



Kelly Albrecht | Last Call Media



Agility

The Dilemma

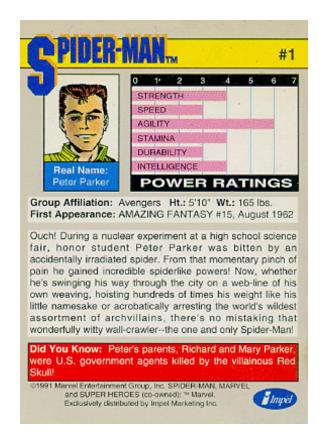
Design

• Over half of CIOs regard Agile development as "discredited" (53%).

Three-quarters (75%) are no longer prepared to defend it.

Half (50%) say they now think of Agile as "an IT fad".

-6point6 survey of 300 CIOs in the UK and the US



http://www.therealgentlemenofleisure.com/2016/03/unstacking-deck-marvel-universe-series.html

Awareness enables agility.



Deliberation <u>vs</u> Hair Trigger Action.

Your agility is measured by the **speed** and **effectiveness** of your **response**.

How is Scrum agile?

Ceremonies.

- · Sprint Planning.
- The "Daily Stand-up."
- Sprint Retrospective.
- · Sprint Review.

Values.

- · Commitment.
- Focus.
- · Openness.

- · Respect.
- · Courage.

Iteration.

Iterations provide an optimized awareness into a larger effort.



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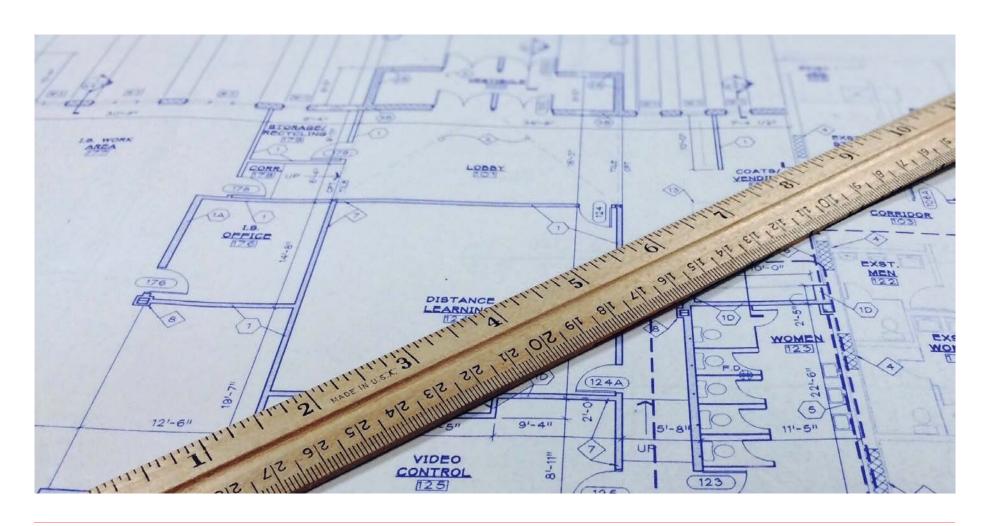
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You never get a second chance to make a **first impression**.

