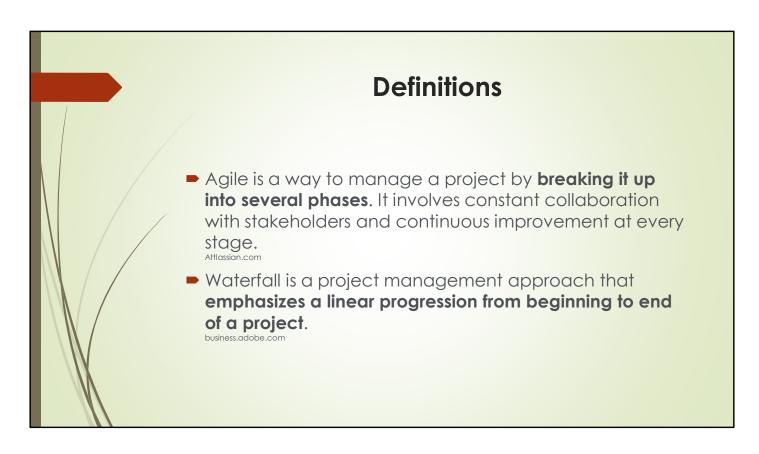
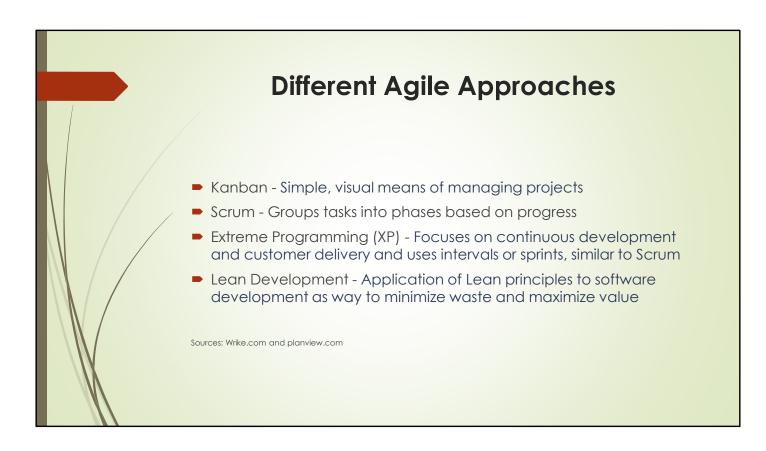


Today, in response to a PMUG subject suggestion, a panel of state staff will discuss adapting Agile project management practices in a state Waterfall-centric environment.



Here are definitions for Agile and Waterfall project management methodologies. [Read aloud]



Kanban is a simple, visual means of managing projects that enables teams to see the progress so far and what's coming up next. Kanban projects are primarily managed through a Kanban board, which segments tasks into three columns: "To Do," "Doing," and "Done."

Scrum is similar to Kanban in many ways. Scrum typically uses a Scrum board, similar to a Kanban board, and groups tasks into columns based on progress. Unlike Kanban, Scrum focuses on breaking a project down into sprints and only planning and managing one sprint at a time. Scrum also has unique project roles: Scrum master and product owner.

Pros and Cons of Agile

Pros	Cons
Promotes development environment best practices	Simple to understand but hard to do well
Requirements emerge as understanding matures	Harder to predict what will be delivered
Flexibility can be higher	Requires continual commitment and time from the business or users (e.g. Product Owner) and developers
Communication between developers and those who accept and use deliverables	Intensive for both developers and users

Some Pros for Agile project management methodology are:

Agile promotes some of the best practices found in development environments. Some of the risk in a project should be reduced as the output of developers is reviewed early and constantly during development.

When projects are genuinely new they usually require creativity. Requirements can then emerge as understanding matures and grows.

Flexibility can be higher than traditional methods - although this is not guaranteed. Changes (e.g. in prioritisation) can be introduced at almost any stage.

Agile encourages or requires frequent communication between developers and those who will ultimately accept and use the deliverable. This should pay major dividends when effective. For example, feedback can be incorporated into future iterations as increments are delivered and reviewed by users or a Product Owner or both. False assumptions made by developers can be recognised very early reducing impact. Agile gives us continual opportunities to learn via this feedback.

