IVAR JACOBSON INTERNATIONAL

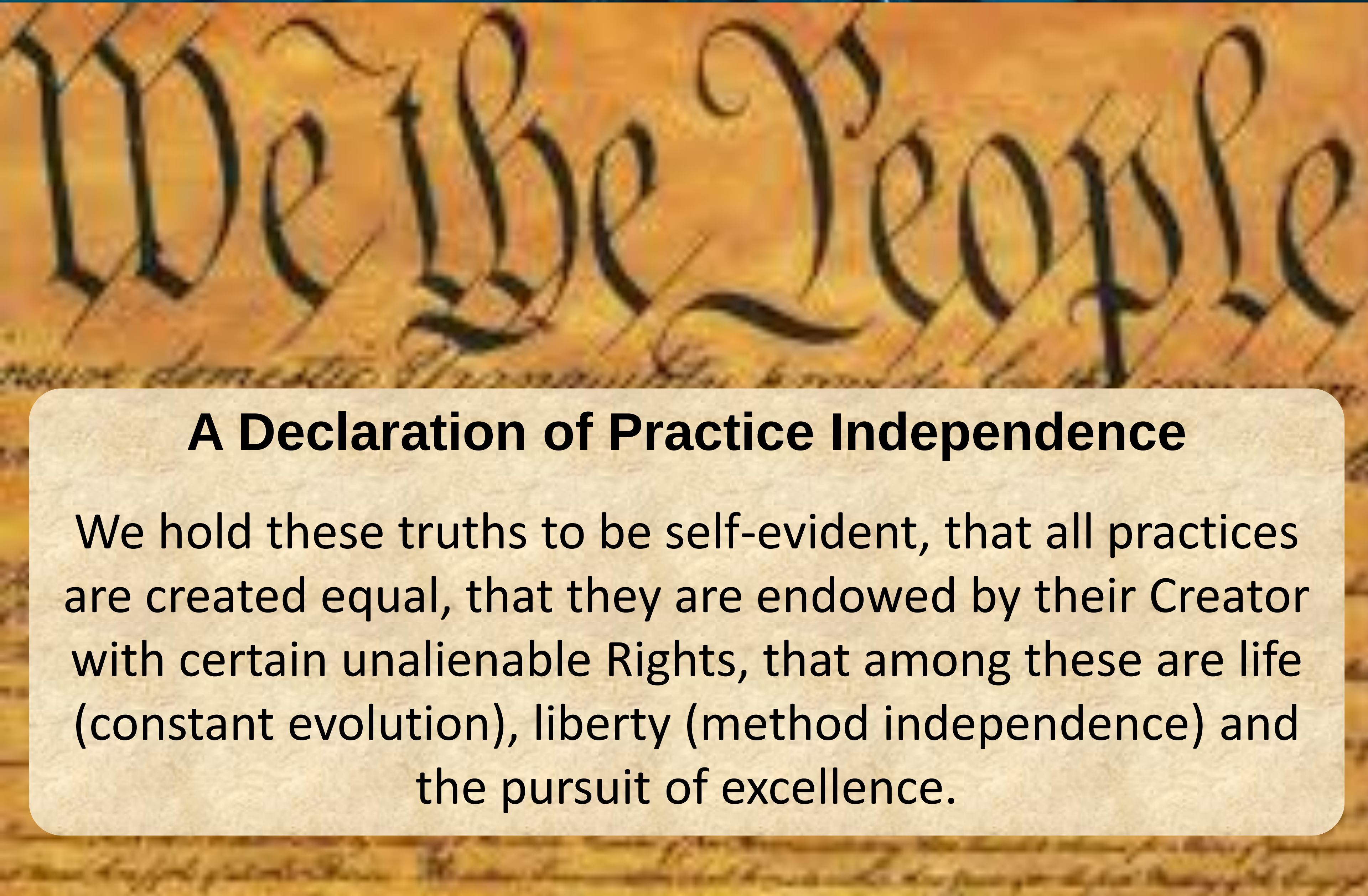
Creating winning teams.

