

Continuous Delivery

Automated testing and releasing of software



SCAN TO VIEW

Continuous Delivery

- Decrease the time for code delivery and increase test quality
- Architecture
- C >3 Hours





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





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**
 - C <1 Hour





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
 - <1 Hour





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 Hour





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





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
 - C <1 Hour





Moving Motivators

Uncover what motivates your colleagues and yourself



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Moving Motivators

- Increase empathy and understanding within your team
- **L**eadership
 - C <1 Hour





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





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
 - C <1 Hour





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
- C >3 Hours





Retrospectives

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



SCAN TO VIEW

Retrospectives

- Increase your rate of team improvement
- Leadership
 - C <1 Hour





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





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





Yes! And...

Improvise to create more good ideas and build strong teamwork skills



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Yes! And...













AEIOU Observation Framework

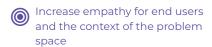
A heuristic framework used for ethnographic observations



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AEIOU Observation Framework















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









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
 - C <1 Hour









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









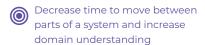
Event Storming

A rapid, interactive approach to business process discovery and design



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Event Storming













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
- 1-3 Hours







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









Lean Canvas

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



SCAN TO VIEW

Lean Canvas

- Decrease the time to develop a product plan focused on problems, solutions, metrics and differentiators
- Product Management
 - C 1-3 Hours









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
- 1-3 Hours









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









Priority Sliders

Facilitate conversations about relative priorities to focus upcoming activities



SCAN TO VIEW

Priority Sliders

- Decrease decision-making time and increase alignment when weighing options
- Product Management
 - C <1 Hour









Proto-Persona

Define your target users



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Proto-Persona

- Increase empathy for end users throughout the entire product lifecycle
- Product Management
- 1-3 Hours









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









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
- C >3 Hours









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
 - <1 Hour









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







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







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









⊿ 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









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



SCAN TO VIEW

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







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
- C >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

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
 - <1 Hour





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





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



② 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





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





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





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





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
 - <1 Hour





Lean Inception

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



SCAN TO VIEW

Lean Inception

- Decrease the time to identify your Minimum Viable Product (MVP)
- Product Management
- C >3 Hours





Minimum Viable Product

Develop, get feedback, repeat



SCAN TO VIEW

Minimum Viable Product

- Decrease the amount of work and time to deliver value to your users
- Product Management
 - <1 Hour





User Story Mapping & Value Slicing

Create lightweight release plans by assigning value to features



SCAN TO VIEW

User Story Mapping & Value Slicing

- Increase value and decrease the amount of work per release
- Product Management
- >3 Hours