Some cons of Agile are:

Agile is simple to understand in principle but hard to do well in practice. It requires real commitment and first attempts are not likely to go very well.

It is less predictable what will be delivered at the end.

Agile requires high levels of collaboration and very regular communication between developers and users (e.g. Product Owner). This is always desirable but may not always be feasible and requires continual commitment and time from the business and developers.

Agile is very intensive for both developers and users. There can be reasons that may prevent this for example if developers work on multiple projects at one time.

The only downside to the opportunities to learn is that people have got to be prepared to.

Pros and Cons of Waterfall

Pros	Cons
	Defining requirements up front not easy to do
Project team members don't need to be co-located	Communication far higher risk
More suitable for large-scale design or analysis and very high downstream changes	Risk higher in general
	Tend to be made up of 'teams within teams
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Some pros of Waterfall methodology are:

On well managed projects Waterfall may provide more confidence of what will finally be delivered earlier in the life-cycle.

Project team members don't need to be co-located although the risks associated with this must be managed carefully.

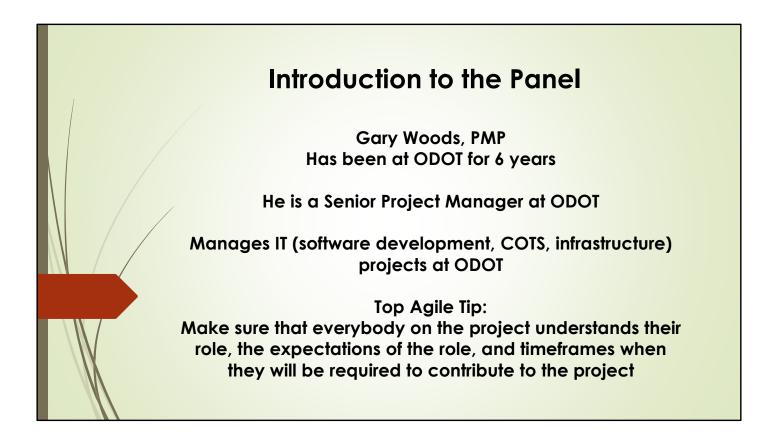
Where large-scale design or analysis is required, or the impact of downstream changes to design is very high, this is likely to be a far more suitable approach. Where there are many interfaces and dependencies outside of the basic product development, waterfall projects tend to have the tools to model and manage these.

Some Cons for Waterfall are:

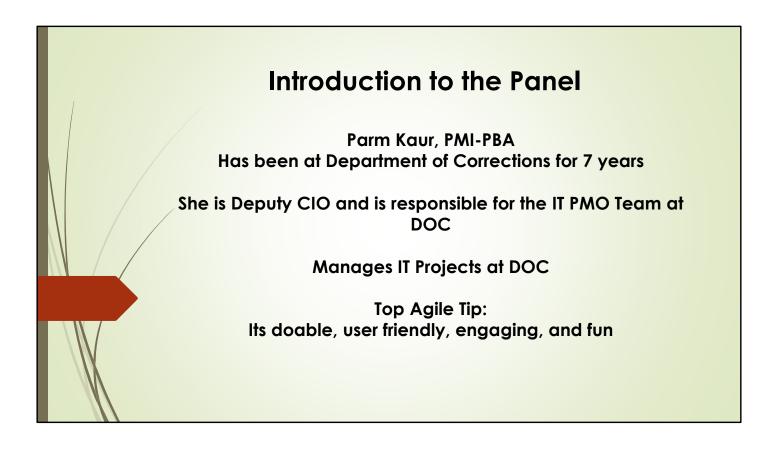
Many organizations and people really don't find defining requirements (up front) easy to do - especially early in some types of projects. The assumptions upon which early stage plans are based may be very flawed and too often are taken as being based on certainty.

Communication can be a far higher risk - especially when there is limited early review of outputs and deliverables or when one-way methods of communication are used to convey requirements.

