CONCEPT. MANIFESTO. PRINCIPLES.

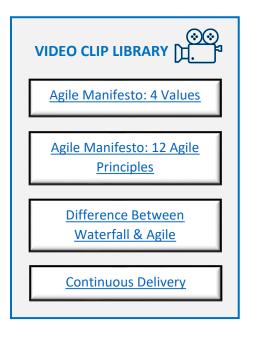
SUMMARY

The word Agile comes from the Latin term "Agilis" which means quick or nimble. Merriam-Webster defines agile as the ability to move quickly and easily; able to respond to change rapidly.

In a business context, agility (the act of being agile) is the ability of an organization to rapidly adapt to market and environmental changes in productive and cost-effective ways. In the early days of software and product development, approach was not established yet and as a result projects used the waterfall approach.

Agile Manifesto

The Agile Manifesto was written in February of 2001 by seventeen independent-minded software practitioners. While the participants did not agree about much, they found consensus around four (4) main values and twelve (12) principles:



4 Main Values of Agility

Individuals and interactions	Over	Processes and tools
Working software	Over	Comprehensive documentation
Customer collaboration	Over	Contract negotiation
Responding to change	Over	Following a plan

That is, while there is value in the items on the right, we value the items on the left more.

12 Principles of Agility

In addition to the 4 core values, there are also 12 guiding practices, also called principles, that support teams in implementing and executing with agility. You can download a poster of the Agile Manifesto and 12 Principles in one convenient sheet.

Use these principles as a litmus test to determine whether you are being agile in your project work and thinking:

- 1. Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.
- 2. Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.



- 3. Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
- Business people and developers must work together daily throughout the project.
- 5. Build projects around motivated individuals. Give them the environment and support they need and trust them to get the job done.
- 6. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.
- 7. Working software is the primary measure of progress.
- 8. Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
- 9. Continuous attention to technical excellence and good design enhances agility.
- 10. Simplicity the art of maximizing the amount of work not done is essential.
- 11. The best architectures, requirements, and designs emerge from self-organizing teams.
- 12. At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

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Why Agile? Agile vs. Waterfall

Although waterfall has many benefits, especially for improvements on legacy systems, however most projects today are delivered faster utilizing Agile.

Continuous Improvement

Agile projects schedule continuous improvement activities into the plan as part of the methodology. In agile, the agile approach to lessons learned is deliberate and frequent, and it helps ensure that the team regularly considers adaptation and improvement to the point where it becomes habitual and part of their normal way of working.

ATO Continuous Improvement

We are agile too! Of course, we are leading the Agile Transformation movement, however we live and breathe these principles daily too. Here is some insight into how we get better and faster.

Iterative: Incremental Work

Agile, as a concept, dictates working incrementally, collaboratively, and flexibly; it does not dictate or direct us to a specific framework or methodology. A few of the most popular frameworks that Agile teams adopt are Scrum, Kanban, and Extreme Programming.

Company's Early Agile Framework: Scrum

Currently, teams may or may not be utilizing Scrum and Kanban. We will add other process frameworks that fit our environment in the year ahead.