Practices and Methods: Realizing the SEMAT Vision

Ian Spence

www.ivarjacobson.com

The Future: Practice Independence

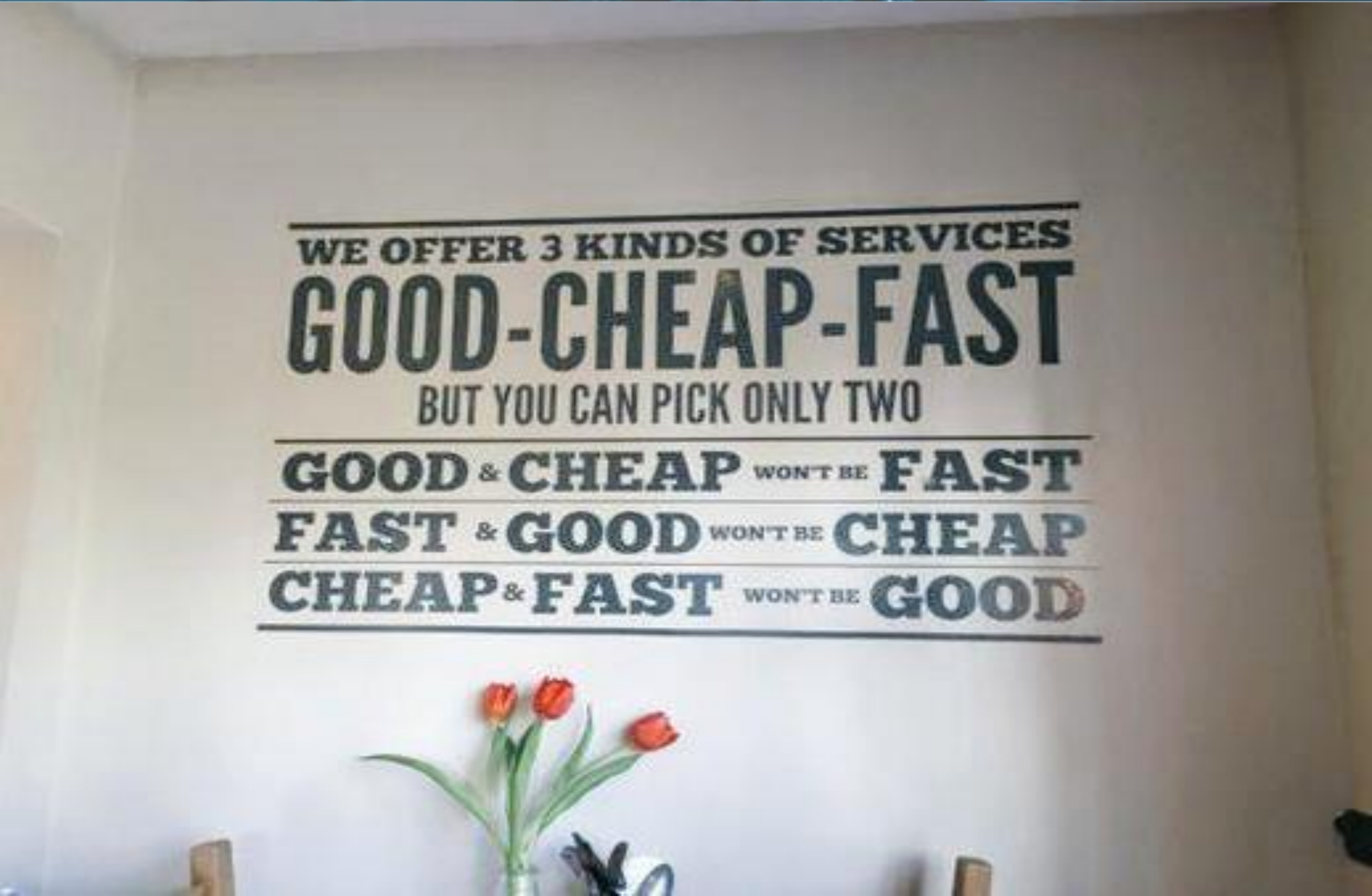


A Declaration of Practice Independence

We hold these truths to be self-evident, that all practices are created equal, that they are endowed by their Creator with certain unalienable Rights, that among these are life (constant evolution), liberty (method independence) and the pursuit of excellence.

The Future: No More Method Wars

The Future: Better Software Development



WE OFFER 3 KINDS OF SERVICES
GOOD-CHEAP-FAST
BUT YOU CAN PICK ONLY TWO
GOOD & CHEAP WON'T BE FAST
FAST & GOOD WON'T BE CHEAP
CHEAP & FAST WON'T BE GOOD

The Future: Better Teams

The Future: It’s Here Today

Introducing the IJI Essentials

Capturing the essence of your way-of-working

The Essence Kernel is a small practice independent process that captures the common ground that is the basis for all your work.

A Method Foundation

Capture your practices and dynamically assemble your ways-of-working.

A Sat-Nav for your projects.

Know where you are and where you are going.

Check progress and health.

Collect evidence in a lightweight fashion

Bringing people together to create winning teams, create one culture, and increase staff mobility

To realize the vision we need practices

Tactics and tricks

Local team practices captured as a set of Working Practices

Domain Specific Practices

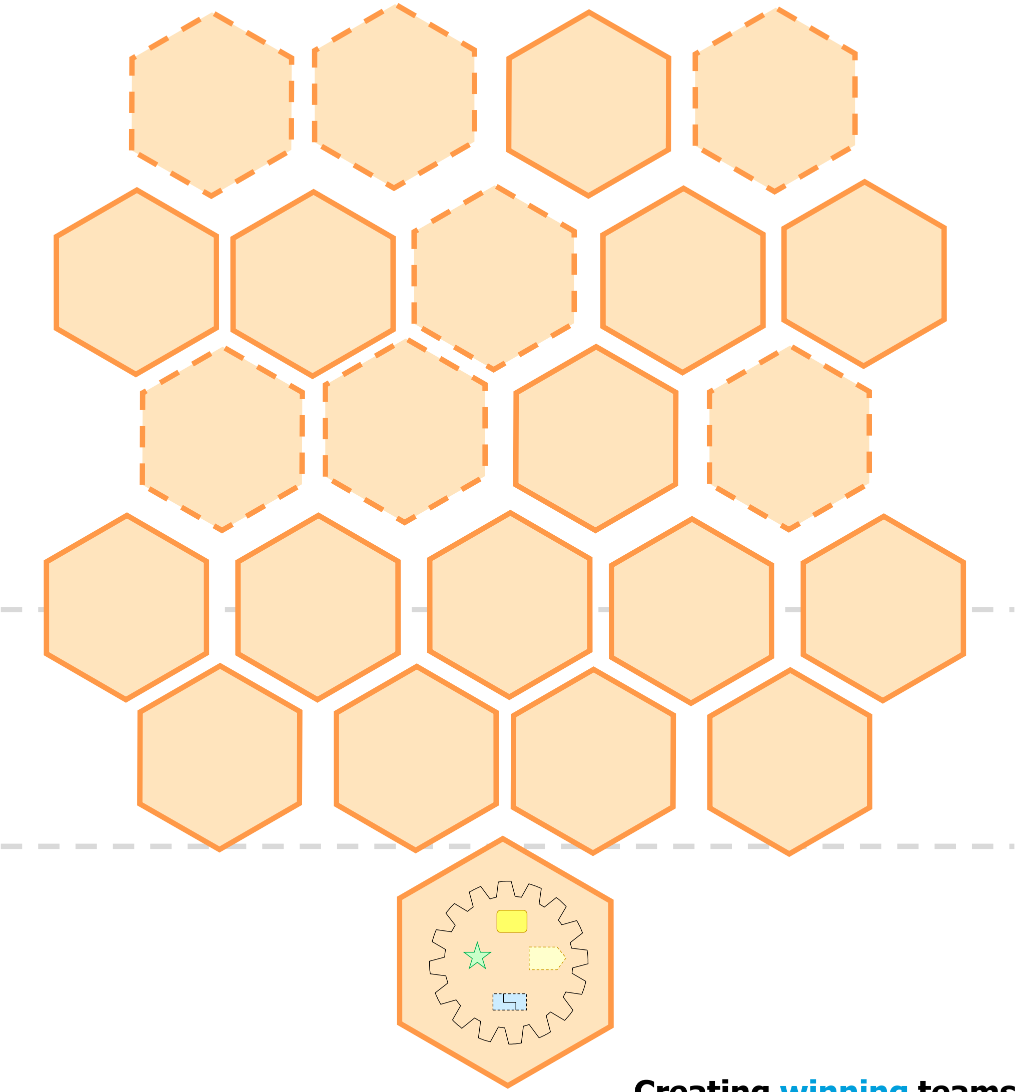
Extensions to the generic practices and additional domain specific practices

Generic Practices

Standard practices to support effective team working and sound engineering principles.

