Rapid Growth through Agility
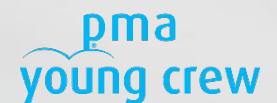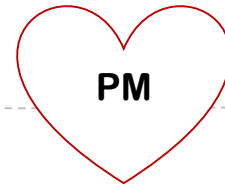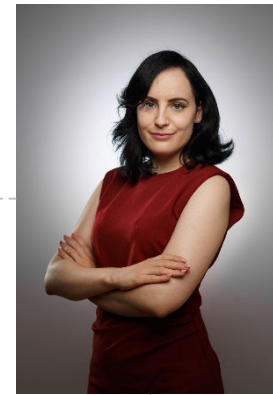
About

Alexandra

Anna

PM

BOREALIS

pma
young crew

ÖBB

IPMA» international
project
management
association

WHO WE ARE

The pma young crew is the network for young project managers up to 35 years of age in Austria and supports career starters with special offers and events. The pma young crew offers many opportunities to make new contacts and to get valuable first-hand tips from experts at events.

pma young crew

33,- € / year

up to 35 years

minimum attendance of 3 events

BENEFITS

- reduced fee for the pma/IPMA® Level D
- free membership in IPMA®
  (International Project Management Association)
- discounted participation in IPMA® events
- information about current seminar/program offers of pma training cooperation partners
- discounted participation in seminars of pma training cooperation partners
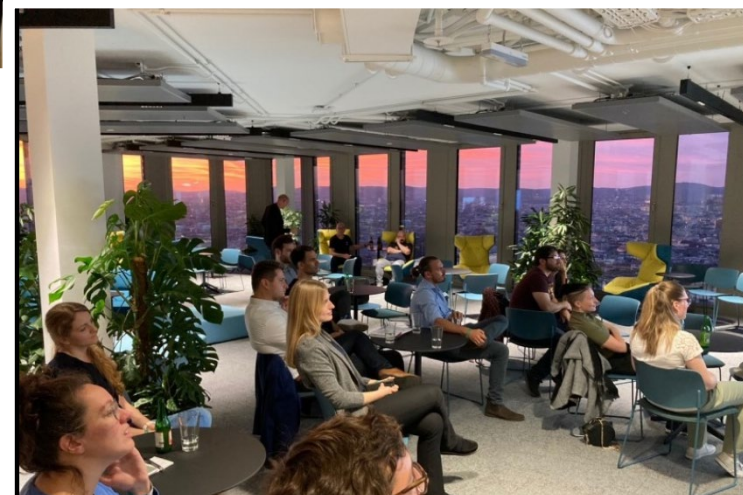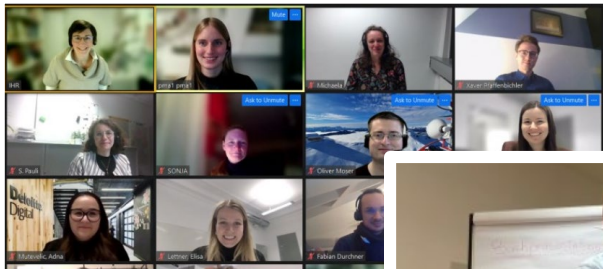
NEXT EVENTS

08. - 09. July   pma young crew **International Workshop**

05. August   pma young crew **Hiking**

[September tbd]   pma young crew **meets** PM Experience @ReqPOOL

20. Oktober   pma young crew **get2gether**

[December tbd]   pma young crew **Punschen**

What the agile? Some theory

Agile Manifesto

- Individuals and interactions <u>over</u> processes and tools

- Working software <u>over</u> comprehensive documentation

- Customer collaboration <u>over</u> contract negotiation

- Responding to change <u>over</u> following a plan

Agile Principles

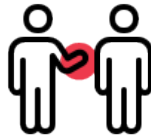Customer satisfactions

Changing requirements

Frequent delivery

Communicate regularly

Support team member

Face-to-face communication

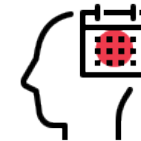Measure work progress

Development process

Good design

Measure progress

Continue seeking result

Reflect and adjust regularly

Traditional v.s. Agile

TRADITIONAL (WATERFALL)	AGILE
sequential/linear	iterative
large-scale projects	small/medium- sized projects
low customer involvement → requirements are defined in the beginning	high customer involvement → possibility of changing requirements/adjustements
more serious about processes & documentation	less focus on formal and directive processes
comprehensive test planning/test phase	tests are planned one sprint at a time
reviews are done after each iteration	excessive reviews and approvals by leaders
effort estimation provided by project manager	effort estimation done by team
	→ more common in SW-development
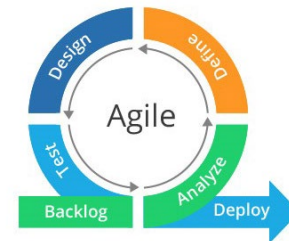
Waterfall versus Agile

