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nimbleness, deftness, dexterity, liveliness, sprightliness







solidity, hardness, stringency, stiffness, inflexibility







but what if we're something?



what if we're notseene the whole picture?





the hypothesis



there is no GILIN without RGDIY to support it



the examples



agie software agie wetware agile systems agile relationships

event sourcing concept maps theory of constraints crucial conversations



event sourcing





event sourcing means that all truth in your system is captured as an append-only series of immutable business events

only INSERT and SELECT





by never throwing any data away event sourcing lets you build a time machine and reinterpret history whenever you come up with a new idea you want to try



Vou must not modify your events. if vou co, all dets are off

agile interpretations



what does it mean for



choose carefully and communicate clearly your system's hard edges





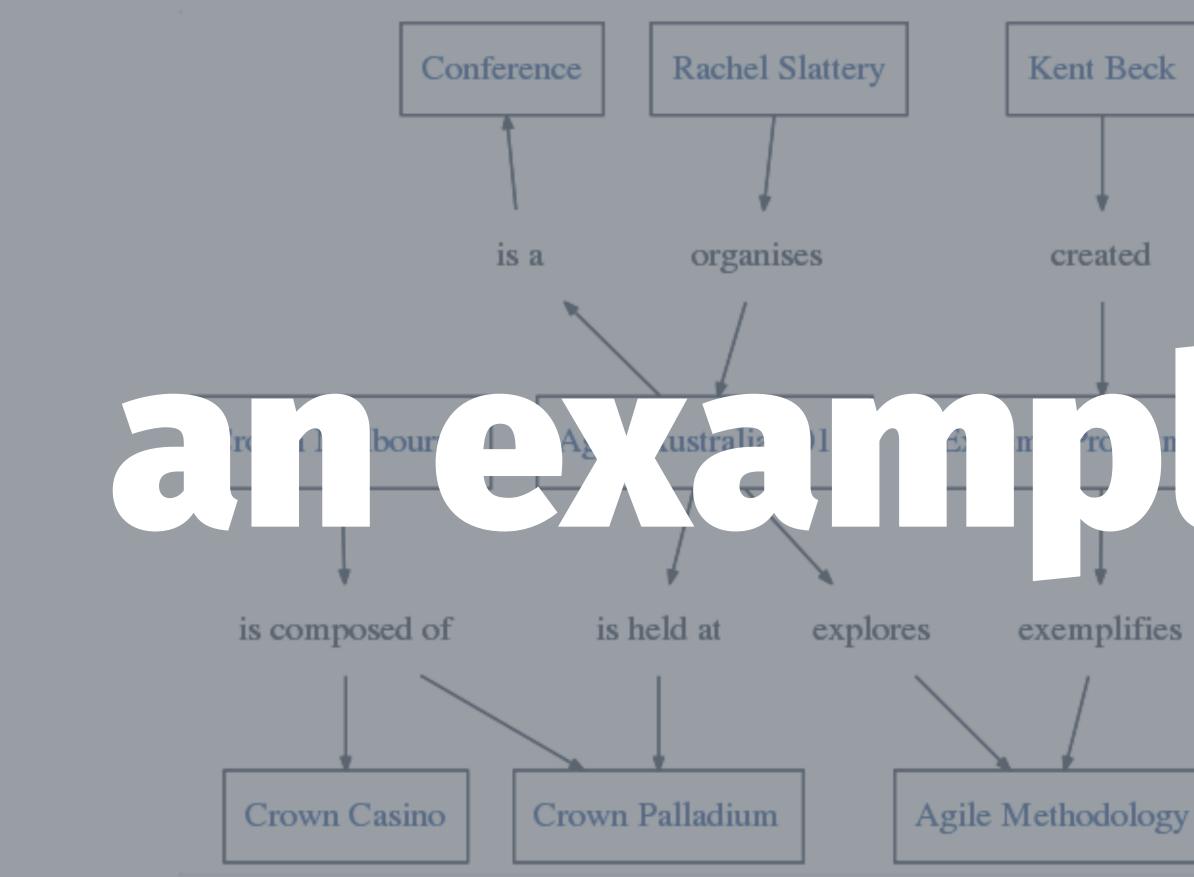


what are they?

