



▲ FOUNDATION

# Continuous Delivery

Automated testing and  
releasing of software



SCAN TO VIEW

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# Continuous Delivery



Decrease the time for code delivery and increase test quality



Architecture



>3 Hours





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## Continuous Integration

Submit small, frequent changes  
instead of large, infrequent changes



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# Continuous Integration

 Increase software quality and decrease test-related busy work

 Development

 ————— **1-3 Hours** —————





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## Daily Standup

A short time-boxed synchronization  
of activities in a team-determined  
cadence



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# Daily Standup



Increase awareness of all current team activities and collaboration between team members



Leadership



<1 Hour





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## Definition of Done

Shared team understanding of  
what it means for a work  
item to be done



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# Definition of Done

 Increase quality of work being done

 Product Management







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# Establish Shared Principles


Principles over practices



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# Establish Shared Principles

 Improve understanding and team culture while pursuing your purpose

 Leadership



1-3 Hours





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# Everything-as-Code

Save everything as code –  
configuration, infrastructure  
and pipelines



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# Everything-as-Code



Decrease the time of manual tasks and reduce errors by automating as much as possible



Operations



1-3 Hours





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## Lean Coffee


Democratically generated agendas  
for more valuable conversations



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# Lean Coffee

 Increase the relevance and value of an agenda by allowing participants to help form it

 Leadership



<1 Hour





▲ FOUNDATION

## Moving Motivators

Uncover what motivates your  
colleagues and yourself



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# Moving Motivators



Increase empathy and understanding within your team



Leadership



<1 Hour







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## Network Mapping


Build a network of relationships in  
your organization or team



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# Network Mapping

 Increase team understanding and trust by forming new connections

 Leadership



<1 Hour





▲ FOUNDATION

# Pair Programming


Increase knowledge sharing and communication across team



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# Pair Programming

 Increase knowledge sharing among team members and decrease the time to solve complex problems

 Development



<1 Hour





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## Relative Sizing


Facilitate conversation and gain shared alignment on complexity and value





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# Relative Sizing

 Decrease the time to align all team members on the complexity and/or value of work

 Product Management





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## Retrospectives

Reflect, inspect and adapt ways of working to drive continuous team improvement



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# Retrospectives



Increase your rate of team improvement



Leadership



<1 Hour







▲ FOUNDATION

## Social Contract

Build a constructive, fun  
team culture



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# Social Contract



Reduce the amount of time for teams to build understanding and trust with one another



Leadership



<1 Hour





▲ FOUNDATION

## Visualisation of Work


Visually represent all aspects of  
your team's work



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# Visualisation of Work

 Increase understanding of the story of your team's work and decisions

 Leadership



1-3 Hours





▲ FOUNDATION

## Yes! And...


Improvise to create more good ideas and build strong teamwork skills






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# Yes! And...

 Increase creative problem solving by building on one another's ideas

 Leadership

   >3 Hours





 DISCOVERY

# AEIOU Observation Framework


A heuristic framework used for ethnographic observations



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# AEIOU Observation Framework

 Increase empathy for end users and the context of the problem space

 Product Management







 DISCOVERY

## Affinity Mapping


Identify insights, patterns and trends in research and ideas



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# Affinity Mapping

 Increase the organization and value of insights from any kind of data set

 Product Management



1-3 Hours



DISCOVERY



 DISCOVERY

## Domain Storytelling


Learn domain language. Talk about requirements. Tell domain stories.



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# Domain Storytelling

 Increase team understanding of product verbiage and requirements

 Architecture



<1 Hour



DISCOVERY



 DISCOVERY

# Empathy Mapping


A collaborative tool for gaining  
insight about real users



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# Empathy Mapping

 Increase understanding of, and empathy for, your customers, users, stakeholders, etc.

 Product Management



<1 Hour



DISCOVERY



 DISCOVERY

## Event Storming


A rapid, interactive approach to  
business process discovery  
and design



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# Event Storming

 Decrease time to move between parts of a system and increase domain understanding

 Architecture



>3 Hours



DISCOVERY





 DISCOVERY

## How Might We \_\_\_\_\_?


Turning insights into questions  
that spur creative solutioning



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# How Might We \_\_\_\_\_ ?

 Increase the amount of relevant ideas generated to solve a stated problem

 Product Management





 DISCOVERY

## Impact Mapping


An engaging, graphical, strategic  
planning technique






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# Impact Mapping

 Decrease the time to drive strategic objectives to actionable teamwork with measurable impacts

 Product Management

   >3 Hours





 DISCOVERY

## Lean Canvas


A one-page template to help  
you focus on a high-level,  
holistic product plan



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# Lean Canvas

 Decrease the time to develop a product plan focused on problems, solutions, metrics and differentiators

 Product Management



1-3 Hours



DISCOVERY



 **DISCOVERY**

## Lean Value Tree


Simply align people and initiatives  
across all levels of the business



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# Lean Value Tree

 Decrease the amount of teamwork that doesn't align to the vision

 Product Management







 DISCOVERY

# Lightning Decision Jam

A workshop to solve any problem,  
with any amount of people



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# Lightning Decision Jam



Decrease the amount of time to define and solve challenges



Leadership



>3 Hours



DISCOVERY



 DISCOVERY

## Priority Sliders

Facilitate conversations about  
relative priorities to focus  
upcoming activities