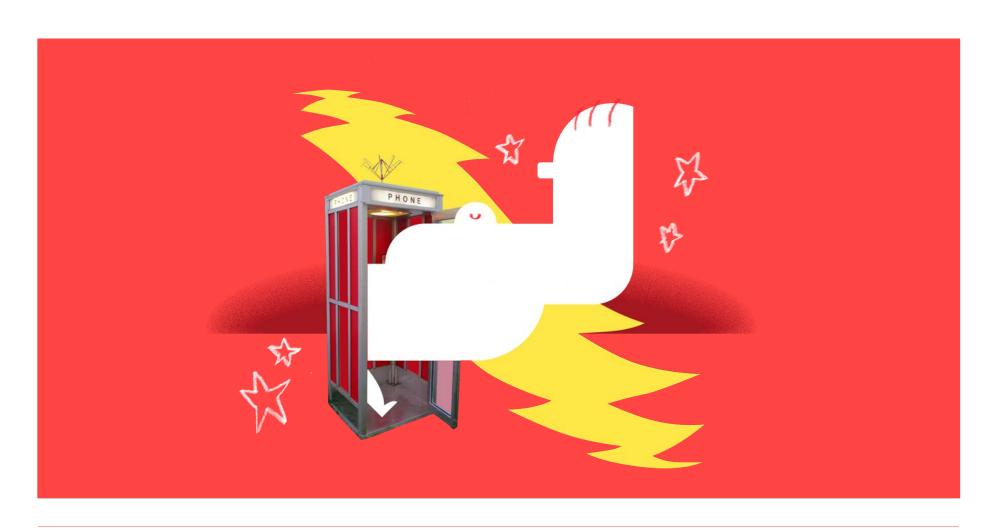
- Design appeal predicted rejection (mistrust)
- Personalization of content predicted selection (trust) of advice sites.

From Trust and mistrust of online health sites In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems



Wherever complex design exists, there must have been a designer.

— Thomas Aquinas



"Nature is complex therefore nature must have had an intelligent designer."

— Thomas Aquinas



William Paley

Natural Theology, (1802)

http://www.cogsandpieces.com/pocketwatch1255.html



Bené Bescartes

(early-1600s)

saac Newton

(late-1600s)

Walters Art Museum in Baltimore.



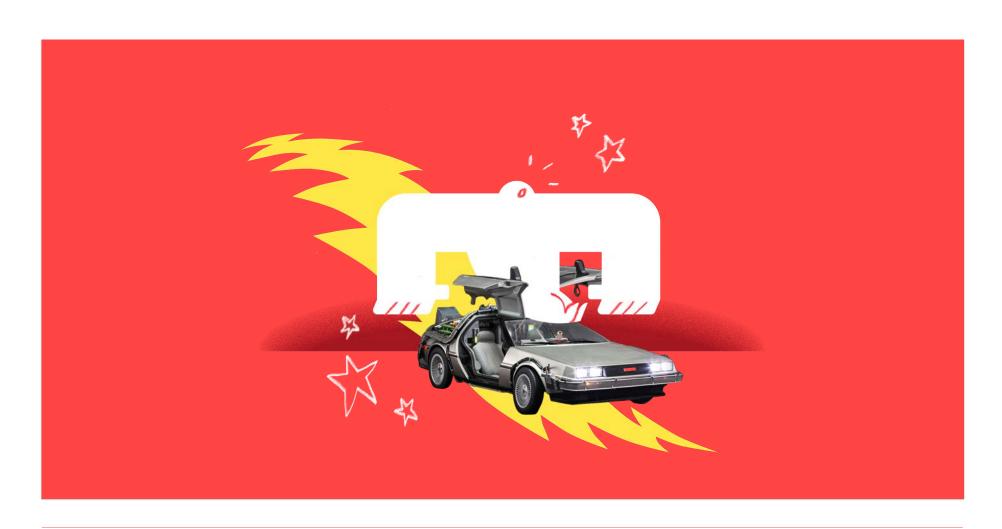
By Jeepika - Own work, CC BY-SA 3.0, https://commons.wikimedia.org/w/index.php?curid=32368149



Agility is good.

It is not the most intellectual of the species that survives; it is not the strongest that survives; but the species that survives is the one that is able to adapt to and to adjust best to the changing environment in which it finds itself...

— Charles Darwin in "Origin of Species."