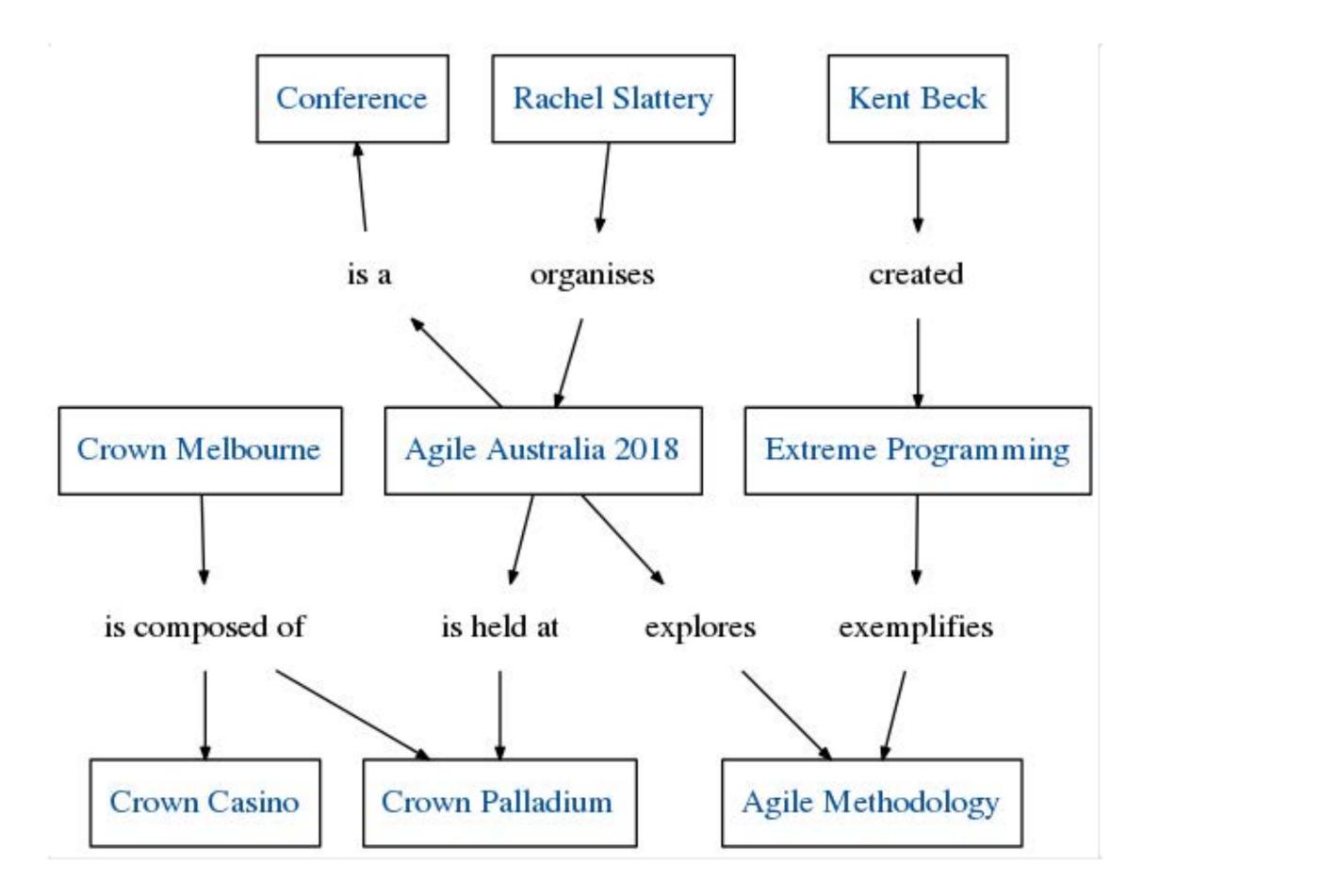


a concept map is a visual glossary of the specialised language of your problem domain

a concept map is just a collection of propositions. A proposition is just a sentence that uses a verb to connect two nouns (concepts)



