different projects are using pull-based approaches.

Chris is a graduate of Purdue University and resides in Indianapolis with his wife and two sons.

Practical Experiences and Tools Applied to a Kanban Sustaining Engineering System

Alisson Vale

Abstract

The Kanban ideas have been changed not only the way we sustain and evolve our products, but also the way we operate our business. They've changed our working system at the level of paradigm, generating a tremendous potential of leverage by continuously transforming our way to manage and execute our technical operations. This presentation will show you how we applied these ideas at Phidelis Technologies, a software development company in Brazil dedicated to create software solutions for the educational segment, mainly the one formed by big universities and medium-size schools. At Phidelis, we are using a whole set of open-source tools that help us to delivery features and services, while an electronic Kanban board give us full visualization and control of the working in progress. This board became our central source of information about the process and a great visual representation of what is going on a daily basis. It allow us to get instantaneous indicators about the healthy of the process and the state of the system. Average cycle times, use of resource, inventory levels, multi-tasking overheads, and others indicators are intensively used to manage the process. The talk will focus on the demonstration of tools and techniques that we used to create our pull-system and to optimize all the value chain, including services and support operations. In this session participants will also know about: how we are doing to organize scope (what) and priorities (why) in function of time (when); the strategies that we have been using to reduce variability and smooth the flow in our process; experiences in trying to create mutual trust relationships with customers while they are competing by your project resources and how do we are trying to apply Kanban and Lean concepts to address this problem; the engineering practices and release management issues and how they deeply influence our process; how Kanban has been important in helping us to get a better understanding of what-we-do, why-we-do and how-we-are-doing. All topics will be discussed in the context of the tooling set that we are using to implement Kanban. There will be a quick demo of these tools at the end.

Bio



Alisson Vale is founder of Phidelis Technologies. With more than 15 year of experience with software development and at least 8 years leading and coaching software projects, he is an Agile enthusiastic in Brazil, where he has a strong level of participation by writing articles, doing presentations and debating on discussion forums. Today he is a technical coach and Project Leader at Phidelis, where a lot of ideas and techniques are constantly challenged and applied in real world scenarios.

Not Just Fun and Games Building the Mousebreaker Web Site

Rob Hathaway

Abstract

IPC Media is a leading consumer magazine publisher and part of the Time Warner group. Almost two in every three UK women and 44% of UK men read an IPC magazine.

In the summer of 2008 IPC purchased the popular games web site Mousebreaker (www.mousebreaker.com), the aim being to build upon the excellent reputation for high quality games and to package it in a more engaging web site which could offer a wide range of commercial advertising opportunities.

Having purchased Mousebreaker, speed to market was of the essence. The web site replacement project therefore had extremely exacting, immovable timescales and board level visibility. Rob Hathaway, a senior consultant at IndigoBlue (www.indigoblue.co.uk) will present his experience of managing the project using a Kanban process. He will discuss the challenges, the success that Kanban delivered and it's subsequent impact within the organisation.

Bio



Rob Hathaway is a Lean/Agile Consultant at the specialist management consultancy IndigoBlue. Rob has spent most of his career helping teams become more effective at delivering software and has a formidable track record of success. He has over 15 years experience in some of the world's largest companies, across a range of industries including telecoms, banking, media, military, logistics and is currently helping organisations utilise Kanban and Lean processes/techniques to optimise their software delivery processes.

A Leaner form of Agility

David Laribee

Abstract

When is Kanban likely to succeed? How do we introduce it? How does the quest to reduce waste and improve continuously changed tried-and-true XP practices? In this talk, I'll share my experiences and experiments with Kanban and Lean at Xclaim Software and VersionOne. Among other things we'll look at how the "day of planning/review/demo" can be whittled down in high-functioning teams, how the desire to release atomic features changes practices like source control and continuous integration, and some of the challenges in transitioning from the small-batch style of work to a true pull system.

Bio



David Laribee coaches the product development team at VersionOne. He has 12 years experience designing and developing enterprise applications and coaching Agile teams. David has worked on internal IT, product development, consulting, and rapid prototyping teams across a wide variety of industries. David is a frequent speaker at local and national developer events. He was awarded a Microsoft Architecture MVP for 2007 and 2008 and writes about Agile and Lean methods, coaching, and software design on the CodeBetter blog network (<http://thebeelog.com>).