6th Agile Workout

13 November 2018

Hosted by **Agile Consortium** – La Place De Meern A12,
Meerndijk 59, 3454HP Utrecht
FREE for members of the Agile Consortium

After five successful Agile Workouts so far we offer you another opportunity to improve your Agile shape. Go for IT!

Embrace the opportunity to participate in a workshop, facilitated by Agile experts and be inspired! We offer the chance to join one of the high quality workshops. See details about the Agile Workouts in this flyer and the website of the Agile Consortium.

Block your agenda for the Agile Workout on November 13th and register asap via http://www.agileconsortium.net. Only a limited number of seats are available!

Program:
17:00 Doors open: Come in and have a drink
17:30 Meet and eat: Meet other Agilists and enjoy dinner
18:30 Select the workshop you want to participate and go for it!
21:00 Inspired when you leave. Spread the word!

FREE entrance for members of the Agile Consortium
Non-members only pay **49 euro** excl. VAT. No-show without cancellation for members and non-members: 49 euro.
* Workshops will be in either Dutch or English, depending on the preferences of the attendees.

Workshops and Facilitators
Workshop 1 – SAFe® City
"A Game About Estimation, Prioritization, Portfolio and Big Room Planning in SAFe"
Participants: maximum 24

Agile at Scale initiatives are popping up all over the place. One of the challenges is adopting an Agile approach from portfolio through to the team level. This highly interactive game, SAFe City, lets you experience Agile estimation and prioritization and planning at the portfolio and team level.

In the first round, participants will take ownership of a portfolio of large building initiatives to construct a new City. In the second round they will form teams to plan a period of 10 weeks of building. In the course of this game they will experiment with the Weighted Shortest Job First prioritization technique from SAFe and participate in a Big Room planning session with multiple teams planning their work and visualizing their dependencies.

Outline of the workshop
- Introduction
- Doing relative estimation
- Understanding Weighted Shortest Job First (WSJF) prioritization
- Doing portfolio level prioritization using WSJF
- Understanding the concept of Big Room Planning (used for PI Planning in SAFe)
- Doing Big Room planning at the team level and visualizing dependencies
- Evaluation and close out

Facilitators: Remi-Armand Collaris and Brian Teunissen

Remi-Armand Collaris: I believe the main challenge of today's organizations is to create an environment in which people can blossom in collaboration with others. Autonomy and teamwork are important ingredient for that. In my work as organizational coach I help teams to improve team results by taking ownership over their way of working and employing team learning practices. Agile, Scrum, LeSS, SAFe and Lean are some of my sources of inspiration for practices to make continuous improvement engaging and provocative. linkedin.com/in/racollaris

Brian Teunissen: My goal is to help businesses (big and small) improve their business / IT alignment. I achieve this by using Agile and Lean principles and focusing on Business Value to support business goals. In these times where businesses are more and more IT driven, business and enterprise agility have become key. My pragmatic approach to agility helps my customers to be successful and comforts them in knowing that observable results will be reached. linkedin.com/in/teunissen

Workshop 2 – Agile and Politics

"How to deal with the paralyzing monster"

You have THE BEST team EVAR. You can achieve ANYTHING.
Yet you are not...nothings seems to work and everything you try seems to run into a wall.

Politics within companies and the impact on success

This wall, especially in more traditional companies - even if they have committed to Agile -, is often politics. Hidden agendas, egos, management games, little fiefdoms in the big empire that you call the company.

This session will go into the subject of politics within companies. Is it a big hairy paralyzing monster that you don't want to touch with a twenty-foot pole or something you have to deal with and have to find out how to use it to your advantage?

As coaches and mentors we should be aware that the people we work with are often influenced with internal organization politics. The teams, management and individuals we coach need to be able to deal with anything that can influence their success. Politics can be a large influence on this success. Politics influences the transparency and cooperation in an organization and these are large drivers of Agile. For instance when we look at Scrum the Product Owner has to deal with Stakeholders and management and their politics. Scrum Masters need to be aware of politics in an organization to be successful in handling any organizational impediment.

What will this workshop bring?

In this interactive session I will go into organizational politics and the effects of it. I will present result on research I have done on this subject in the past year. The presentation is based on my own experience and that of people in multiple organizations and roles that I have interviewed so far.
We will also interact together on your own experiences and issues on politics in your own organization. Together we will investigate how to deal with issues and how to make use of politics by being more aware of it or to turn it to your advantage.