Kent Beck created rc exemplifies



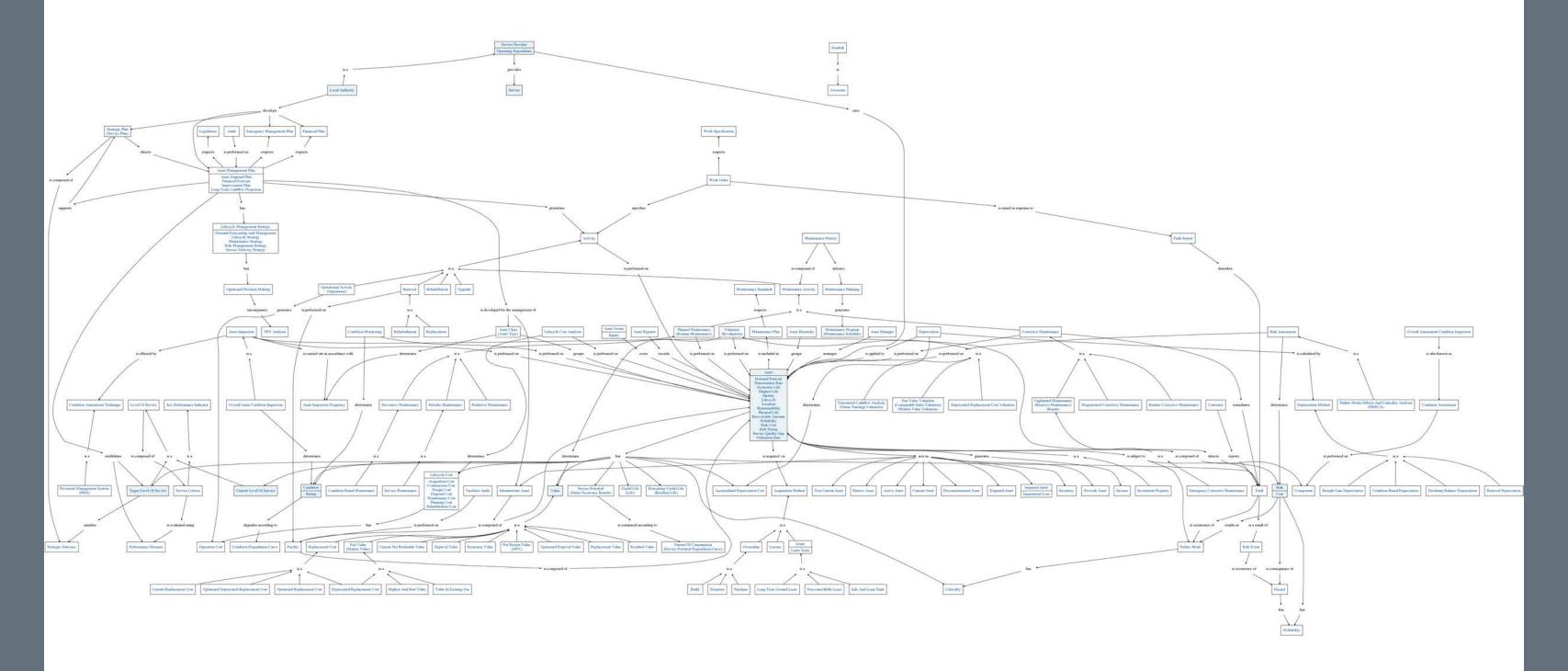
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source code

Agile Australia 2018 explores Agile Methodology Agile Australia 2018 is a Conference Agile Australia 2018 is held at Crown Palladium Crown Melbourne is composed of Crown Casino Crown Melbourne is composed of Crown Palladium Extreme Programming exemplifies Agile Methodology Kent Beck created Extreme Programming Rachel Slattery organises Agile Australia 2018





by increasing the speed, effectiveness and correctness of sharing domain knowledge concept maps increase the speed, effectiveness and correctness of development efforts





the core concepts in your domain do not change and are not open to Interpretation



accelerated understanding



what does it mean for



provide clarity and demand consistency your team's communication



theory of constraints



ToC is a management paradigm that sees any system as being limited in the achievement of its goal by a single constraint at any time