The Common Ground

The basic concepts applicable to all captured as a Kernel



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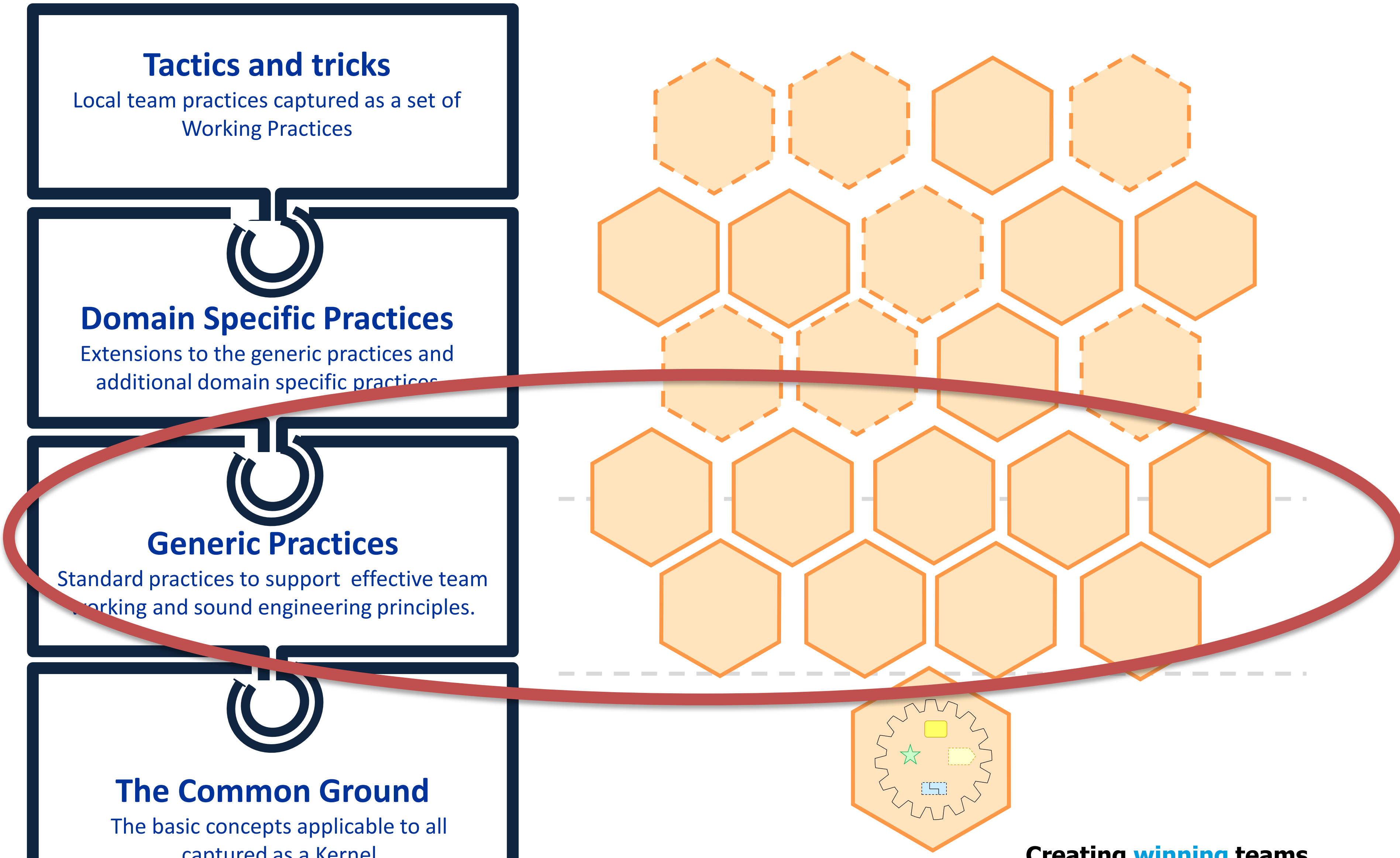
To realize the vision we need practices



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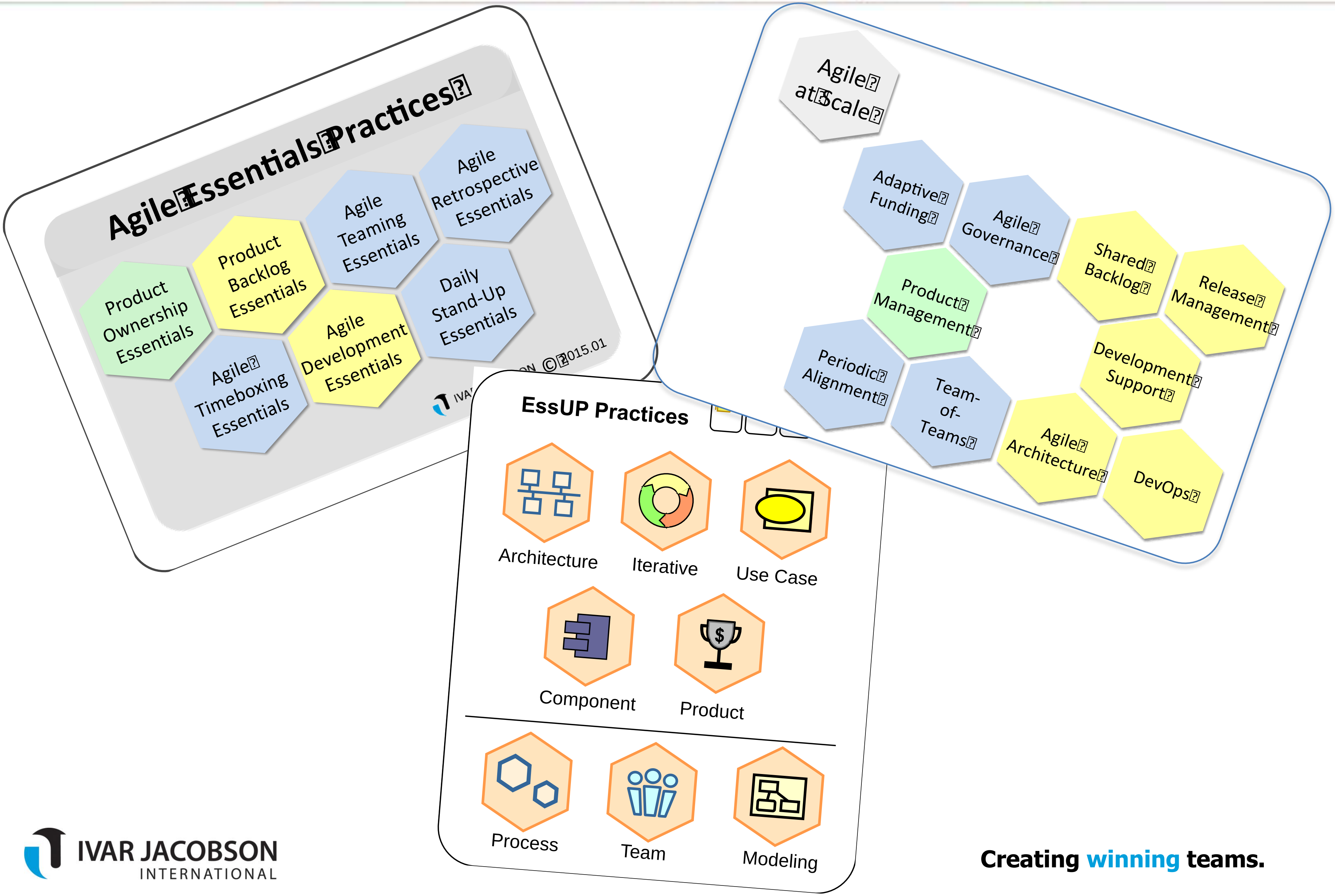