Facilitators: Julya van Berkel

Educated as chemical and computer sciences engineer Julya started her career as software developer in insurance and high tech companies. She has also been a manager in a small consultancy firm and worked a lot in R&D.
Julya has been familiar with Agile since 2002. At that time she got involved with a team that used XP. Her next main experience with Agile frameworks was in 2005 when her employer decided to start using Scrum. As Scrum Master Julya has been helping teams since 2006 and getting more confident to train and coach Agile to others she now considers herself more an Agile coach.

Working for large system integrator companies as a consultant Julya has worked in many different areas yet mainly in software development organizations. Companies she worked with vary largely from service, logistics, airlines, public transportation, government, energy, financials and high tech.
Julya currently works as a freelance Agile coach and trainer for different organizations. Helping whole organizations transform though also helping on a team or individual level. Teaching Scrum and Agile courses in open of company trainings and sometimes speaking on conferences on subjects that include Agile or topics linked to Agile.

Workshop 3 – Top 10 do's and don'ts Agile transformation …

"Learn from others and prevent to step into the same pitfalls…"

What Agile practices work and what not?

What Agile practices you experienced made you feel being in heaven?
And which made you feel utterly frustrated?

What will this workshop bring?

In this session, we will take you on a journey to heaven and share our best practices with you. We will also share some frustrations and of course we will give you hints and tips how to avoid these. When you already feel frustrated, we will provide advice how you can take an exit on this road and take the path to heaven. Join this session and share your best and worst practices.

Facilitator: Dick Croes and Theo Gerrits

Dick and Theo are two of the most experienced Agile coaches in the Netherlands. Theo works for the leading Agile company Xebia and Dick is an independent contractor. Together they have over 40 years of experience in Agile projects and transformations. Both are Agile Masters and examiners.

Workshop 4 – Moving Motivators
"Discover what makes us tick"

What is Moving Motivators?
Moving Motivators is a very useful game, one of the many games of Management 3.0.
Management 3.0 is a different way to look at innovation, leadership and management. It is all about collaborating efficiently, reaching goals and giving priority to happy employees. (https://management30.com/)

The Moving Motivators game makes use of ten motivator cards, including the three motivators that were coined in Daniel Pink's book Drive.
- First we will play the game in a one-on-one situation to discover what motivates you and your co-worker, and to find where the differences are. Prepare to be surprised!
- Next we will use the cards to find out what impact a decision made in your organisation (e.g. a reorganisation, changing priorities, delegation of responsibilities) could have on these motivators. Which would go up, which would go down.
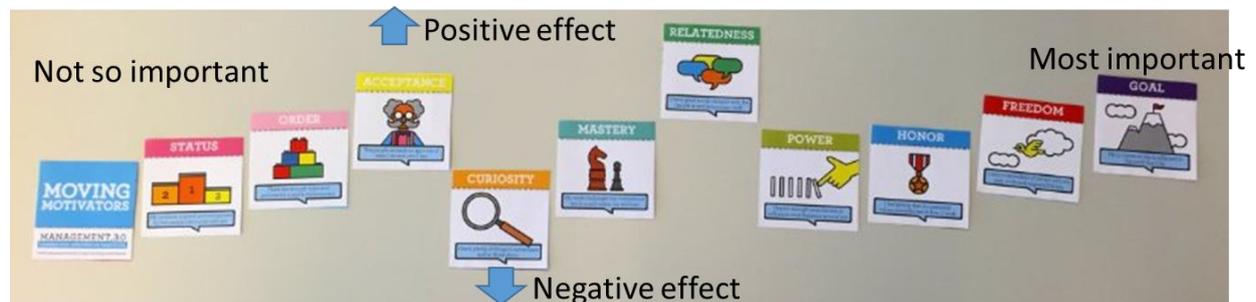
What will this workshop bring?
You will all get your own set of cards, and we will take enough time for you all to understand the rules of the game and ways to best facilitate it

We will also discuss how to use the game to anticipate on effects of change for your whole team, how to highlight your team's current levels using a Spider Web, and how to follow up using a Moving Motivators Board.

Facilitator: Harry Nieboer

Harry Nieboer (@harrynieboer) is an Agile Coach @ Info Support.
Active in the agile world on meetups, conferences, coach camps, organizer of the Agile Open Holland 2018. Loves and facilitates agile practices. Great fan of Kanban. Combining ideas from different settings in novel ways. Read, listen and Meetup on everything about Software Engineering, Agile, Lean, Kanban and Liberating Structures.

Specialties: helping teams and organisations making current bottlenecks visible and finding first steps in improvement. Operation mode: cross pollinator (https://www.copyblogger.com/cross-pollination/).