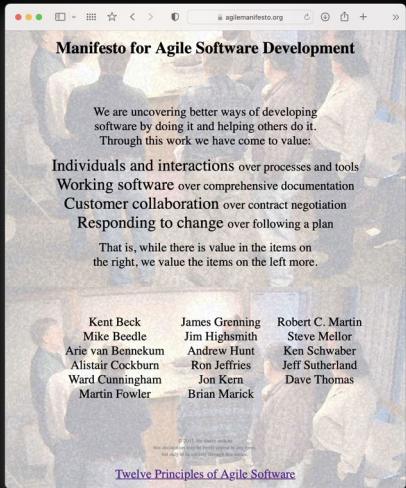


Who still cares about XP?
**Or, how we can salvage the
XP principles in our
enterprise DNA.**

XP2025



scaledprinciples.org

ScALeD Agile Lean Development - The Principles


Agile methods are becoming ever more popular, and a growing number of companies has adopted agile practices on a large scale. But successfully scaling agility is challenging. As companies, projects and teams differ, there is no silver bullet solution to...

GAME 3



On the Shoulders of Giants

GAME3

 game3.info

The New New Enterprise Game - GAME3

The New New Enterprise Game - GAME3

Generic Adoptable Metaframework for Empirical-based Enterprise Evolution

Game 2

SCRUM Development Process

Ken Schwaber

Advanced Development Methods
131 Middlesex Turnpike, Burlington
email: vsm@agile.com Fax: (603) 663-2943

ABSTRACT: The stated, accepted philosophy for system development process is a well understood approach to successfully completed. This has proven incorrect in system development process is an unpredictable, complex, roughly described as an overall progression. SCRUM process as a loose set of activities that combines known with the best that a development team can devise to be more agile, controls to manage the process and increase enhancement of the commonly used iterative/increment cycle.

KEY WORDS: SCRUM, SEI, Capability-Maturity-Model

Lean Software Development
An Agile Toolkit

The Agile Software Development Series
Cookbook #1: Principles, Stories, Values

Forward by Jim Highsmith



Mary Poppendieck
Tom Poppendieck

Kanban in IT

The Scrum Guide

The Definitive Guide to Scrum: The Rules of the Game

Ken Schwaber & Jeff Sutherland



Game 1



W. Edwards Deming

Hiroataka Takeuchi and Ikujiro Nonaka

The New New Product Development Game
1986, Harvard Business Review





GAME3

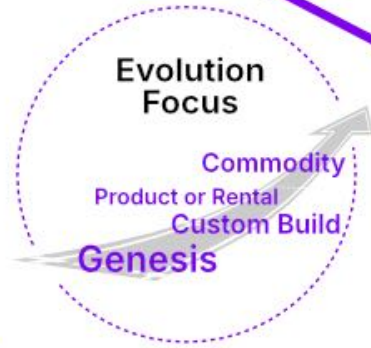
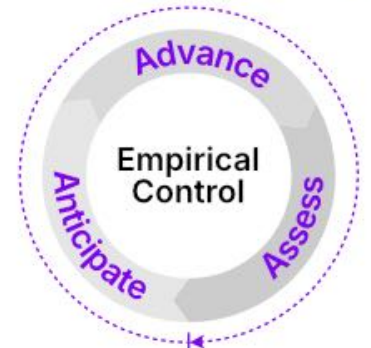
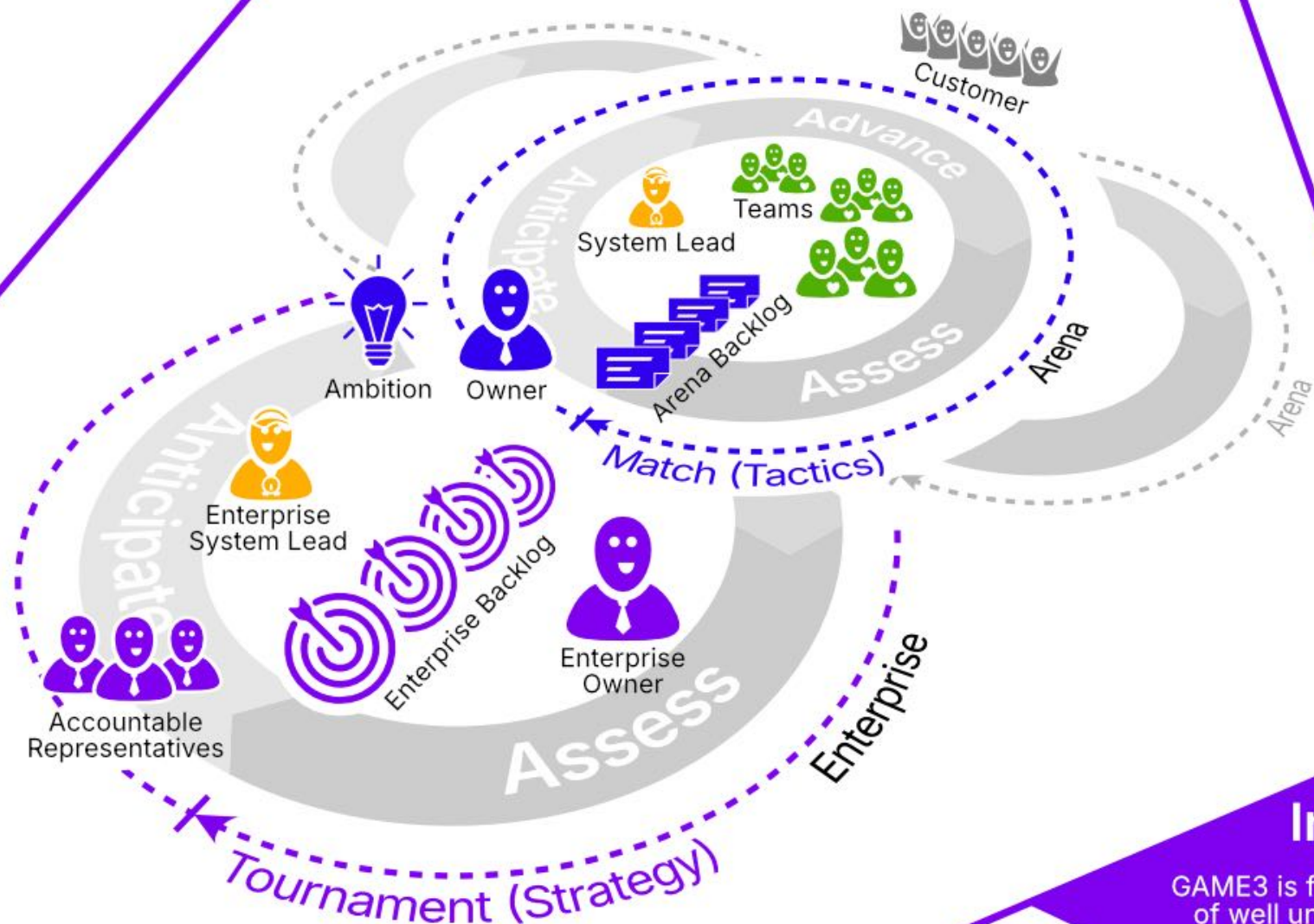
GAME3 is a framework to lead the evolution of products, services, and organization of tomorrow's enterprises.

System
GAME3 offers a straightforward and streamlined operational system. It is easy to adopt and has proven itself over decades.