Agile Essentials Practices

Product Ownership Essentials

Product Backlog Essentials

Agile Teaming Essentials

Agile Retrospective Essentials

Agile Timeboxing Essentials

Agile Development Essentials

Daily Stand-Up Essentials

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Agile at Scale

Adaptive Funding

Agile Governance

Shared Backlog

Release Management

Product Management

Periodic Alignment

Team-of-Teams

Development Support

Agile Architecture

DevOps

EssUP Practices

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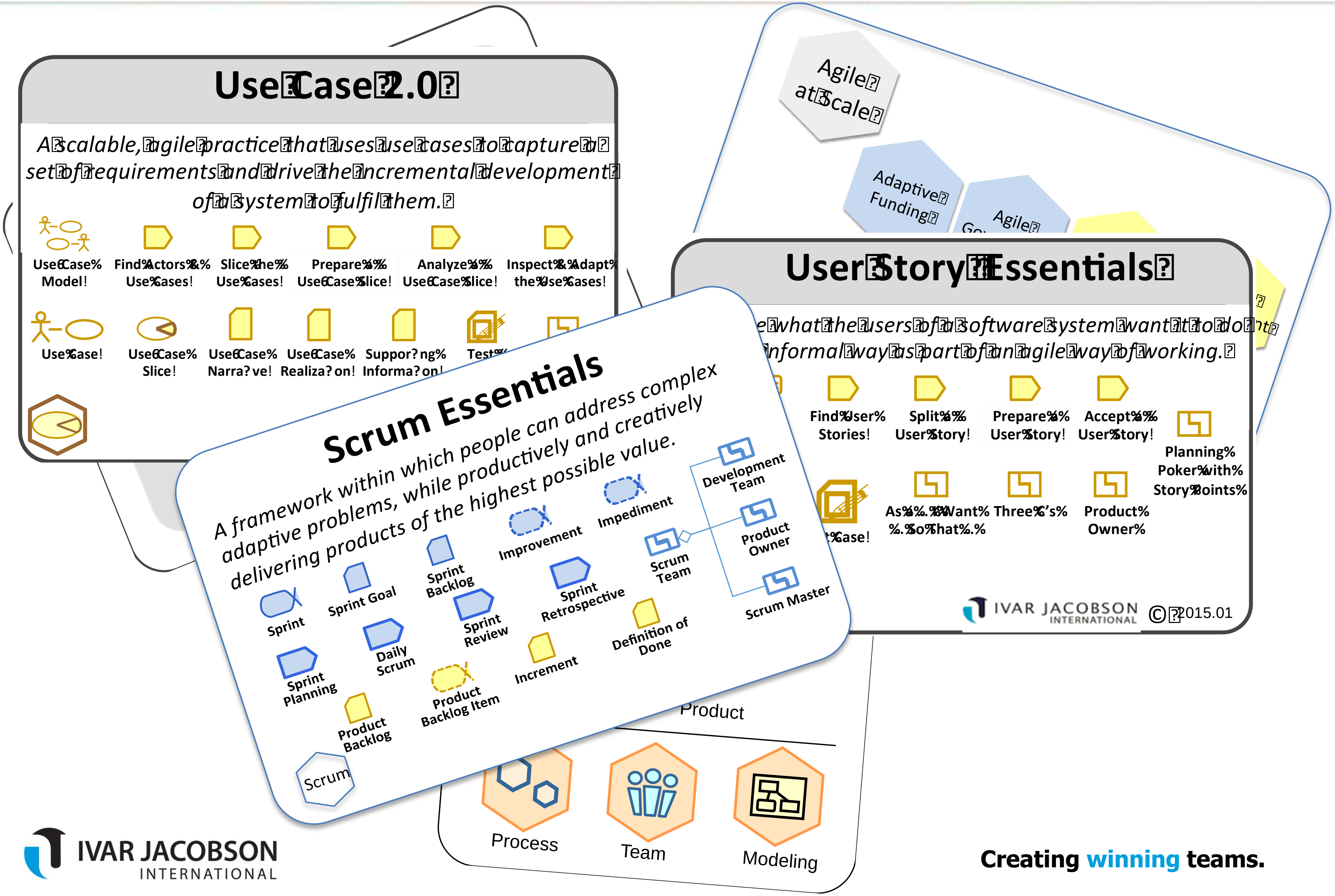

Use Case 2.0

A scalable, agile practice that uses use cases to capture a set of requirements and drive the incremental development of a system to fulfil them.

Scrum Essentials

A framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible value.

User Story Essentials

e what the users of a software system want it to do
nformal way as part of an agile way of working.