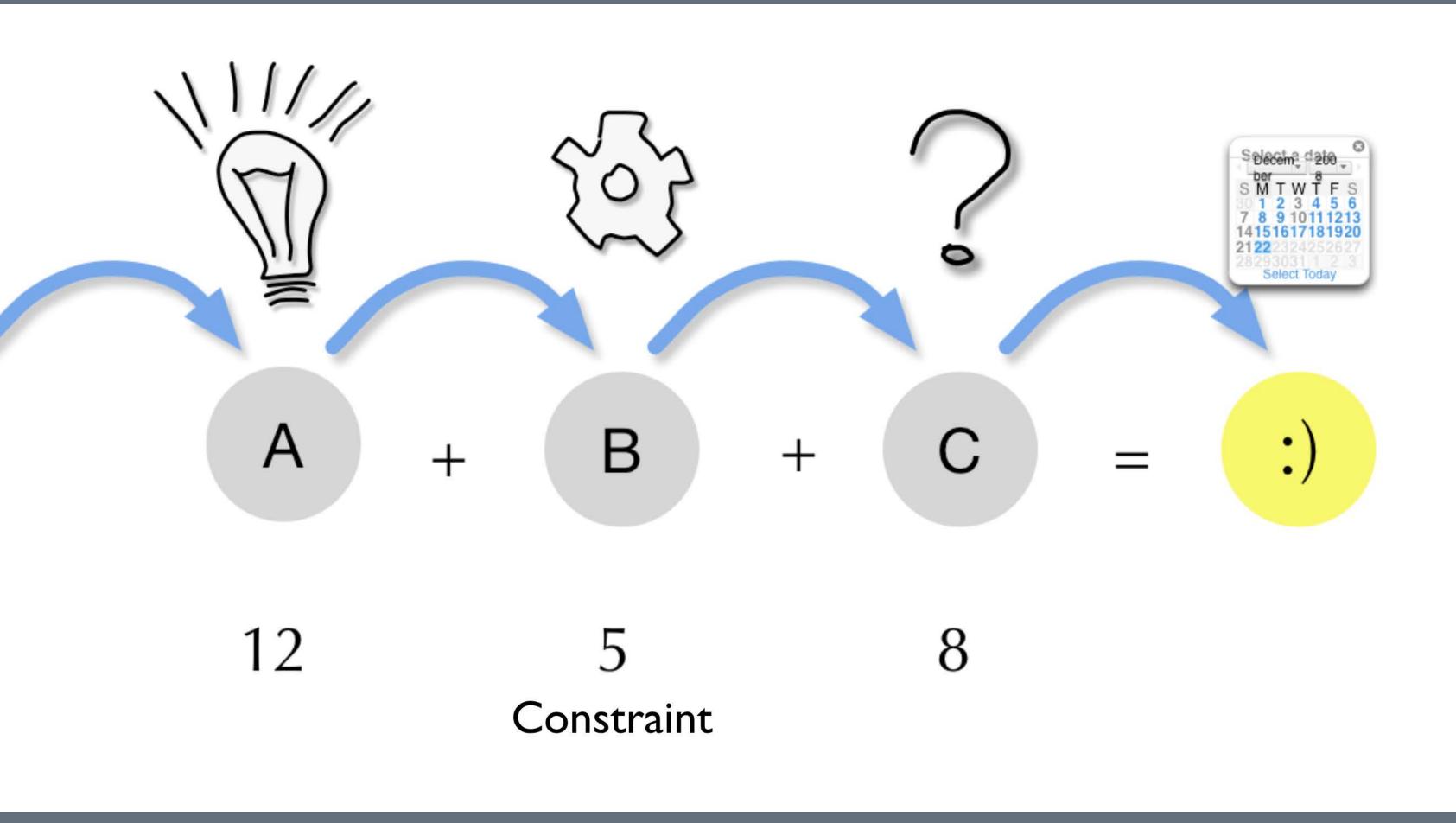
ToC adopts a process of ongoing improvement based on identifying the constraint and reorganising everything else around it

IDENTIFY the constraint EXPLOIT the constraint SUBORDINATE everything to the constraint **ELEVATE the constraint** RINSE & REPEAT

