**Title:**

**Just Enough: Minimally Viable Agile**

**Abstract:**

Have some of your Agile practices become stale or redundant? Does it feel like your teams are just going through the motions?

In Lean product development, the minimum viable product or MVP, is a strategy to avoid building products that customers don’t need or want by maximizing our learning of what is valuable to the customer.

Agile is typically learned through exposure to a series of Agile practices, a recipe of sorts. But what if that recipe goes beyond minimal?

This session will question the thinking behind some of the industry’s accepted Agile practices around sprint planning, release planning, and even popular estimation techniques. We will try to identify what is truly needed to be Agile, based on needs instead of prescribed recipes. What is minimally sufficient to start realizing the benefits of Agile at the team and portfolio levels?

**Learning Outcomes:**

* The nature of knowledge work is non-deterministic, therefore, our success with Agile depends on establishing activities and methods, at the team and portfolio levels, that leverage this nature.
* Traditional project tools (some from 1st generation Agile), do not provide actionable information. Rich visualizations, and flow based metrics, provide actionable information to better manage value delivery.
* To avoid the dysfunction of Cargo Cult Agile, we have to understand the “why” of Agile.
* A Minimal Viable approach requires us shape our activities, methods, and approaches based on needs, not recipes.

**What Else?**

I've given the talk to both a developer's conference and a PM conference. For these audiences, the focus of Minimal Viable Agile is at the team level practices. For this track, I plan to broaden some to include team project and portfolio approaches. The attached presentation will be heavily modified.