Risk in general can be far higher with Waterfall, for example as the scope for invalid assumptions is unlimited. If you add this to the high cost of making changes later in a Waterfall project, it is easy to see why some are very expensive, over budget and late. Too often, assurance of products being fit-for-purpose is demonstrated very late in Waterfall projects.

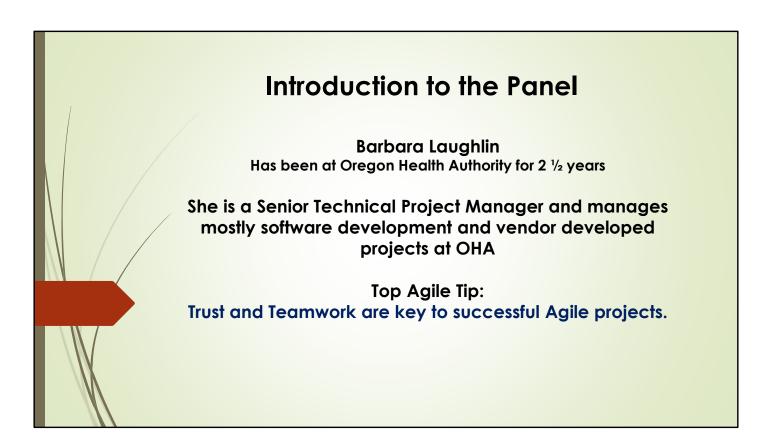


Now, let me introduce you to our panel.



Introduction to the Panel Bethany Ford, PMP Has been at Oregon Department of Human Services / Oregon Health Authority OHA: Office of Information Services for 1 year She is a Senior Project Manager for Project Solutions Manages IT Projects at OHA Top Agile Tip: Make a conscious effort to use more visual requirements as you manage agile projects.

Introduction to the Panel Robert J. DeVassie, PE, PMP Has been at Oregon Department of Transportation for 4 ½ years and in the Transportation industry public/private for 28 years He manages mostly waterfall roadway and transportation projects at ODOT Top Agile Tip: Be Flexible



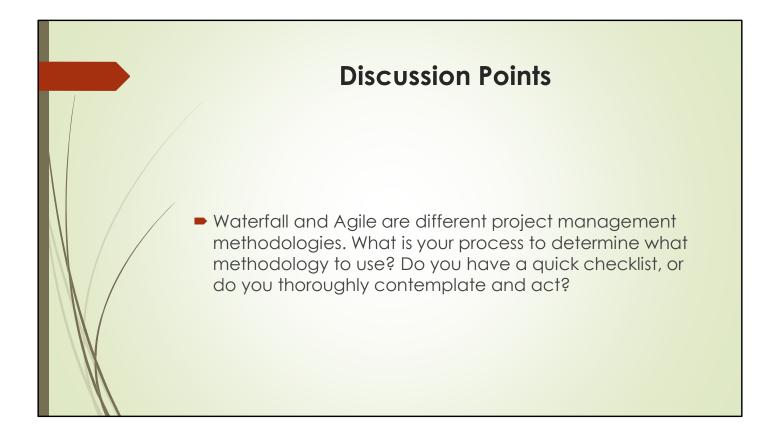
Introduction to the Panel

Dan Feder Has been at Oregon Health Authority Office of Information Services for 2 years

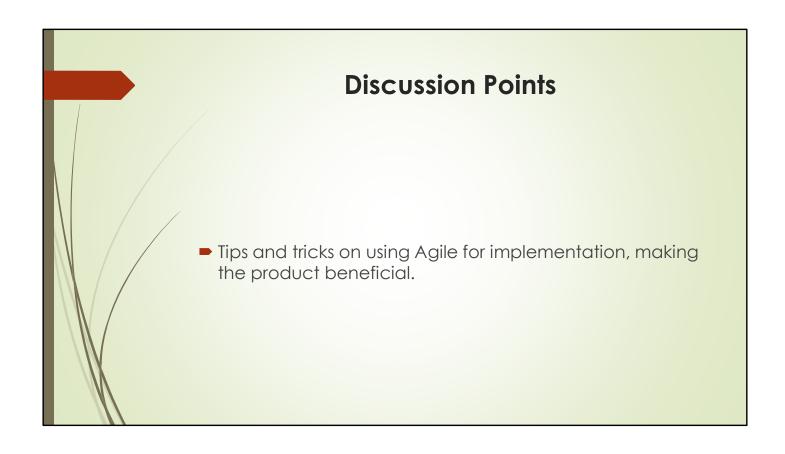
He is a Business Systems Analyst and manages the following projects at OHA OIS: Get Vaccinated Oregon (GVO), Benefit Management System (BMS), snd Laboratory Information Management System (One LIMS)