12

Constraint







actually, that's the wrong question :)

is instead supported by agile methods, applying them to elevate the constraint (step 4 of its 5 step improvement process)



anything you do to improve something that is not a constraint is a complete Wasteoftme



what does it mean for

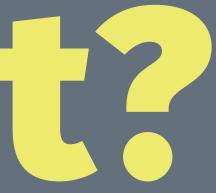


stop wasting time applying agile techniques to things that cont matter



crucial conversations

Matis 12



crucial conversations is a book that describes a set of tools for talking when stakes are high

everyone has a path to action with 4 stages: observation -> interpretation -> feeling -> action facts -> story -> feeling -> action

añ example

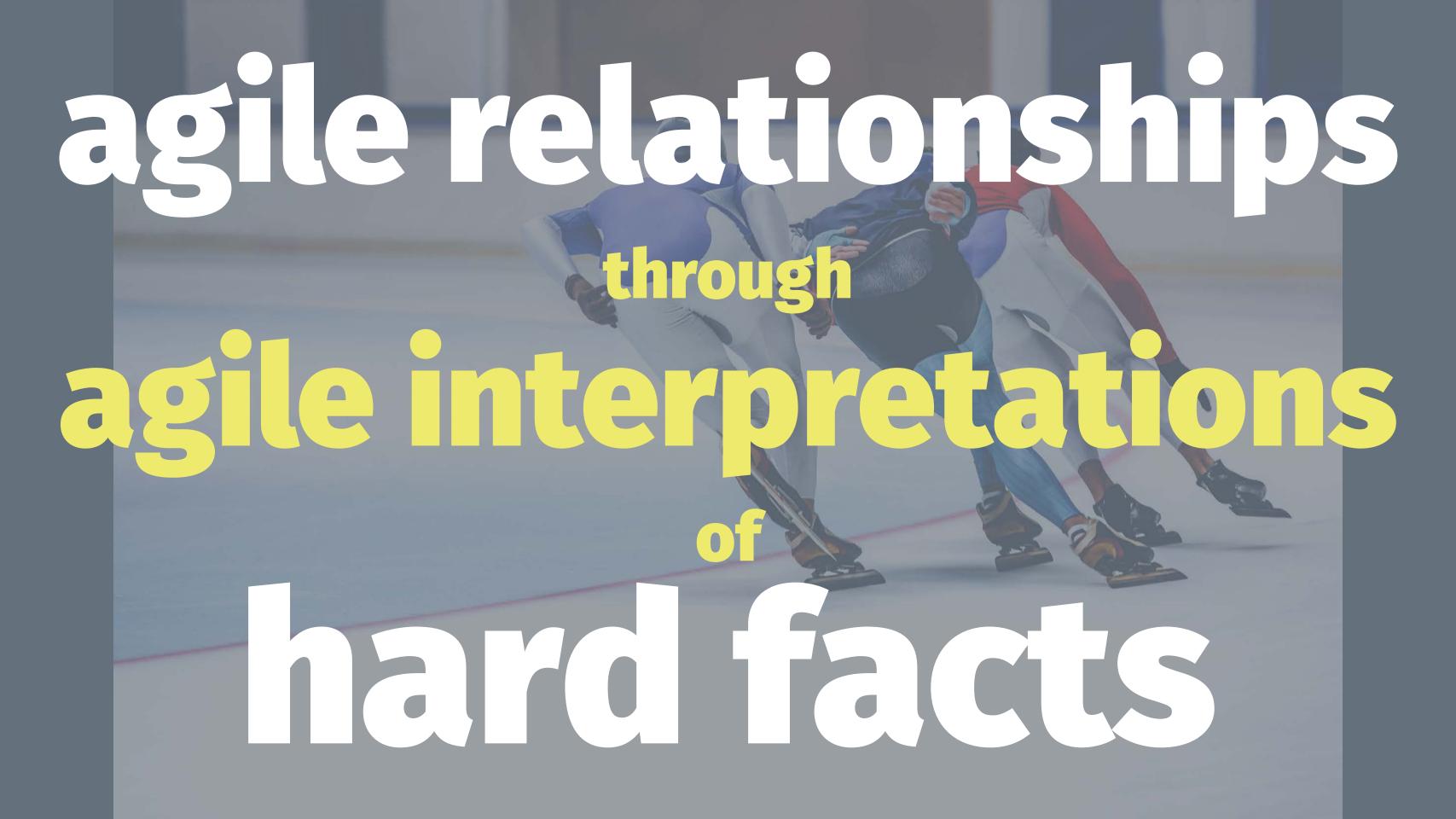




by broadening our perspective and building a pool of shared meaning crucial conversations breaks down walls and builds bridges between individuals and teams



DV strictly separating observable facts from personal interpretations



what does it mean for



learn to share vour path and ask others to Sharenars







questions