Leadership

Rules

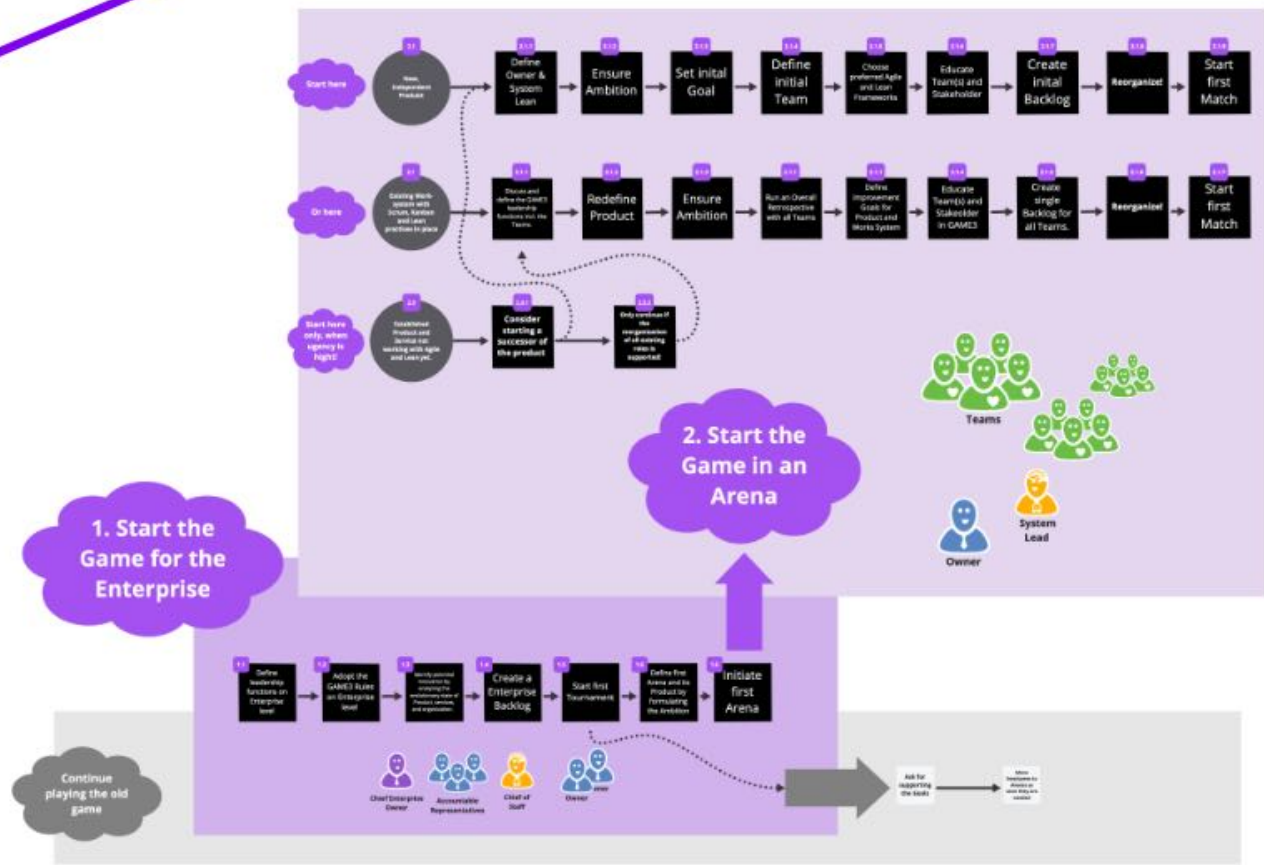
Strategy



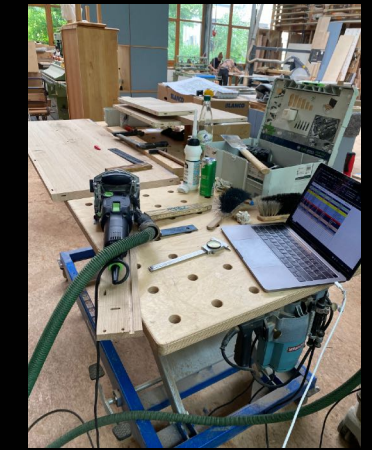
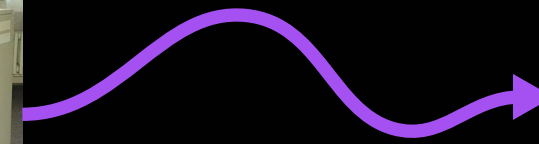
Playbook
GAME3 does not require costly transformation projects. Instead, it establishes continuous innovation on the enterprise level. Start by following the playbook.

Interplay
GAME3 is fostering the use of well understood Agile & Lean methods like Scrum and Kanban. GAME3 gives guidance on when and how to use them.

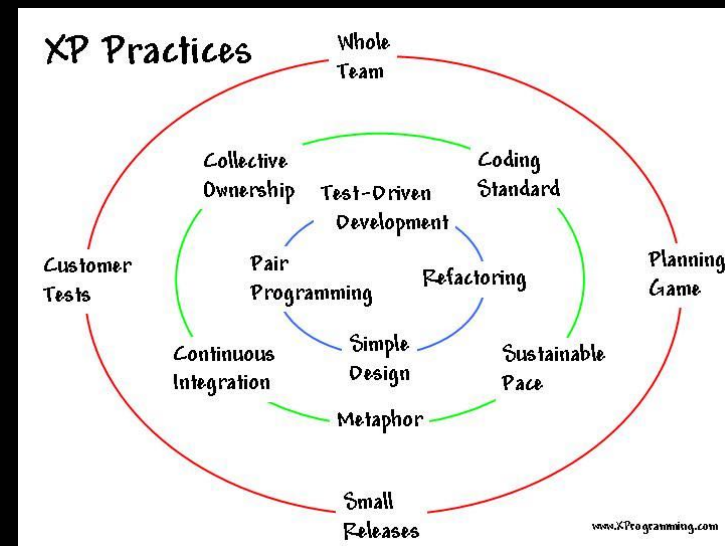
- Scrum
- LeSS
- Cynefin
- Design Thinking
- Scrum@Scale
- Product Discovery
- Wardley Mapping
- eXtreme Programming
- Kanban



XP Principles



"... back in our early days with XP, we were really pretty serious about the practices"



Practices can be followed
(How to act)

eXtreme Programming Explained 2nd - Chapter 5.

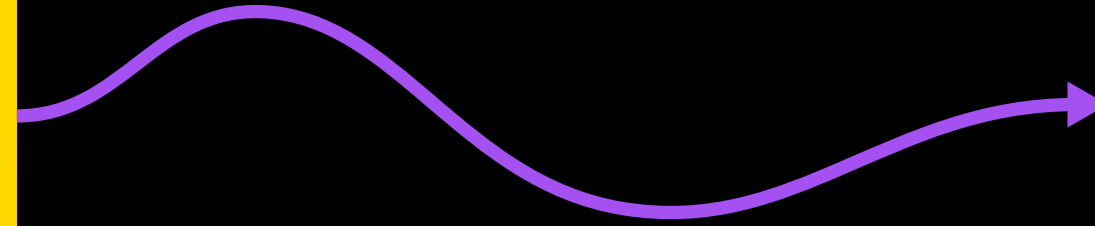


1. Humanity
2. Economics
3. Mutual Benefit
4. Self-Similarity
5. Improvement
6. Diversity
7. Reflection
8. Flow
9. Opportunity
10. Redundancy
11. Failure
12. Quality
13. Baby Steps
14. Accepted Responsibility



Principles explain practices
(Why do we do it this way)

Values are what we believe
(What or Who we are)



! Working Hypothesis ?

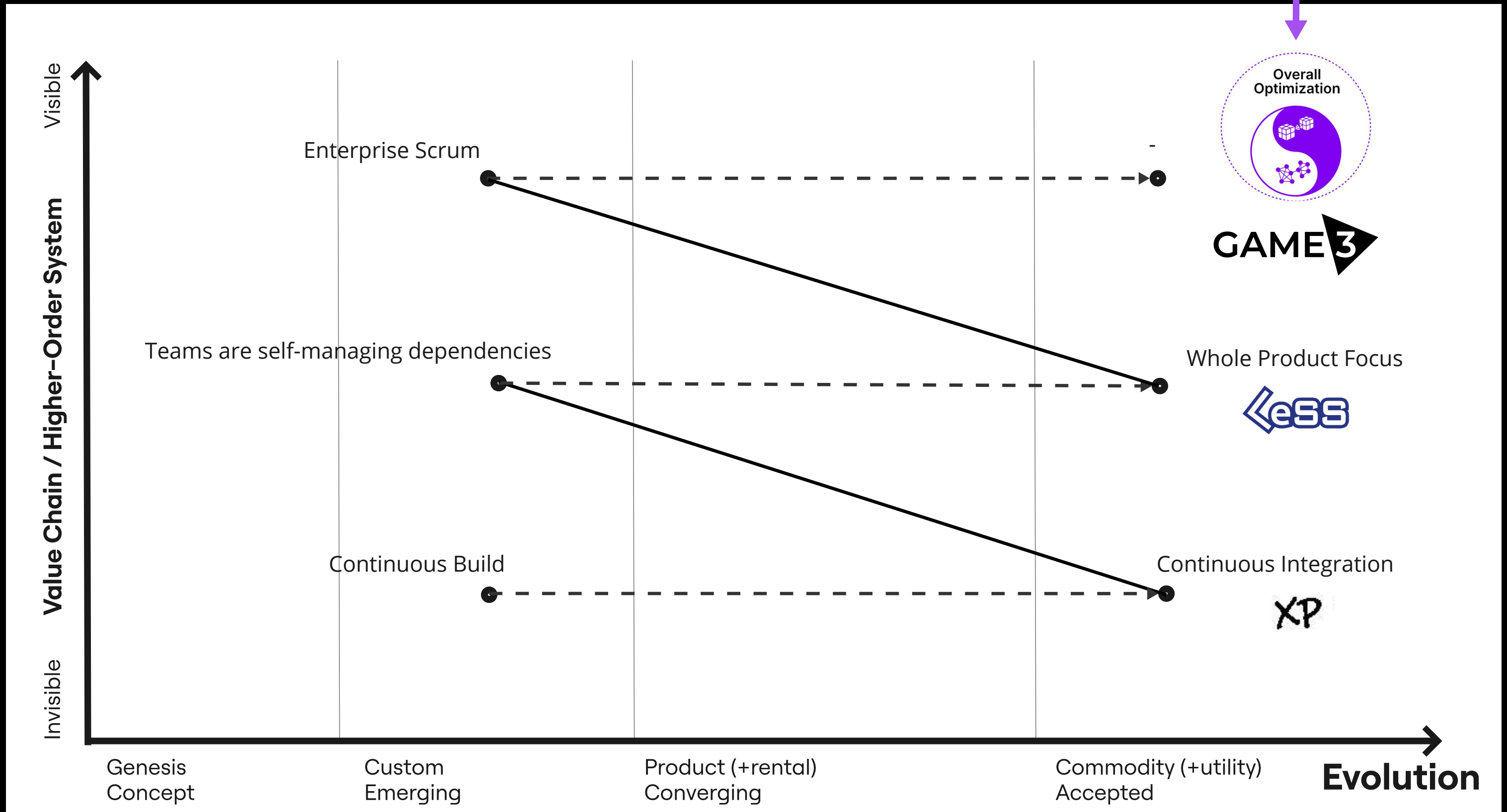
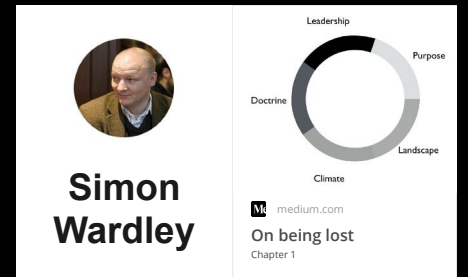
An Enterprise* is an XP-
or Scrum-Team, just
scaled-up