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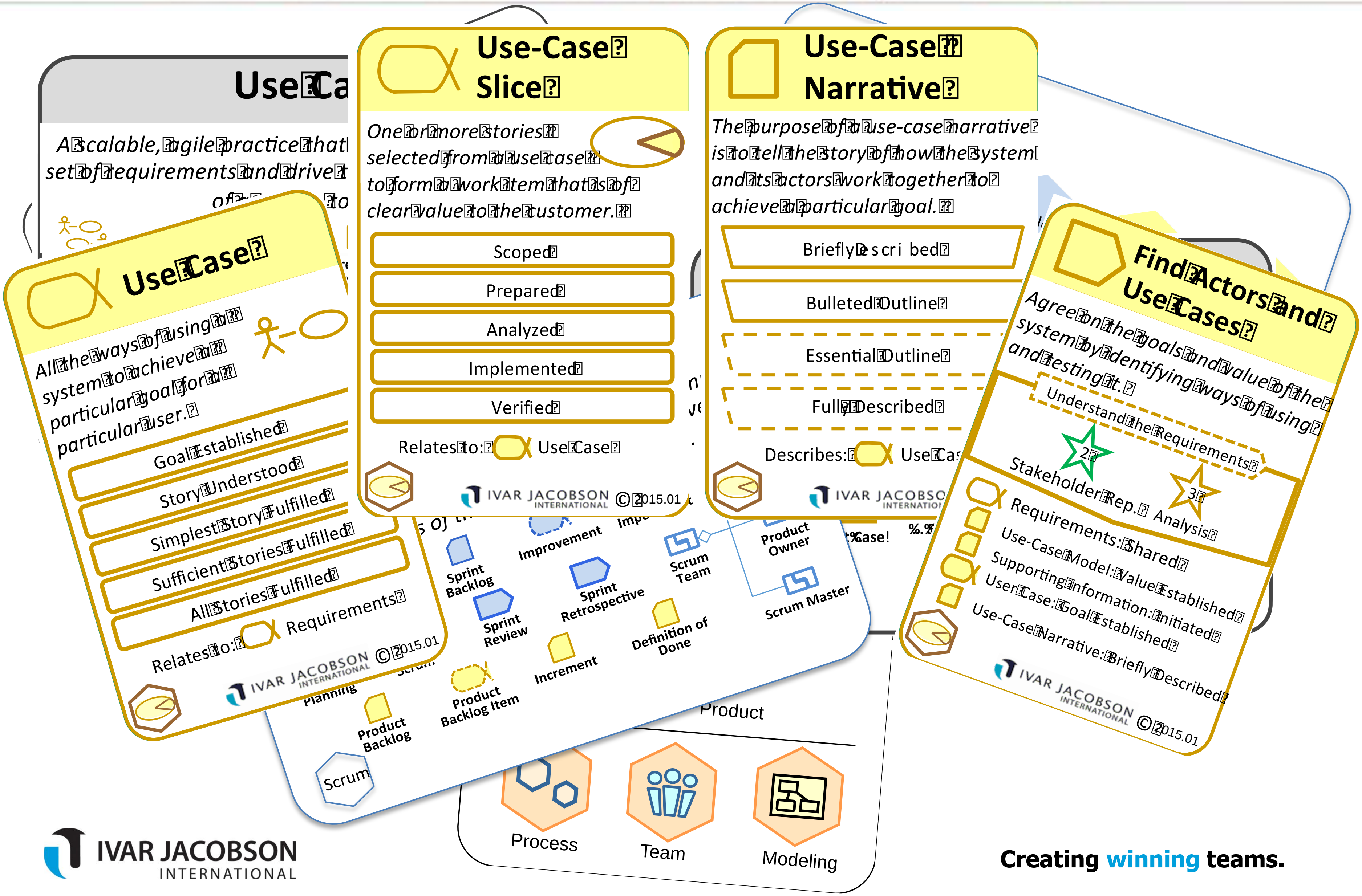

Creating winning teams.

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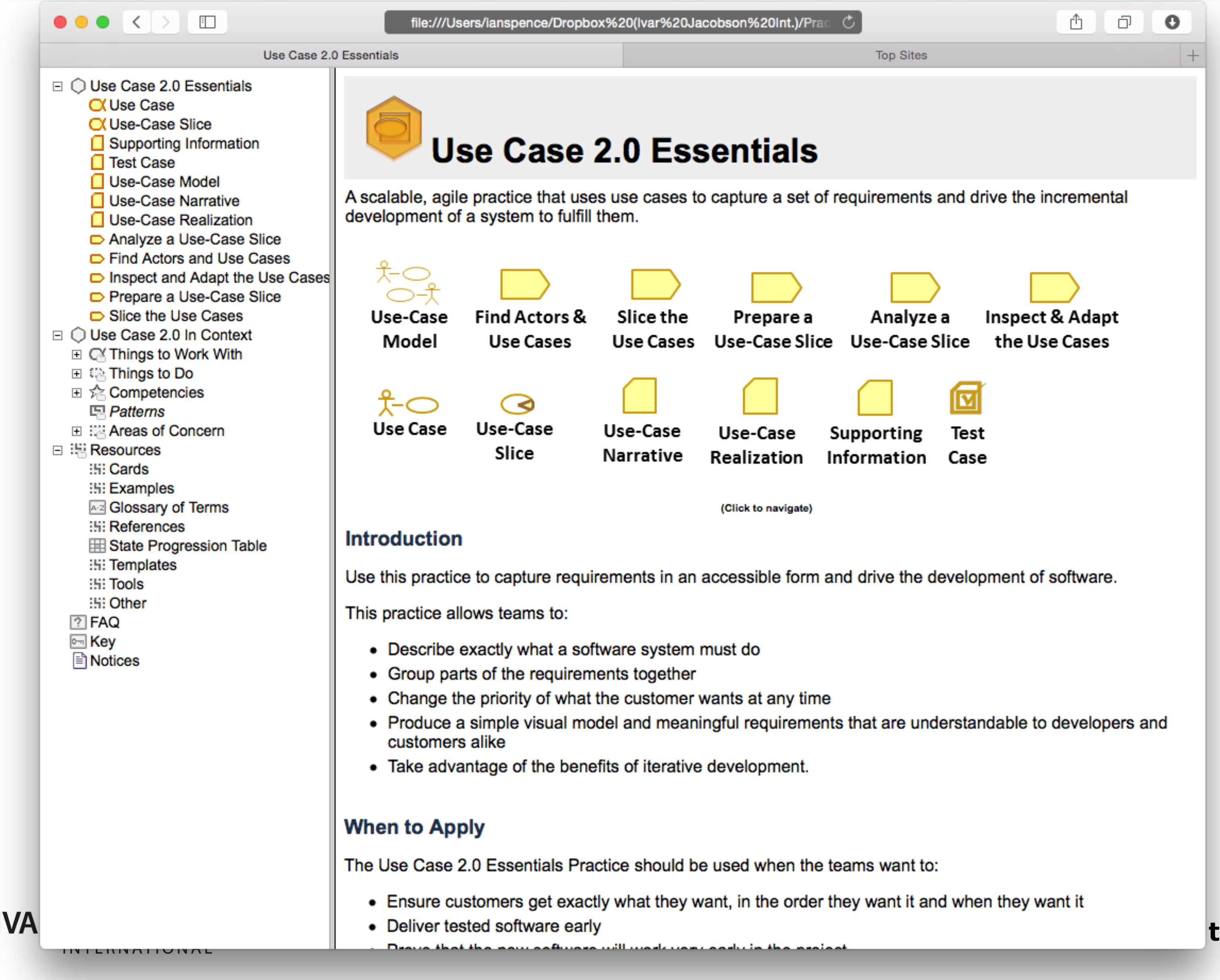

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Use Case 2.0 Essentials | Top Sites

- Use Case 2.0 Essentials
  - Use Case
  - Use-Case Slice
  - Supporting Information
  - Test Case
  - Use-Case Model
  - Use-Case Narrative
  - Use-Case Realization
  - Analyze a Use-Case Slice
  - Find Actors and Use Cases
  - Inspect and Adapt the Use Cases
  - Prepare a Use-Case Slice
  - Slice the Use Cases
- Use Case 2.0 In Context
  - Things to Work With
  - Things to Do
  - Competencies
  - *Patterns*
  - Areas of Concern
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  - Cards
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  - Tools
  - Other
- FAQ
- Key
- Notices

Use Case 2.0 Essentials

A scalable, agile practice that uses use cases to capture a set of requirements and drive the incremental development of a system to fulfill them.