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# Priority Sliders



Decrease decision-making time and increase alignment when weighing options



Product Management



<1 Hour



DISCOVERY



 DISCOVERY

# Proto-Persona


Define your target users



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# Proto-Persona

 Increase empathy for end users throughout the entire product lifecycle

 Product Management





 DISCOVERY

## Service Blueprint


A business process diagram  
analyzed from the people  
perspective





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# Service Blueprint

 Increase team and stakeholder understanding of a current process or solution

 Product Management

  >3 Hours







 DISCOVERY

# Start With Why


Connect to your purpose






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# Start With Why

 Decrease the time it takes to identify and increase alignment on your purpose

 Leadership

   >3 Hours





 **DISCOVERY**

## Target Outcomes


Capture and articulate the goals  
and outcomes a team is  
striving to deliver



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# Target Outcomes

 Increase alignment on the impact you are trying to have

 Leadership







 DELIVERY

## Canary Release

Exposing a small number of real users to a new version



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# Canary Release



Decrease the time to analyze and validate new features with users



Operations



1-3 Hours





 DELIVERY

## Code Review

Feedback and discussion of  
code solutions



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# Code Review



Increase the quality and value of written code



Development



<1 Hour







 DELIVERY

# Contract-First Development


Make it clear for everyone





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# Contract-First Development

 Decrease the time to identify your programming API and increase the relevance of code documentation

 Development

  >3 Hours



 DELIVERY



 DELIVERY

## Iteration Planning

The team collaboratively defines  
the work required to meet  
the iteration goal



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# Iteration Planning

 Increase alignment and clarity of the team's next sprint goals

 Product Management



1-3 Hours





 DELIVERY

## Kanban


Visualized workflow management  
to maximize efficiency and agility



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# Kanban

 Increase transparency in the work that either needs to be done, is being done or is completed

 Product Management





 DELIVERY

## Showcase


Demonstrate the outputs and  
outcomes of a team's work



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# Showcase

 Increase stakeholder awareness, understanding and feedback of recent teamwork

 Product Management



1-3 Hours



 DELIVERY





 DELIVERY

## Split - A/B Testing


Quantitative testing of two designs  
to learn which better leads to  
a specific goal






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# Split - A/B Testing

 Decrease the time to determine which idea resonates better with users

 Product Management

   >3 Hours





 DELIVERY

## Story Kick-Offs


Explaining a story to the developers  
right before they pick it up



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# Story Kick-Offs

 Increase the team's understanding of a specific user story

 Product Management



<1 Hour





 DELIVERY

## Technical Debt

The cost of reworking quickly implemented solutions






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# Technical Debt

 Increase visibility and reduce the complexity of technical work to be done

 Architecture

   >3 Hours





 DELIVERY

## UI Design Workshop

Quickly sketch rough ideas for  
the user interface



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# UI Design Workshop



Decrease the time to visualize ideas for your UI



Product Management



<1 Hour



 DELIVERY





 DELIVERY

# Usability Testing


Observe and learn from  
real users



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# Usability Testing

 Decrease the time to gain user feedback and increase the value of user research insights

 Product Management





 **OPTIONS**

## **Agile Agenda**


A flexible way to manage the agenda for an in-person workshop



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# Agile Agenda

 Increase flexibility and decrease the amount of time spent on what your team sees as less-relevant topics

 Leadership



<1 Hour



 OPTIONS



 OPTIONS

## Backlog Refinement


Determine prioritization for  
existing backlog items



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# Backlog Refinement

 Increase the specificity and shared understanding of backlog items and the amount of user value

 Product Management

 **<1 Hour**



 **OPTIONS**



 OPTIONS

# Design Of Experiments


Learn fast, move even faster



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# Design Of Experiments

 Decrease the time to release product experiments and learn from your users

 Product Management



1-3 Hours



 OPTIONS





 OPTIONS

## Design Sprint

A five-day process for testing  
new ideas





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# Design Sprint

 Decrease the time to create and validate a solution prototype

 Product Management

  >3 Hours



 OPTIONS



 OPTIONS

## Example Mapping


Involving stakeholders in defining acceptance criteria





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# Example Mapping

 Decrease the time to identify acceptance criteria for a feature

 Product Management

   >3 Hours



 OPTIONS



 OPTIONS

# How-Now-Wow Prioritization Matrix

Experiments prioritization



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# How-Now-Wow Prioritization Matrix

 Decrease the amount of ideas to consider focusing on right now

 Leadership

 ————— **1-3 Hours** —————



 **OPTIONS**



 OPTIONS

# Impact & Effort Prioritization Matrix


Prioritization of experiments



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# Impact & Effort Prioritization Matrix

 Increase the efficiency of your team by focusing on high-value, low-complexity product ideas

 Product Management



 OPTIONS





 OPTIONS

## Lean Inception

How to align people and build  
the right product via the MVP



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# Lean Inception



Decrease the time to identify your Minimum Viable Product (MVP)



Product Management



>3 Hours



↻ OPTIONS



 OPTIONS

# Minimum Viable Product

Develop, get feedback, repeat



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# Minimum Viable Product



Decrease the amount of work and time to deliver value to your users



Product Management



<1 Hour



 OPTIONS



 OPTIONS

# User Story Mapping & Value Slicing

Create lightweight release plans by  
assigning value to features



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# User Story Mapping & Value Slicing



Increase value and decrease the amount of work per release



Product Management



>3 Hours



↻ OPTIONS