*I'm talking about Medium-size, Mid-Cap Enterprises now

Continuous Integration



Doctrin! not Principle?



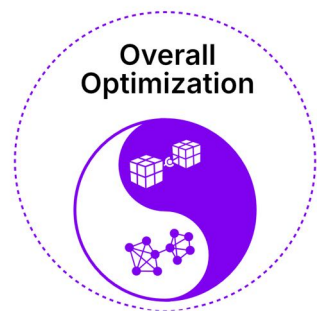


Doctrine! not Principle?

Visible

Value Chain / Higher-Order System

Invisible



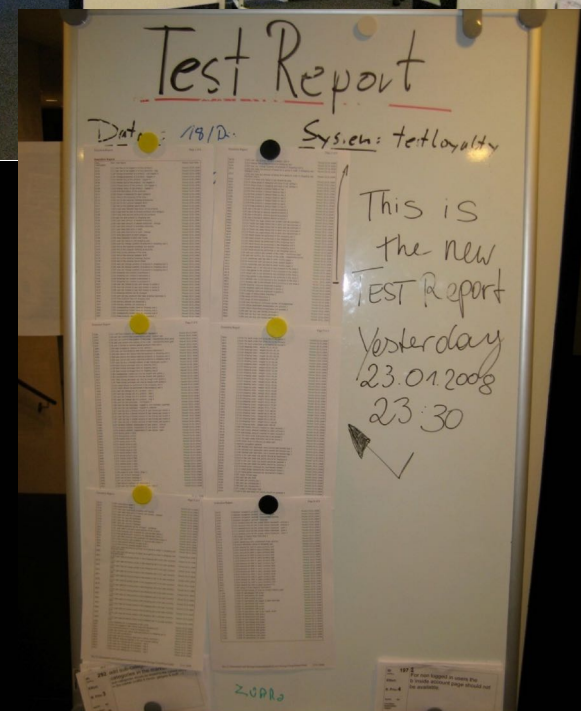
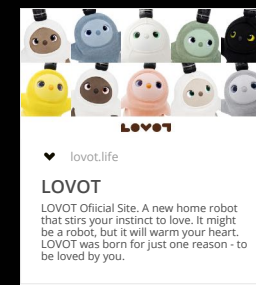
GAME3

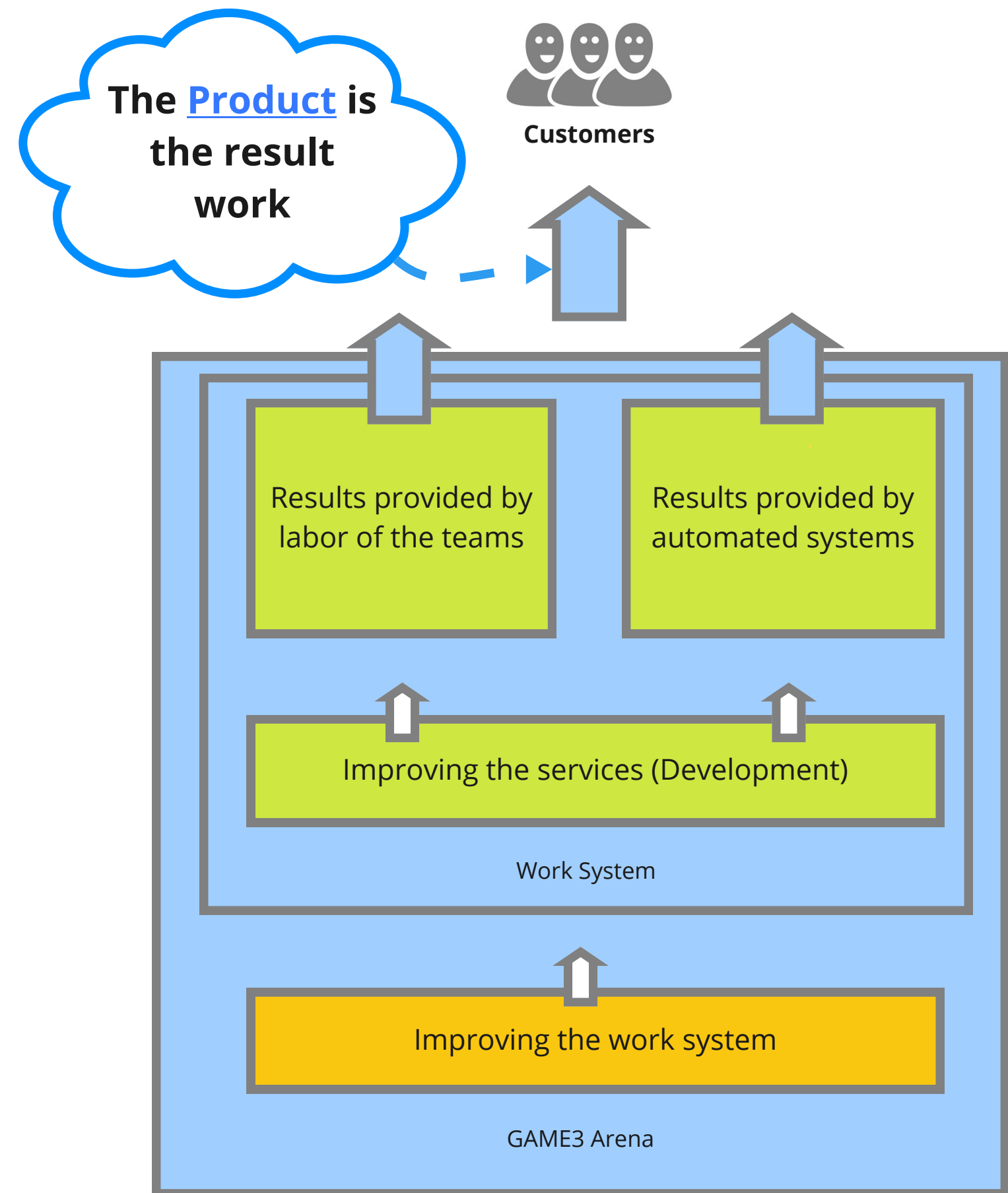
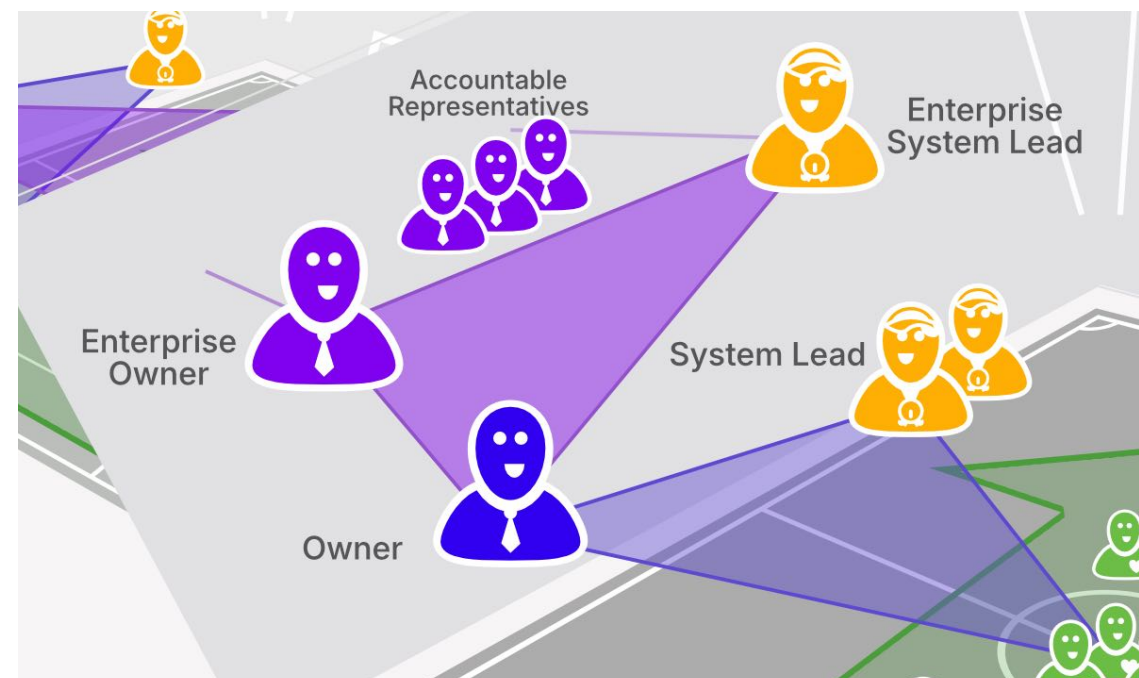
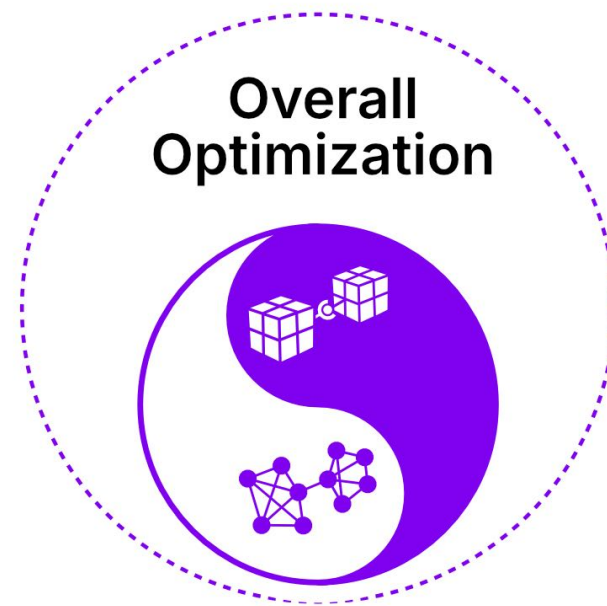
Whole Product Focus