Use-Case Model | Find Actors & Use Cases | Slice the Use Cases | Prepare a Use-Case Slice | Analyze a Use-Case Slice | Inspect & Adapt the Use Cases

Use Case | Use-Case Slice | Use-Case Narrative | Use-Case Realization | Supporting Information | Test Case

(Click to navigate)

Introduction

Use this practice to capture requirements in an accessible form and drive the development of software.

This practice allows teams to:

- Describe exactly what a software system must do
- Group parts of the requirements together
- Change the priority of what the customer wants at any time
- Produce a simple visual model and meaningful requirements that are understandable to developers and customers alike
- Take advantage of the benefits of iterative development.

When to Apply

The Use Case 2.0 Essentials Practice should be used when the teams want to:

- Ensure customers get exactly what they want, in the order they want it and when they want it
- Deliver tested software early
- Prove that the new software will work very early in the project

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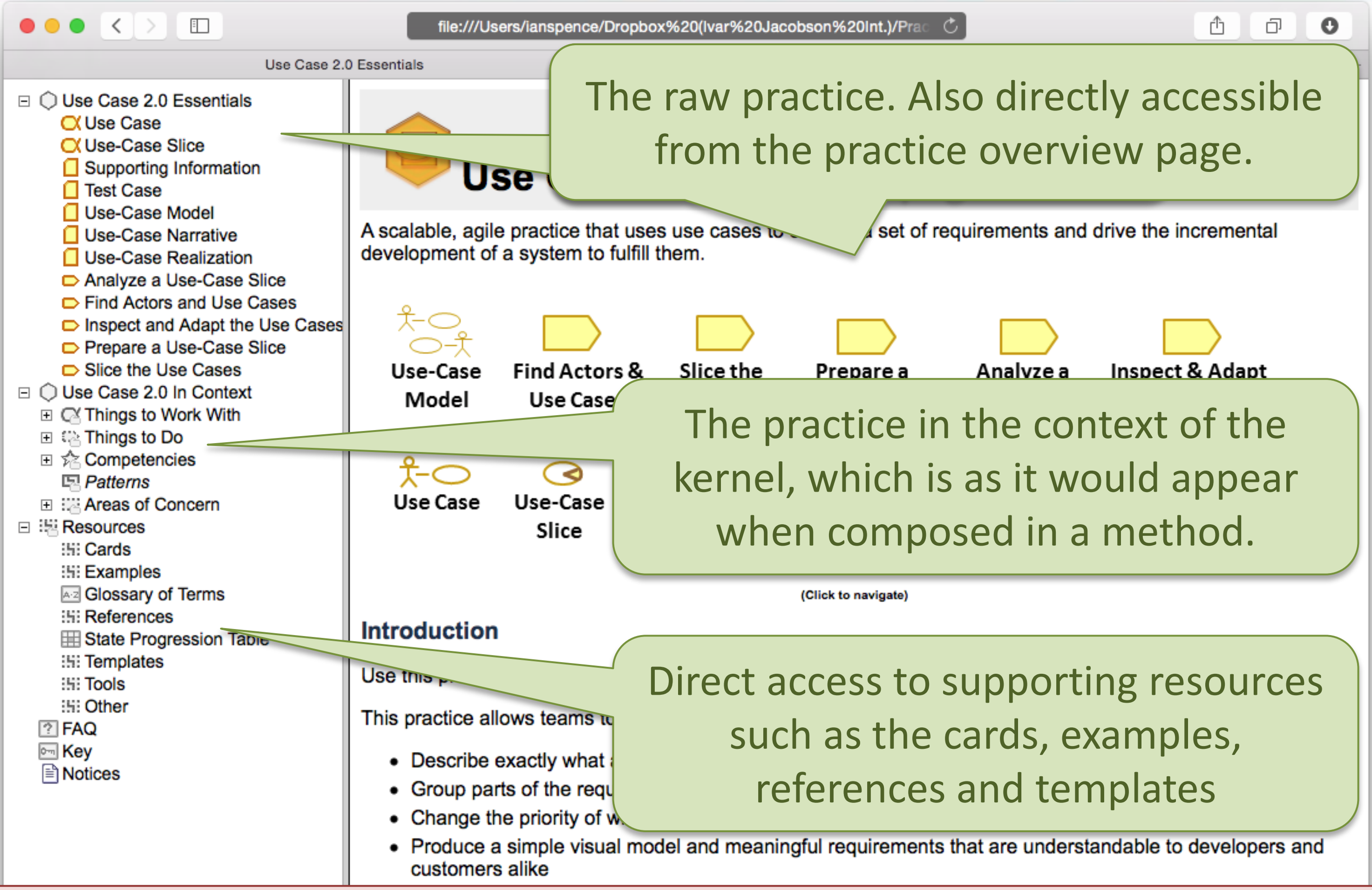

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Use C

A scalable, agile practice that uses use cases to … set of requirements and drive the incremental development of a system to fulfill them.

Introduction

Use this p

This practice allows teams to

- Describe exactly what
- Group parts of the requ
- Change the priority of w
- Produce a simple visual model and meaningful requirements that are understandable to developers and customers alike

The raw practice. Also directly accessible from the practice overview page.

The practice in the context of the kernel, which is as it would appear when composed in a method.

Direct access to supporting resources such as the cards, examples, references and templates

All generated from Practice Workbench for individual practices and methods composed from sets of practices.

