

Agile Manager vs. Project Manger

Principles and Processes
Observed and Explained

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Agenda

- Short Presentation - 30 min
- Mini - Workshop - 10 min
- Presentation of Results - 5 min

Overview ...

- Why Management?
- Surface
 - Incremental
 - Iterative
 - Project Management
- Process vs. Principle
 - Newtonian Mechanics
 - Quantum Mechanics

Management? | What?

- Management:
- People,
- Process,
- Result,
- Risk -

Why?

Management? | Why?

- Dealing with uncertainty!
- It is all about getting something out of the future = predictability

Management? | 2 fundamental approaches

1. Controlling

- Fear

2. Trust

- Confidence

Surface | Incremental

Traditional

- Spiral Model
- Prototyping
- Reduce Scope
- Using Phases
- Documents

Agile

- Working Code
- Architecture Grows
- Rebuilding

Surface | Iterative

Traditional

- Documents
- Prototyping
- Rolling Wave Approach
- Staggering

Agile

- Timeboxed
- Re-doing
- Planning per iteration

Surface | Project Mngt.

Traditional

- Communication
 - Status
 - Communication plan
 - Reporting
- Feedback
 - Post mortem
- Involvement of Customers
 - approval
- Escalation
- Status Reports
- Risk Mngt

Agile

- Communication
 - Daily meeting
 - meetings
- Feedback
 - retrospectives
- Involvement of Customers
 - Daily basis
- Escalation to Scrum Master
- Daily Meetings
- Adaptation

Conclusion # 1 | Similar

- Practice is interchangeable
- No big differences on surface
- Flavor is different - "Scrum feels different"
- It *looks* like -
 - "A good PM is a Scrum Master"

PVP | Comparison

Traditional

- Execute plan
- Tracking & Oversight
- Escalation of issues and re-plan
- Manage team

Agile

- Execute Speculation
- Monitoring and Collaboration
- Learning by Feedback
- Solve issues in time not before
- Team managed by team

Process Vs Principle | Overview

- Predictability
- Probability
- Two different views on the same thing - or
- The observer changes the reality

Process | Newtonian Mechanics

- Repeatable
- Stability
- Optimization
- **Physics = Newtonian
Mechanics**
- *A PM knows the PM laws and how to use them. He relies on rules.*

Principle | Quantum Mechanics

- Probability
- Feedback / Communication
- Courage = Decision
- Simplicity
- **Physics = Quantum Mechanics**
- *A Agile Manager knows the principles and creates team reality*

Workshop | Exercise - 20 min

- Trust and Self-organization
- Discuss in the group: “What can I do to create the necessary trust?”
- Agile management helps in which way to build trust?

Workshop | Exercise - 20 min

- Groups of 4 - 5
- Choose min. 3 practice (f.e. Meeting, Planning)
- Ask 5 times “Why do we what we are doing?”
- Write down the fundamental principle you have found
- Prepare a presentation

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