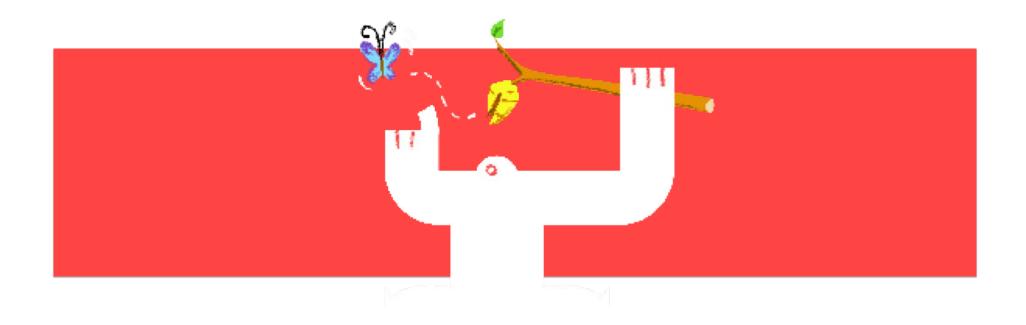




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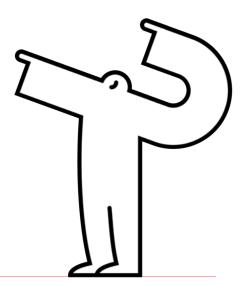
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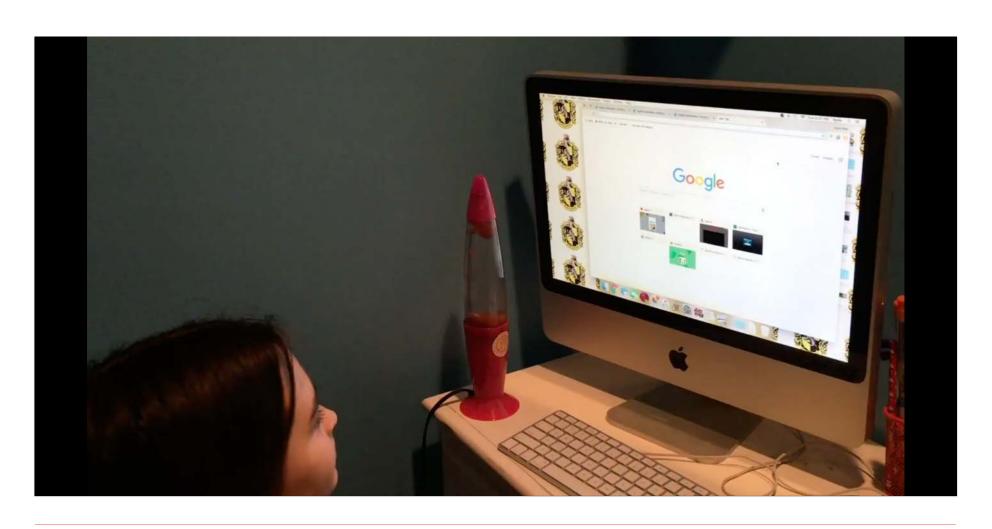


Designing with agility.

Agility is bringing good thinking to action quickly.



Design & User Testing.



Make it easy to change later.

Plan much?



How can we reconcile our dilemma for **iterative**, **maximally affective** experience events?

Making for Agile Design.