Continuous Integration

XP

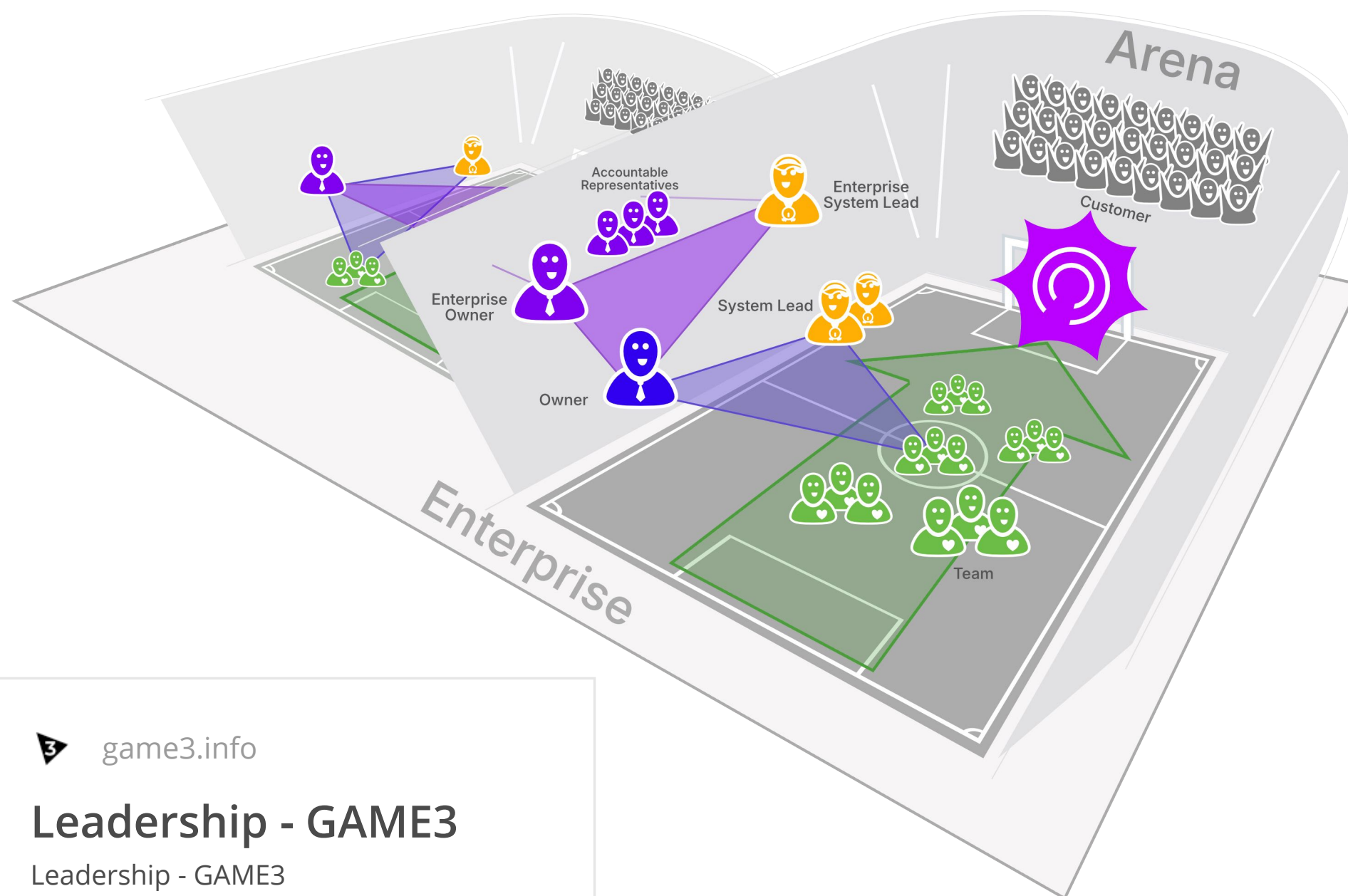






System Leads lead to an **effective work system**. They serve the enterprise by:

- Developing competencies of Teams and people.
- Facilitating decision-making.
- Sustaining a continuous cycle of Planning, Execution, Inspection, and Adaptation.



game3.info

Leadership - GAME3

Leadership - GAME3



Owners lead to the **success of the product and services**. She serves the enterprise by:

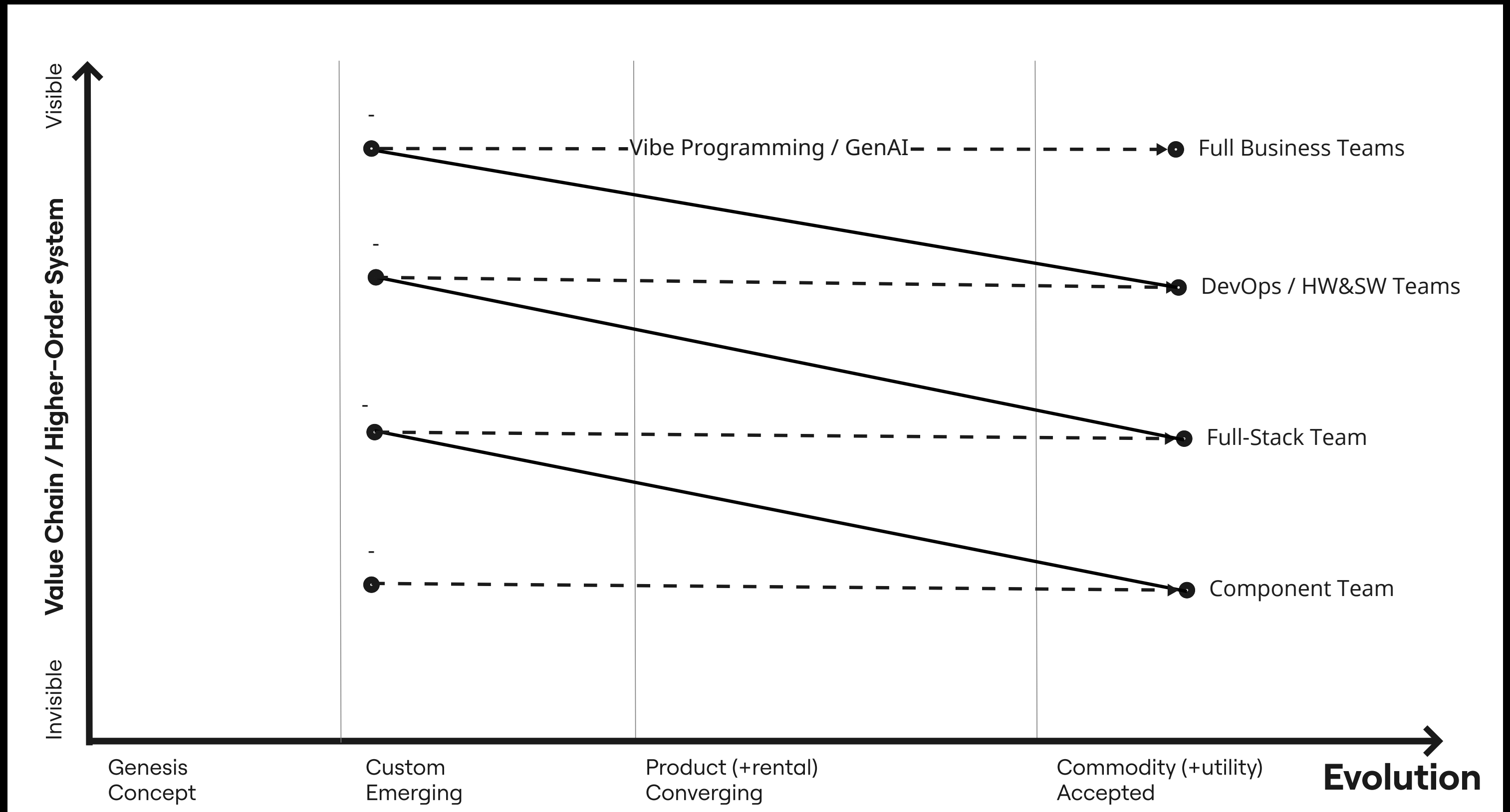
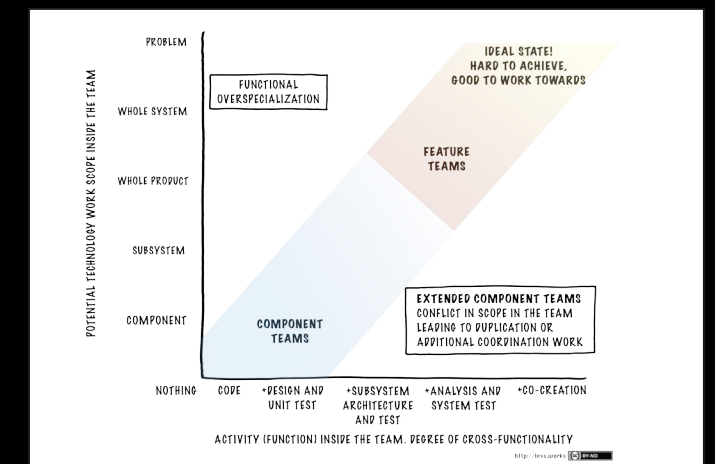
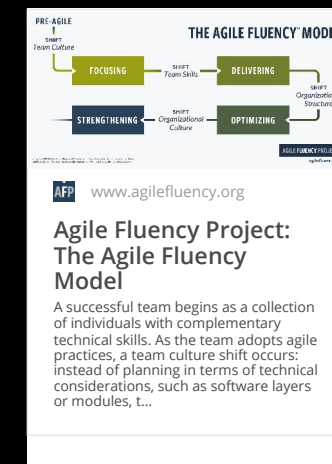
- Balancing opportunities and risks.
- Focusing the organization to increase effectiveness.
- Ensuring decisions are made.



Teams lead to **customer satisfaction**. They serve the enterprise by:

- Managing and executing the work.
- Creating value and ensuring quality.
- Identifying opportunities for improvement in products, services, and work systems.