Image Source: Waterfall-methodology-Vs-Agile-methodology | BLDR digital
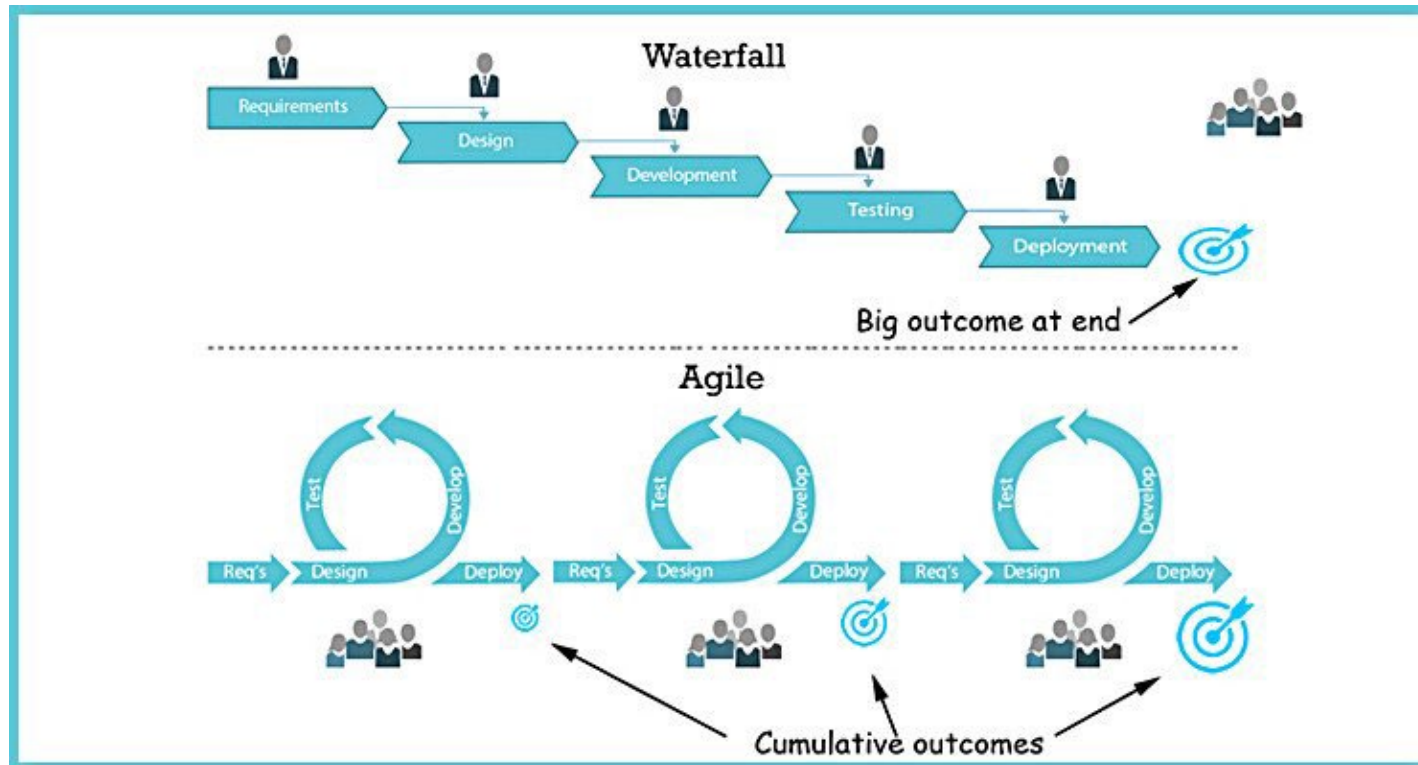
The Marshmallow-Tower Challenge
Who can grow/build the highest tower?

Goal:

Building the highest Marshmallow tower!

Rules:
- At the end the tower has to be free-standing (no support allowed)
- The entire Marshmallow has to be on the top!
- You can use only the materials provided
- → feel free to cut, break, tape the material

Material:
- 20 Spaghetti
- 1 Marshmallow
- 1 m string
- 1 m tape

Questions to the teams

- What worked well in the challenge? What did not?

- How was the collaboration in the team?

- What would you do differently if you had the chance to rebuild the tower?

De-brief Videos

[Build a tower, build a team | Tom Wujec](#) – YouTube (7 Minutes)

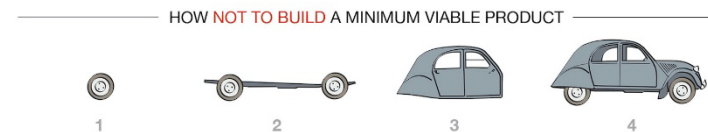[Tom Wujec: Iterative Learning](#) – YouTube (2 Minutes)

5 tips on how to achieve rapid growth

Tip #1

Build a prototype and improve iteration by iteration!

- Try and test early!
- Learn after every iteration!
- Always look for early feedback to grow your product!

Tip #2

Avoid Analysis Paralisis!

● Analysis paralysis is an inability to make a decision due to over-thinking a problem. An individual or a group can have too much data. The result is endless wrangling over the upsides and downsides of each option, and an inability to pick one.

(Definition from Investopedia)

"Of course we can make fast decisions ... once we have considered the 4872 factors."

Tip #3

Dare to take risks!

"Success comes to those who take risks." (Proverb)

Tip #4

Be creative and think outside the box!

"We are trained to look for the one single right solution to a problem."

Tip #5

Collaboration! Collaboration! Collaboration!

"The kindergarden kids performed best in the Marshmallow because they were not fighting over hierarchies."

- Agile ways of working promote flat hierarchies. Every team member in an agile team is equal
- Agile methods are defined by a pull not a push principle

Let's get in contact!

Alexandra Kirbes
Project Management
Austria - Young Crew

Anna Prosen
Project Management
Austria - Young Crew

pma young crew

Social Media Channels

📷 pmayoungcrew

💬 pmayoungcrew (official)

f pmayoungcrew - Projektmanagement

🌐 www.pma.at → pma young crew
Newsletter: youngcrew@pma.at

BACKUP

When to use agile methodologies?