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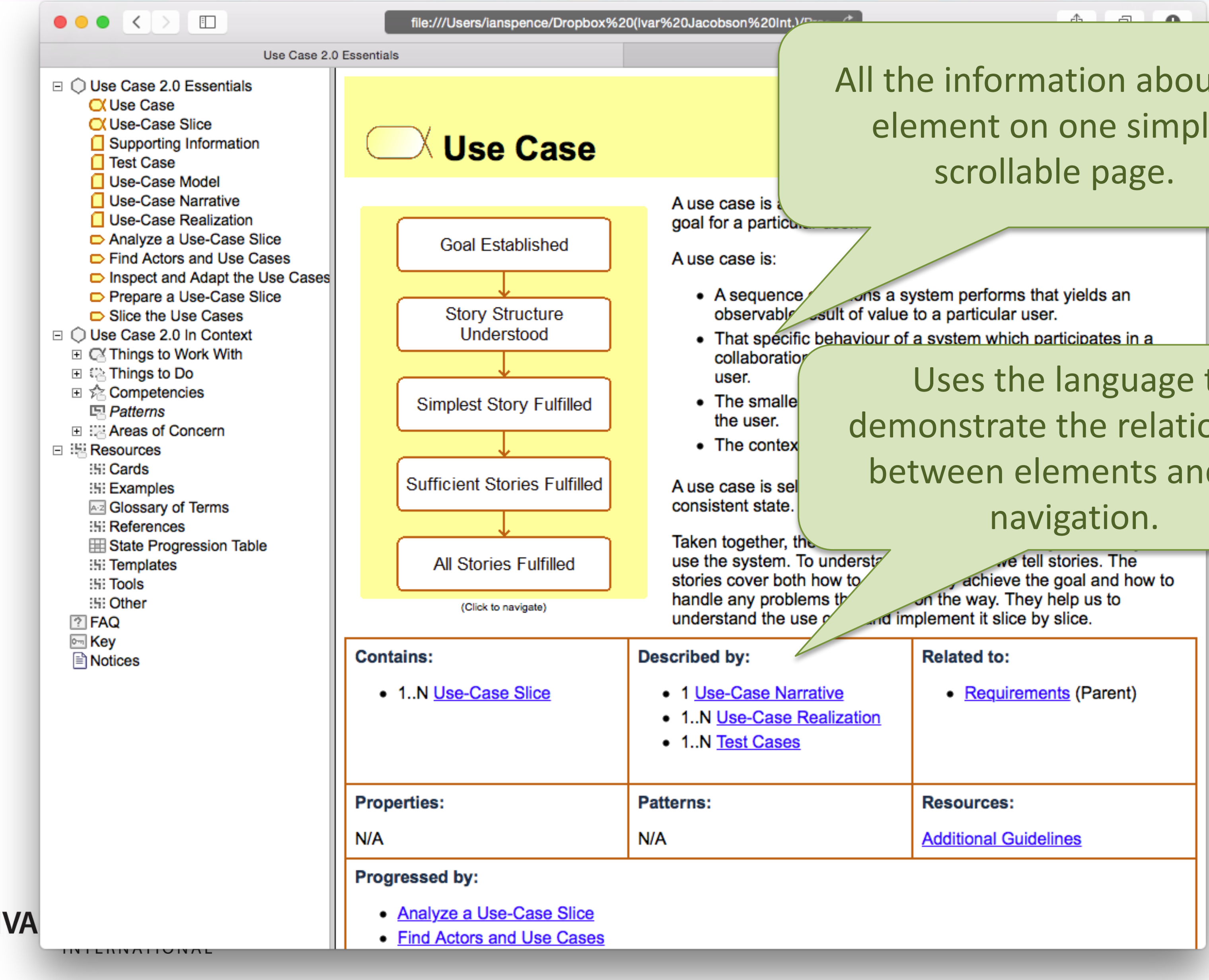

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Use Case

Goal Established → Story Structure Understood → Simplest Story Fulfilled → Sufficient Stories Fulfilled → All Stories Fulfilled

(Click to navigate)

A use case is a... goal for a particu... user.

A use case is:

- A sequence ...ons a system performs that yields an observable ...sult of value to a particular user.
- That specific behaviour of a system which participates in a collaboratio... user.
- The smalle... the user.
- The contex...

A use case is sel... consistent state.

Taken together, the... use the system. To understa... ...we tell stories. The stories cover both how to ...achieve the goal and how to handle any problems th... ...on the way. They help us to understand the use c... ...nd implement it slice by slice.

Contains:	**Described by:**	**Related to:**
1..N Use-Case Slice	1 Use-Case Narrative 1..N Use-Case Realization 1..N Test Cases	Requirements (Parent)
Properties:	**Patterns:**	**Resources:**
N/A	N/A	Additional Guidelines

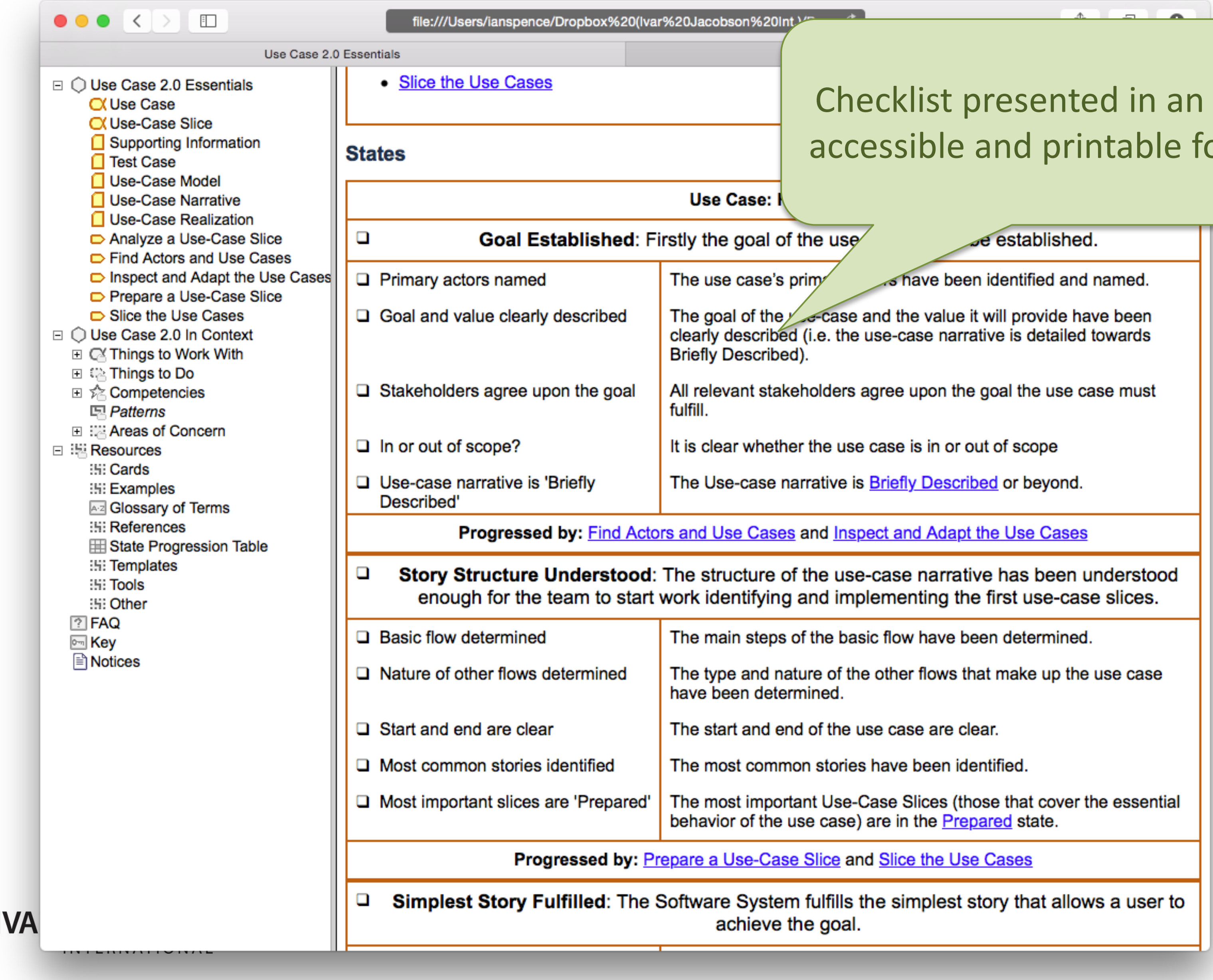
Progressed by:

- Analyze a Use-Case Slice
- Find Actors and Use Cases

All the information about an element on one simple, scrollable page.