Whole Team



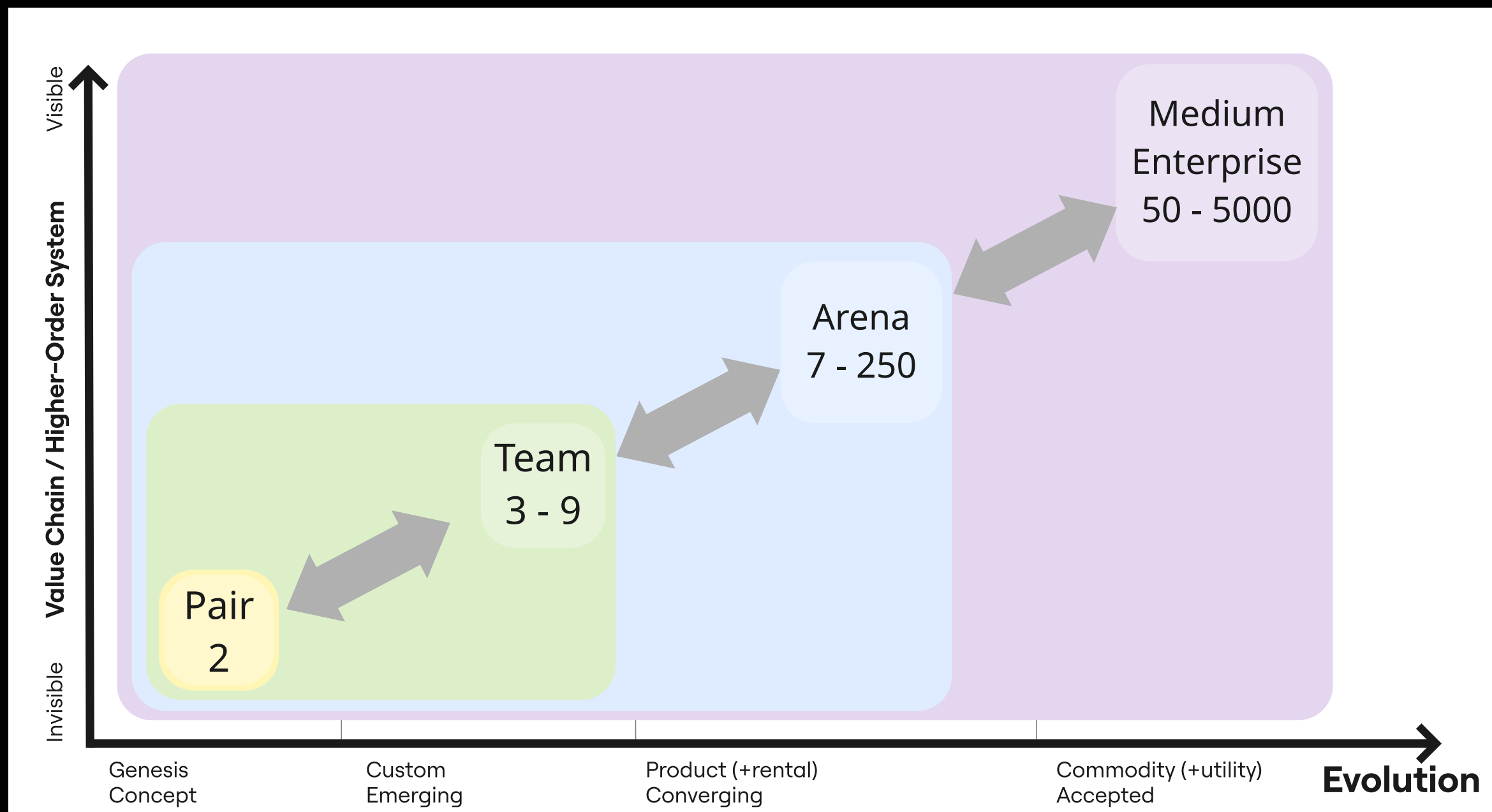
Whole Team

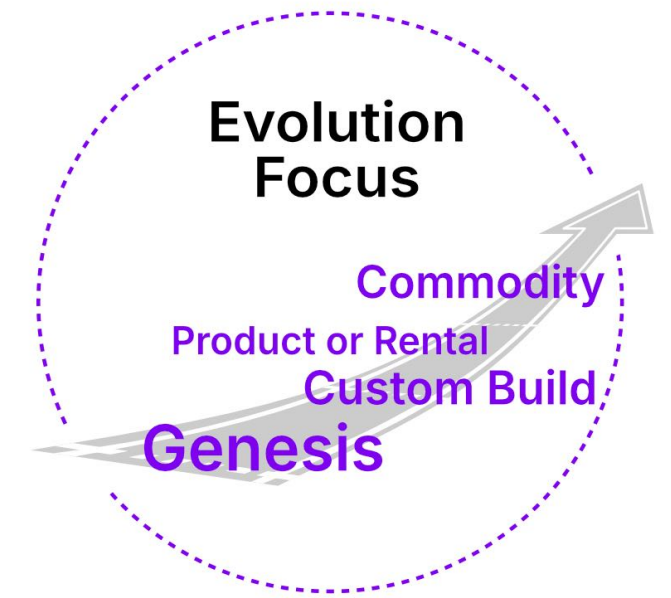
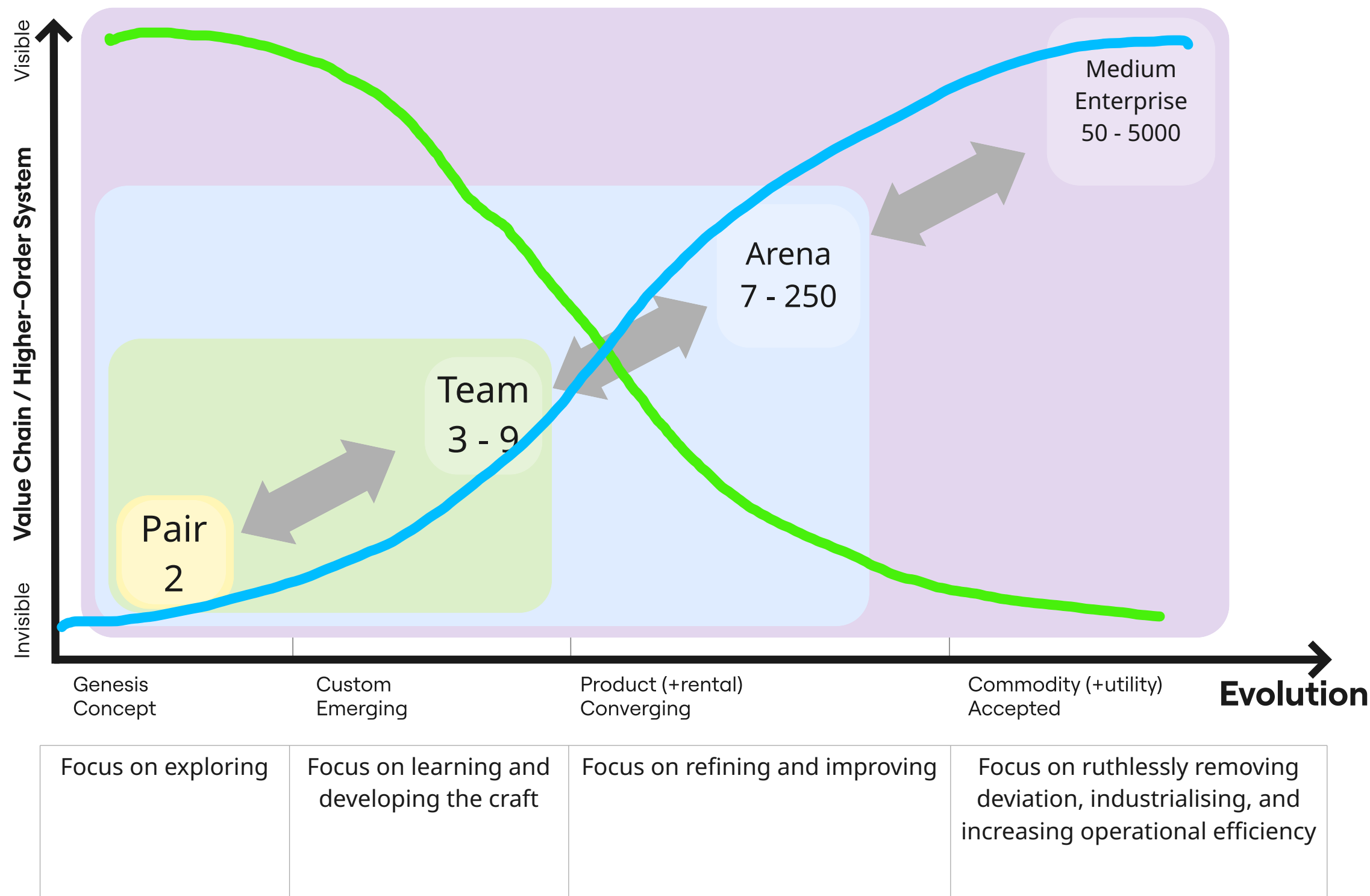


GenAI accelerates the evolution of services & products. But the patterns of social systems will remain.



As soon as we invent a practice or tool that simplifies work, like GenAI, we immediately use it to stay at the maximum level of complexity we can manage.





Enterprises are willing to pay for bureaucracy to remain stable (SAFE)

Evolution Focus *First!*

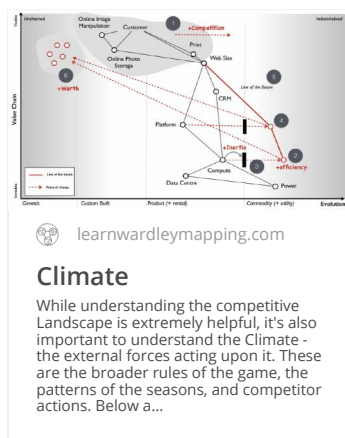
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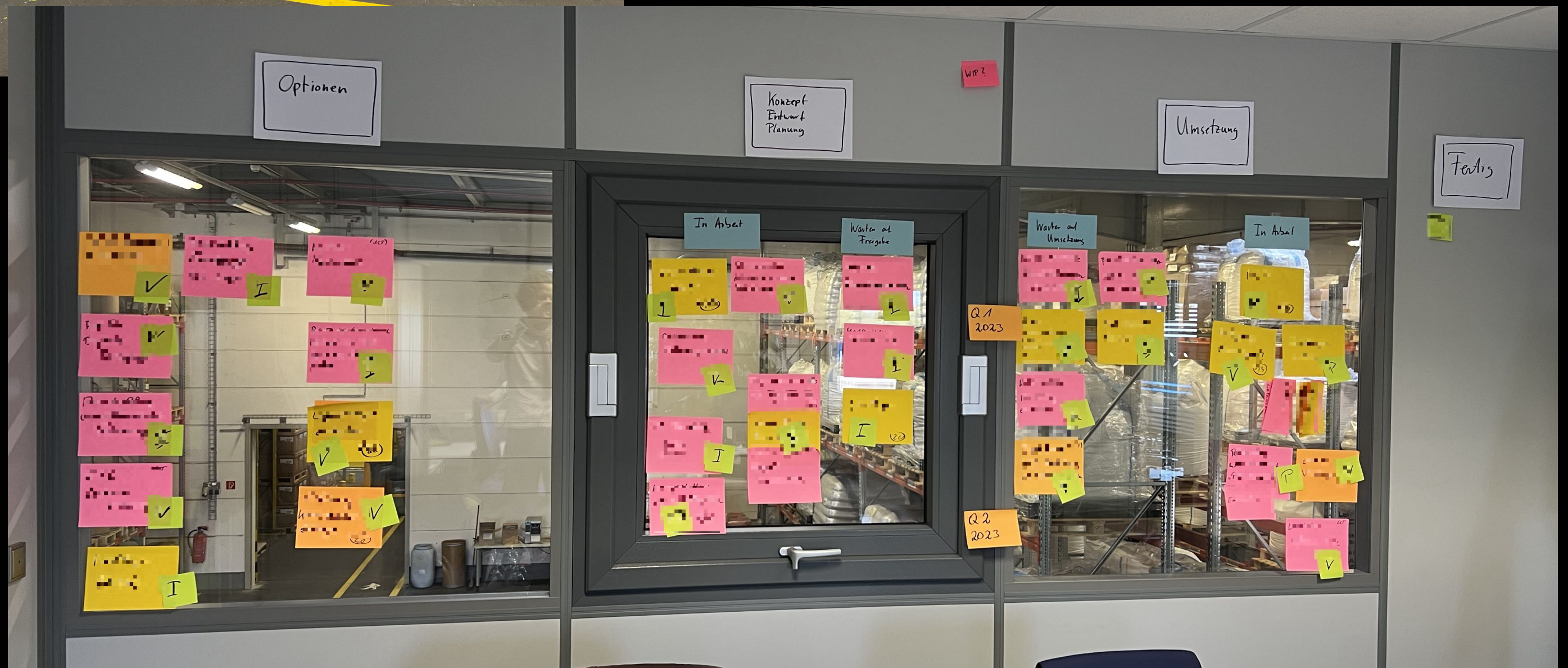
Agile

Ability to Respond

Efficiency

Flow & Stability





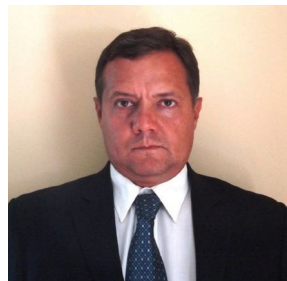
Enterprise Backlog
=
Strategic Goals



Planning and managing dependencies is NOT strategy.