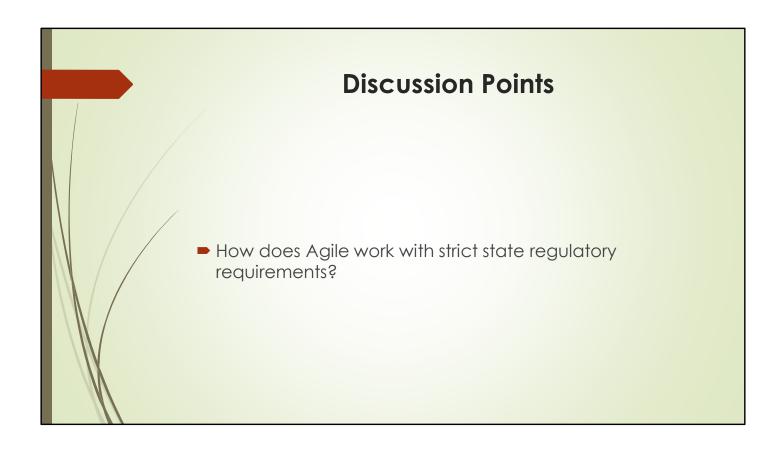
Top Agile Tip:

Get heavy business engagement and responsibility that translates into specific user stories that include user acceptance and do it more at the beginning of the project rather than the middle.