NONPROFIT TECHNOLOGY CONFERENCE

















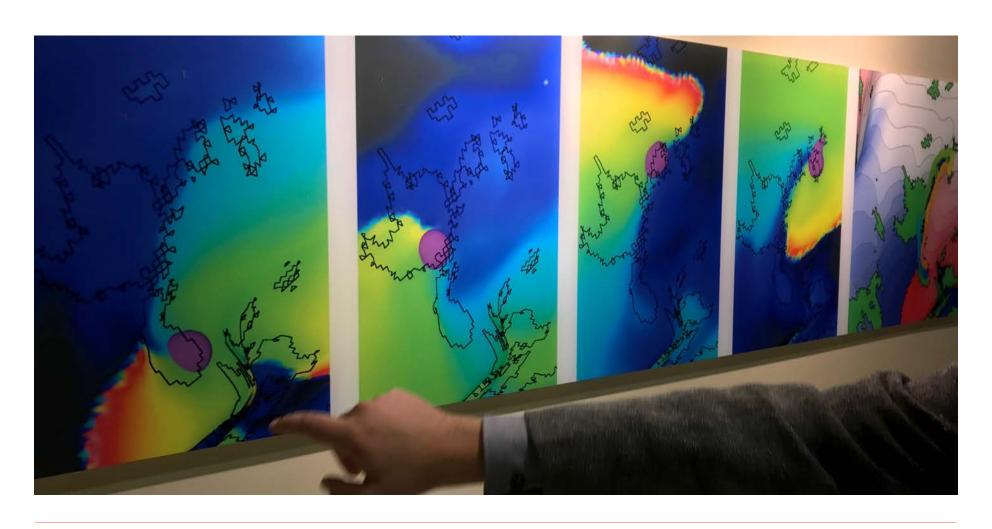






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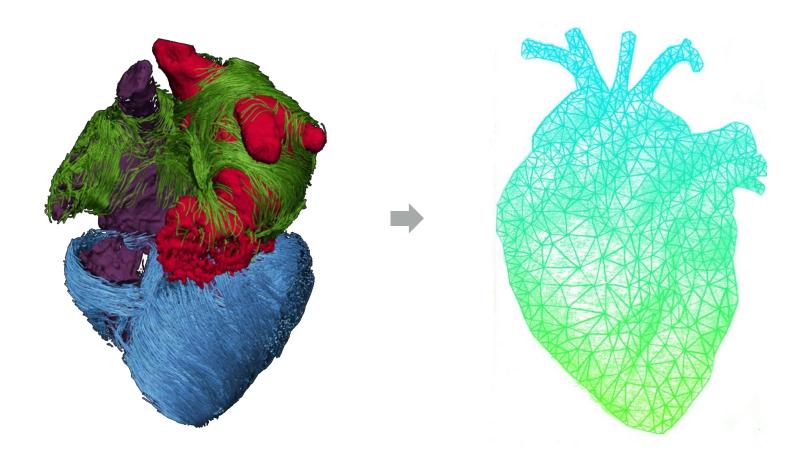