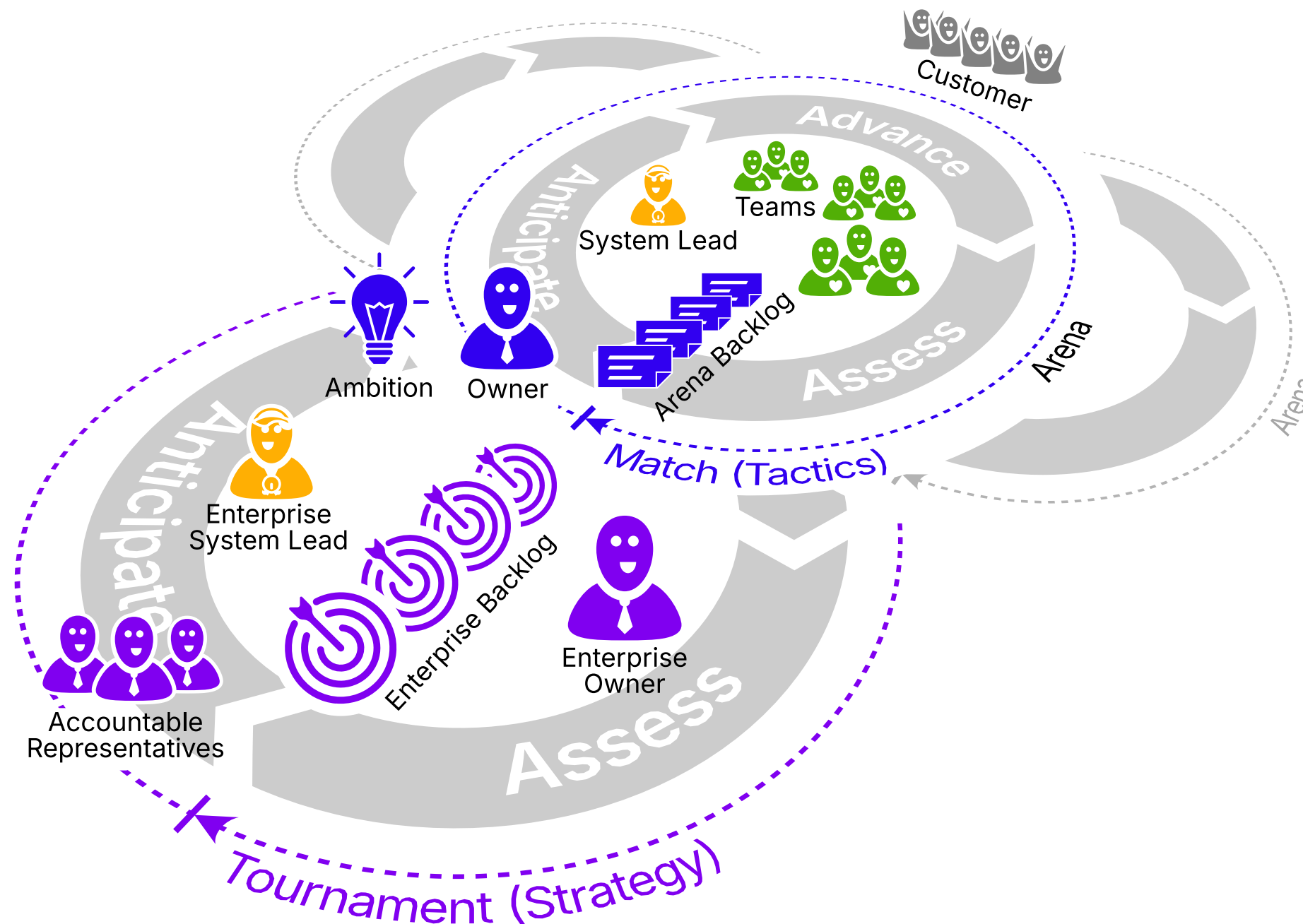


Strategy is not advancing.
Only Teams are advancing.



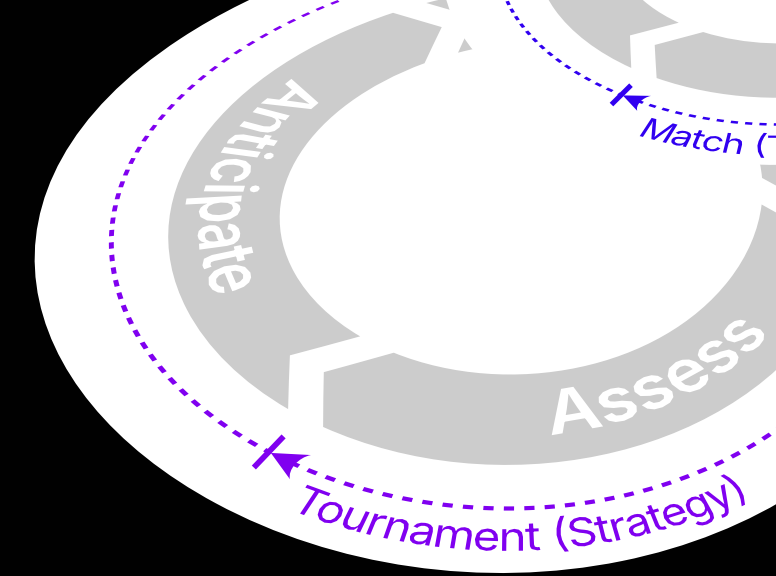
Mike Beedle

Enterprise Scrum Value List



- The [Enterprise Backlog](#) is the list of all [Goals](#) that an Enterprise has not yet started to work on.
- Applicable to all Teams. Highly independent organizational Units (Arena) may have different Goals.
- A Goal should have a lifetime of at least 1 month and a maximum of 12 months. The most effective Goals typically span 3-6 months.

Strategic Doctrines

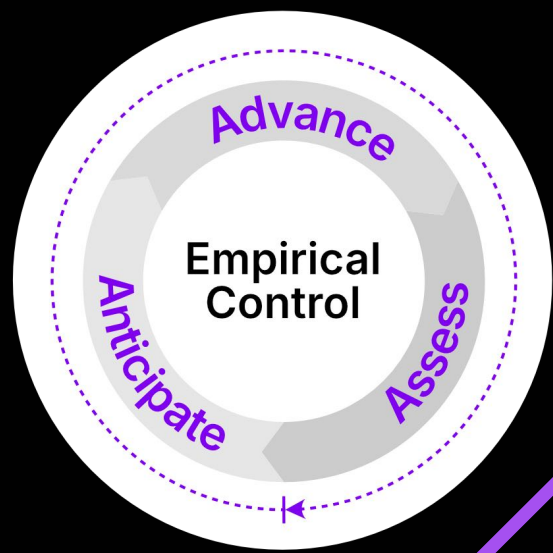


	Wardley's Doctrine (universally useful patterns that a user can apply regardless of context)						
	Communication	Development	Operation	Learning	Leading	Structure	
IV				Listen to your ecosystem	Exploit the landscape	Design for constant evolution	
					There is no core	No single culture	
III				Optimise flow	Bias towards the new	Commit to the direction	Provide purpose, mastery & autonomy
				Do better with less		Be the owner	
				Set exceptional standards		Inspire others	
						Embrace uncertainty	Seek the best
						Be humble	
II				Focus on the outcome	Manage inertia	Move fast	Think small teams
	Think fast, inexpensive, restrained and elegant						
	Use appropriate tools	Manage failure	Strategy is iterative	Distribute power and decision making			
	Be pragmatic	Effectiveness over efficiency			Think aptitude and attitude		
	Use standards						
	A bias towards open						
Phase I	Common Language	Know your users	Know the details	Bias towards data	*STEVE PURKIS VARIATION		
	Challenge Assumptions	Focus on user needs					
	Understand what is being considered	Remove bias and duplication					
	Use appropriate methods						

