

THE TECHNOLOGY STRATEGY COMPANYSM

AGILE & DISCIPLINE



According to Hillel

SOFTWARE METHODS

- ▲ Disciplines [such as CMMI®] are about software *process management*, not *technical development* and don't (or shouldn't) care what development methodology is used.
- ▲ The key to marrying Agile and Discipline is distinguishing between
 - ▼ software *development* methodologies and
 - ▼ software *management* methodologies.



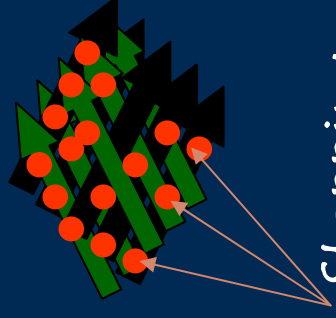
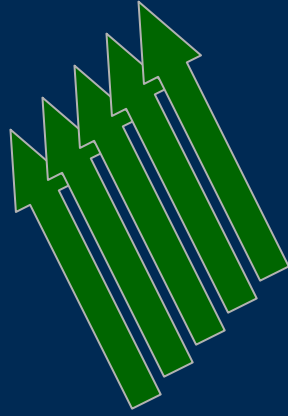
ABSURDITIES

- ▲ Too many “Disciplinarians” believe “Agilists” think :
 - ▼ “We’re out to produce quality software in the absence of any process.”
- ▲ Too many Agilists believe Disciplinarians think:
 - ▼ “Process is more important than productivity or profit.”
- ▲ BOTH are absurd and neither perception is true.
- ▲ So why don’t they get along?



TYPICAL PROCESS OVERLAY

- ▲ Ordinary implementation of discipline in development environments.



Development
Processes

Typical Heavy
Processes

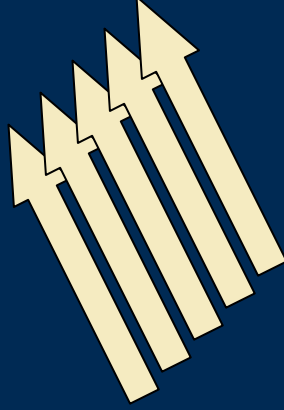
Stopping
Points

- ▲ Discipline is super-imposed onto development processes.
- ▲ Add a layer of effort not in-line with productivity.

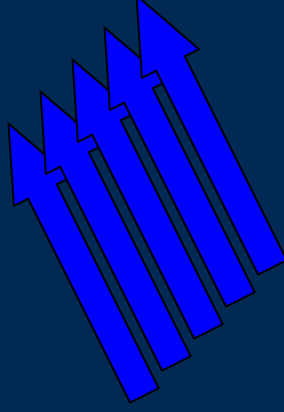


RECONCILING AGILE W/ CMMI

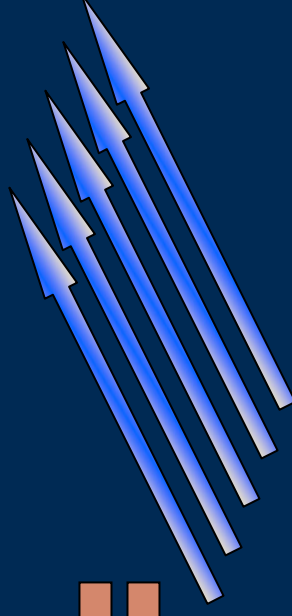
- ▲ Preferred implementation of discipline in development environments.