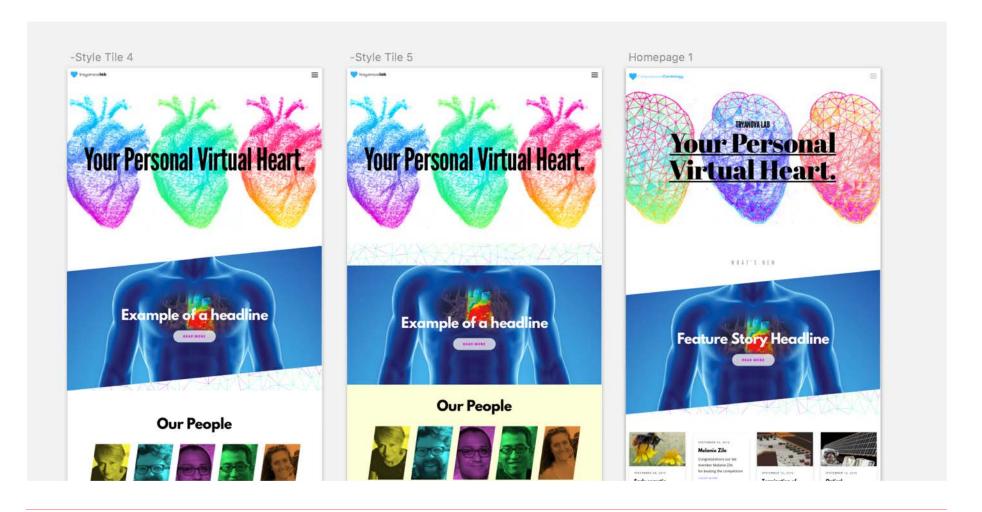


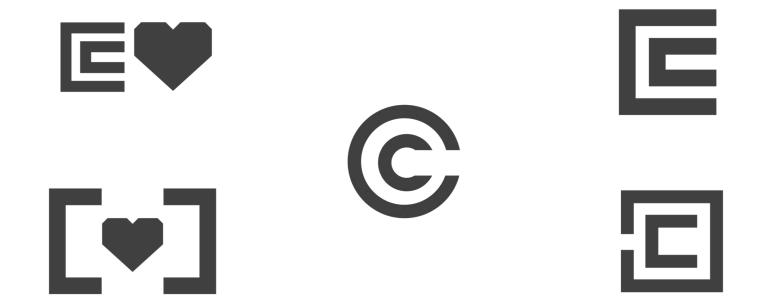
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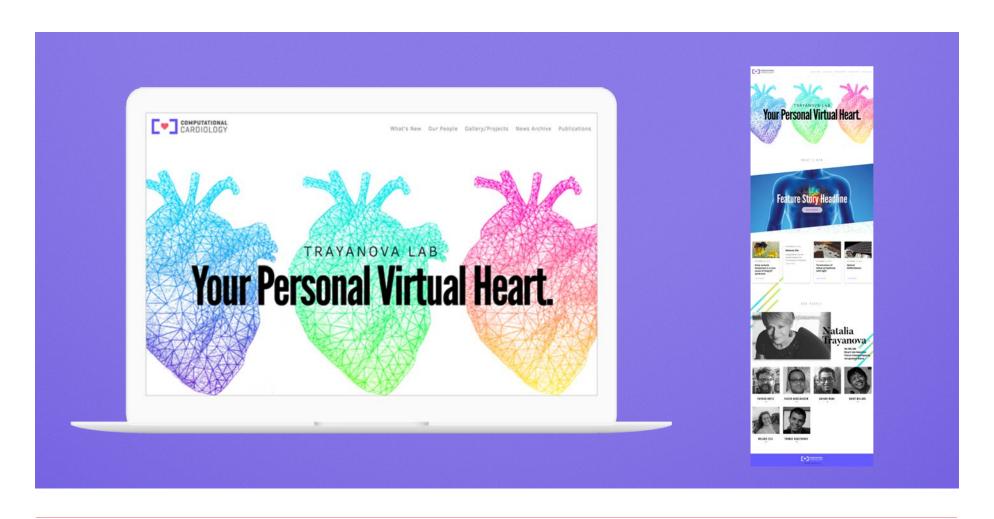


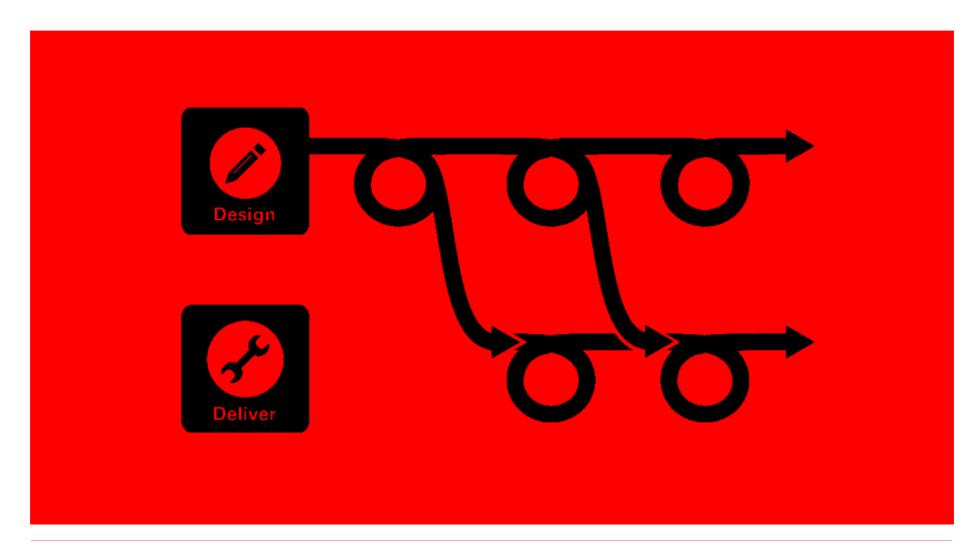




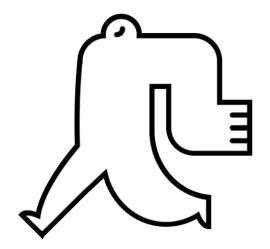








Agile doesn't tell us not to have a plan, but to always be planning.



Retrospectives.



Do more together, better, faster.

Icm.io