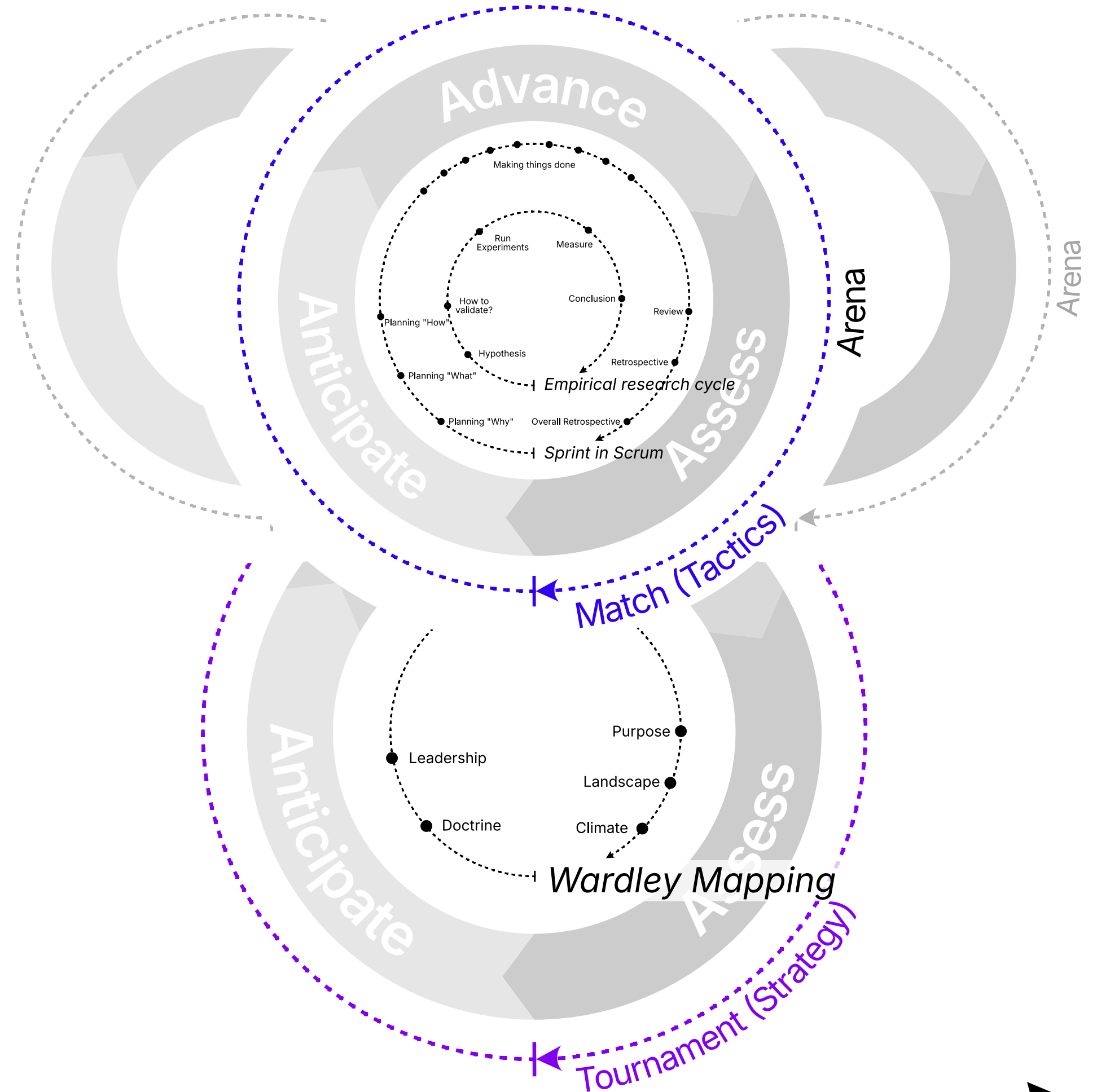
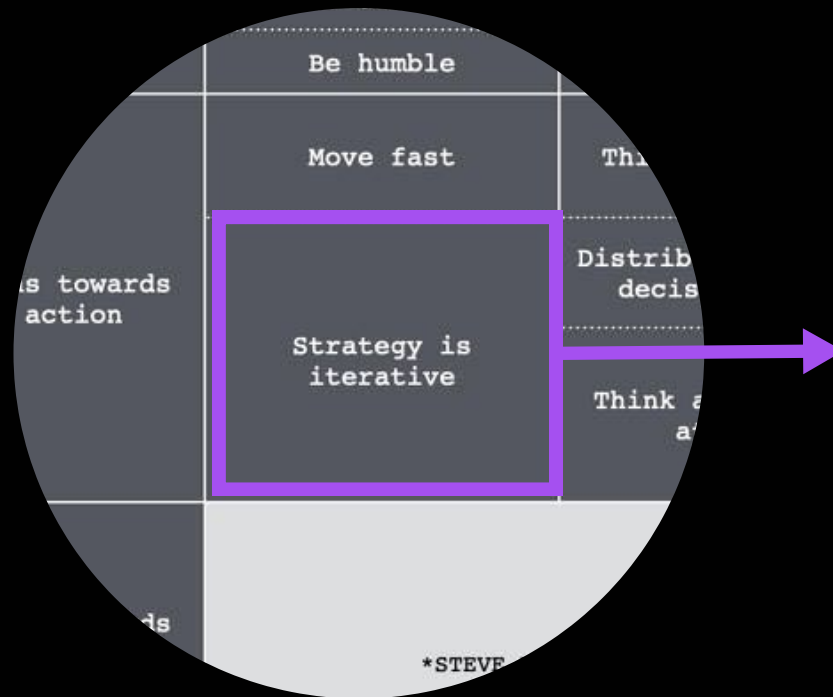
doctrine.wardleymaps.com

Doctrine assessment

Wardley's Doctrine assessment tool

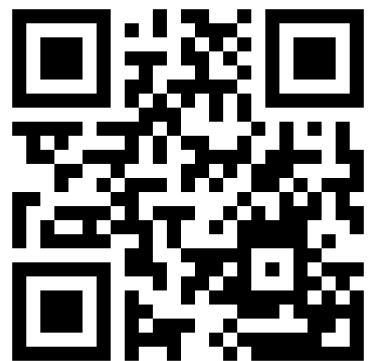
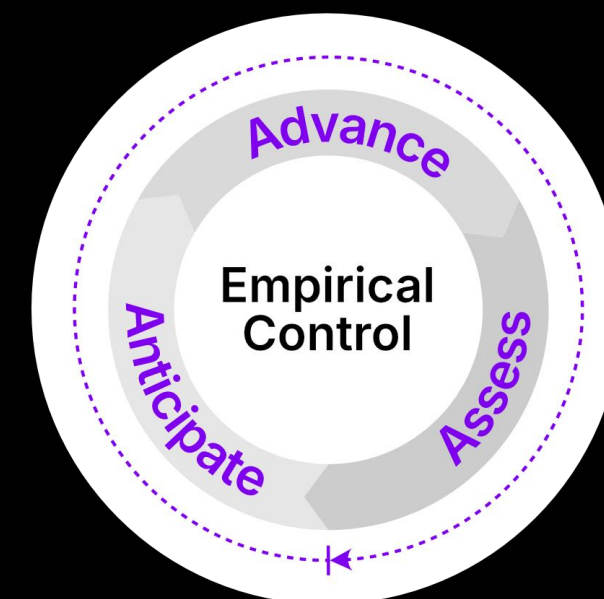
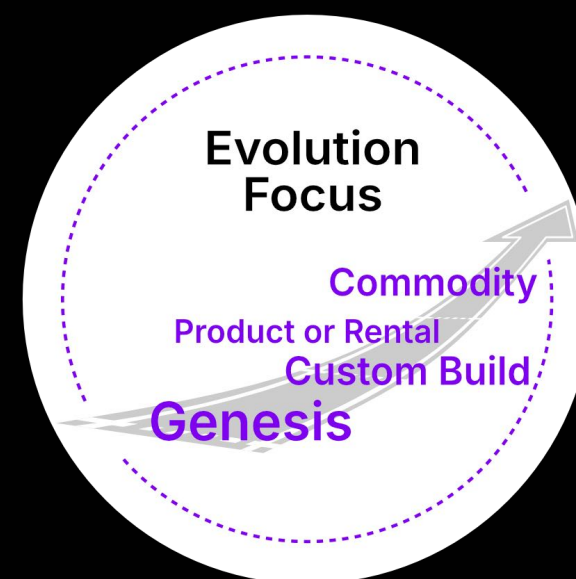
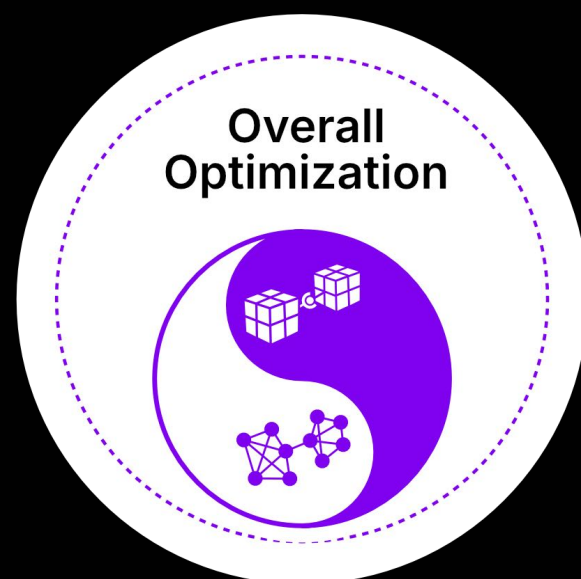


Empirical: Based on what is experienced or seen rather than on theory





An Enterprise **is more** than just a scaled-up XP or Scrum Team.
However, the XP, Agile, and Scrum **principles can evolve** into
an Enterprise.



GAME3

<https://game3.info/>



Peter Beck

<https://www.linkedin.com/in/curlypeter/>