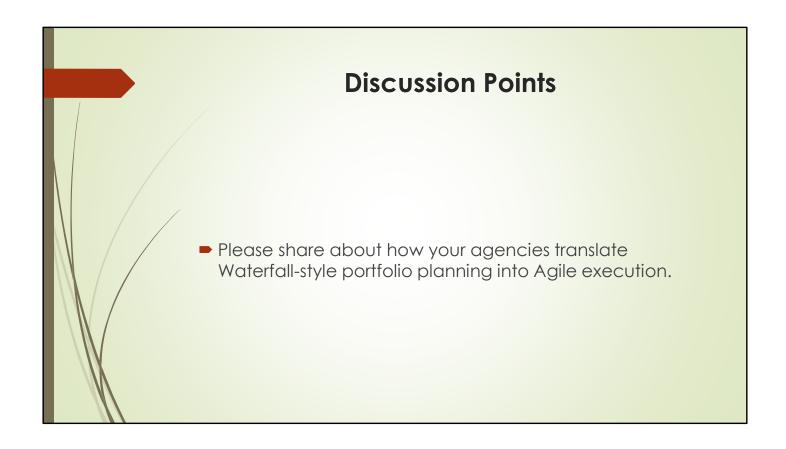


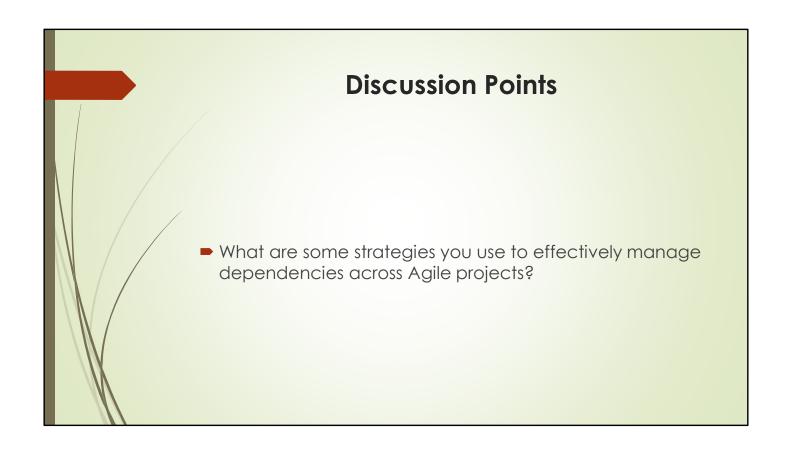




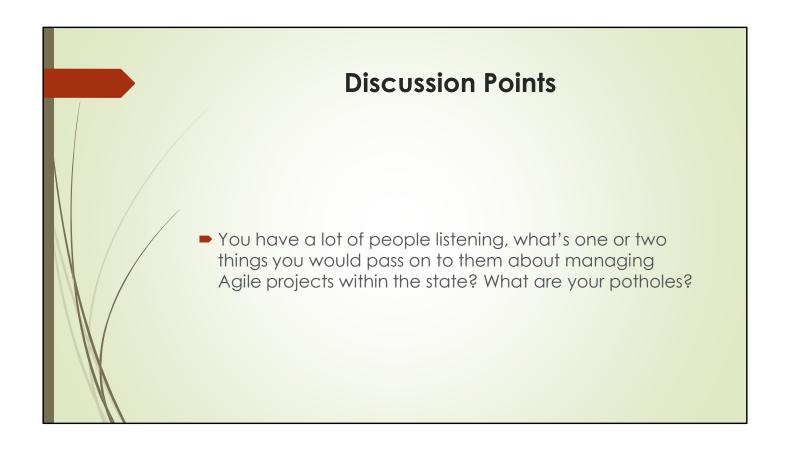


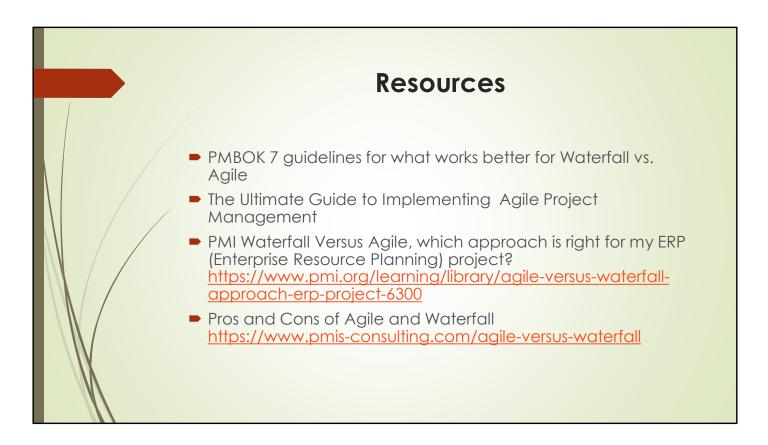








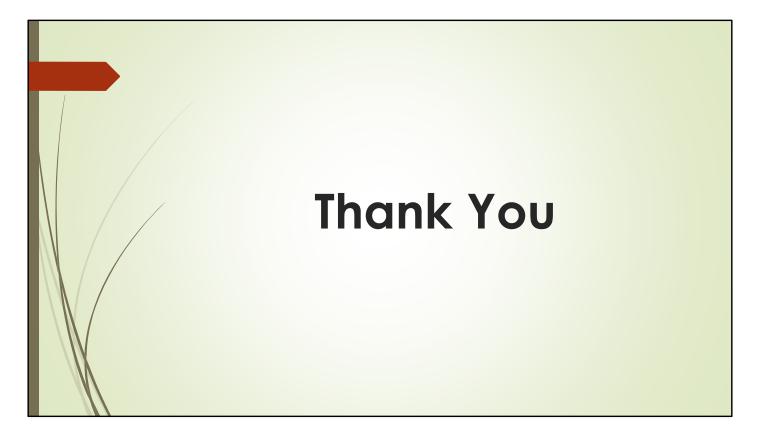




You can learn more about Agile and Waterfall Project management approaches by viewing the resources listed here



Now, we have [X] minutes left welcome questions from the audience by raising your hand or putting them in the chat and we'll answer as many as we can.



[Turn off PP and read script]