Development
Processes



Agile
Processes



∅ Stopping
Points

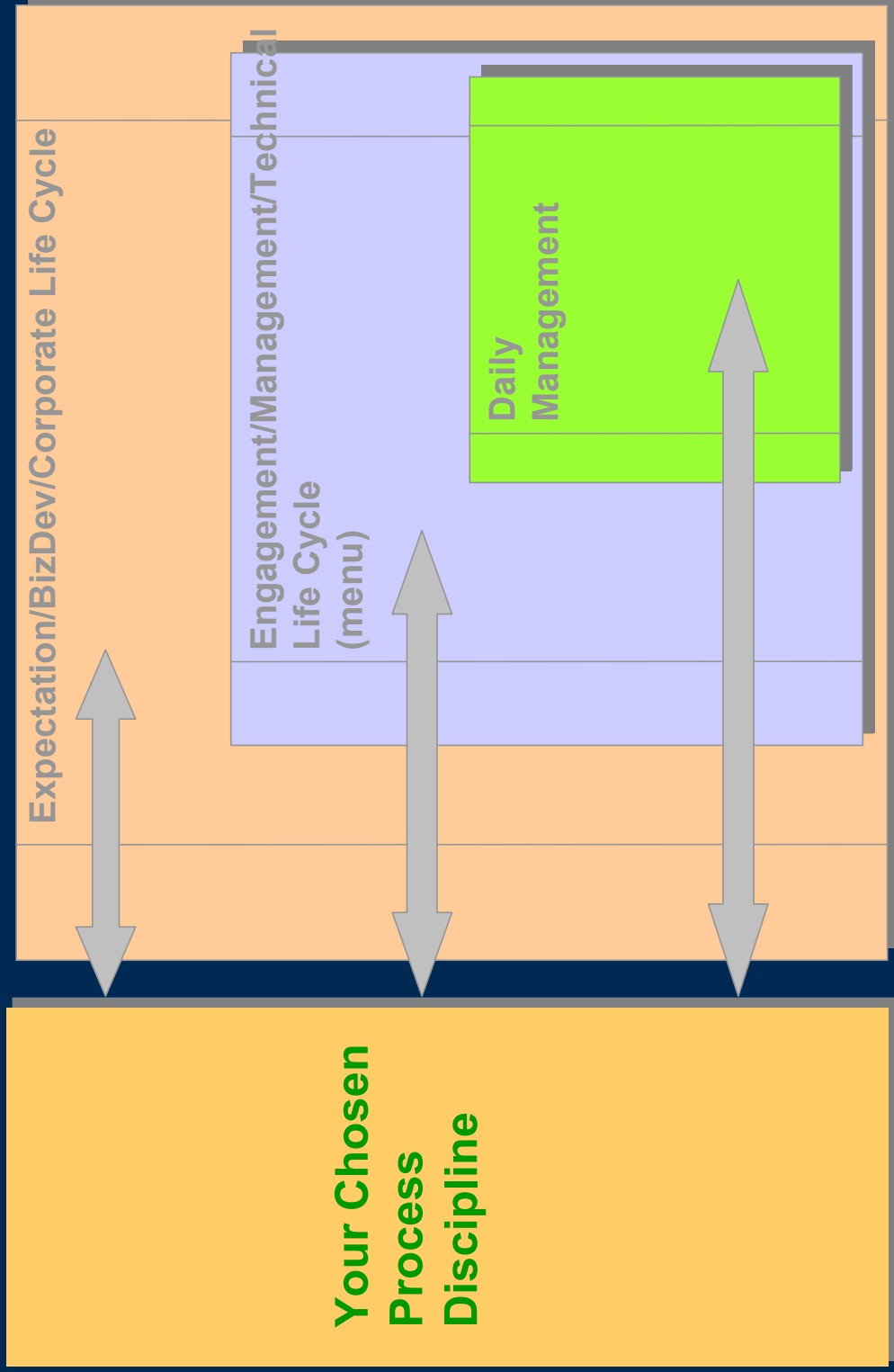
- ▲ Discipline is integrated into and aligned with development, increasing development productivity.
- ▲ Contributes to capacity and value of company.



MAPPING TO REALITY

THE TECHNOLOGY
STRATEGY COMPANYSM

BUSINESS
ENTINEX
TRANSLATES
TECHNOLOGY



WORK HARD ONCE...

- ▲ ... Get Paid Again and Again
- ▲ It's not the absence of process that makes a development method agile... It's the absence of *unnecessary* or obstructive processes that makes a method agile.
- ▲ Take the time to:
 - ▼ Understand the risks processes are trying to avoid.
 - ▼ *Design* the processes in alignment with productivity.