Uses the language to demonstrate the relationship between elements and aid navigation.

Available Electronically



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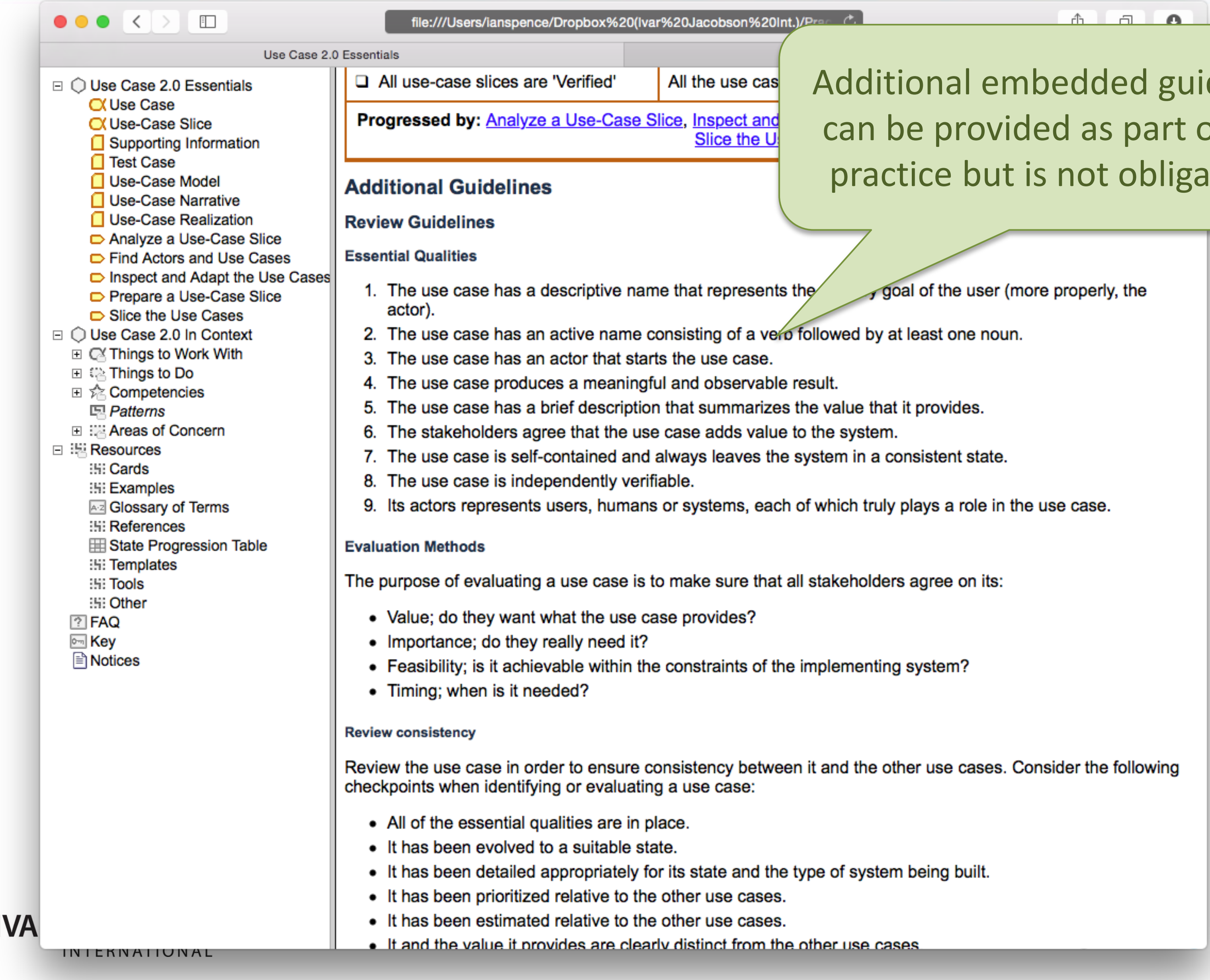
- Slice the Use Cases

States

Use Case: I	
❑ **Goal Established**: Firstly the goal of the use … e established.	
❑ Primary actors named	The use case's prim… s have been identified and named.
❑ Goal and value clearly described	The goal of the …e-case and the value it will provide have been clearly described (i.e. the use-case narrative is detailed towards Briefly Described).
❑ Stakeholders agree upon the goal	All relevant stakeholders agree upon the goal the use case must fulfill.
❑ In or out of scope?	It is clear whether the use case is in or out of scope
❑ Use-case narrative is 'Briefly Described'	The Use-case narrative is Briefly Described or beyond.
Progressed by: Find Actors and Use Cases and Inspect and Adapt the Use Cases	
❑ **Story Structure Understood**: The structure of the use-case narrative has been understood enough for the team to start work identifying and implementing the first use-case slices.	
❑ Basic flow determined	The main steps of the basic flow have been determined.
❑ Nature of other flows determined	The type and nature of the other flows that make up the use case have been determined.
❑ Start and end are clear	The start and end of the use case are clear.
❑ Most common stories identified	The most common stories have been identified.
❑ Most important slices are 'Prepared'	The most important Use-Case Slices (those that cover the essential behavior of the use case) are in the Prepared state.
Progressed by: Prepare a Use-Case Slice and Slice the Use Cases	
❑ **Simplest Story Fulfilled**: The Software System fulfills the simplest story that allows a user to achieve the goal.	

Checklist presented in an easily accessible and printable format.

Available Electronically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❑ All use-case slices are 'Verified'	All the use cas

Progressed by: Analyze a Use-Case Slice, Inspect and Slice the U

Additional Guidelines

Review Guidelines

Essential Qualities

1. The use case has a descriptive name that represents the goal of the user (more properly, the actor).
2. The use case has an active name consisting of a verb followed by at least one noun.
3. The use case has an actor that starts the use case.
4. The use case produces a meaningful and observable result.
5. The use case has a brief description that summarizes the value that it provides.
6. The stakeholders agree that the use case adds value to the system.
7. The use case is self-contained and always leaves the system in a consistent state.
8. The use case is independently verifiable.
9. Its actors represents users, humans or systems, each of which truly plays a role in the use case.

Evaluation Methods

The purpose of evaluating a use case is to make sure that all stakeholders agree on its:

- Value; do they want what the use case provides?
- Importance; do they really need it?
- Feasibility; is it achievable within the constraints of the implementing system?
- Timing; when is it needed?

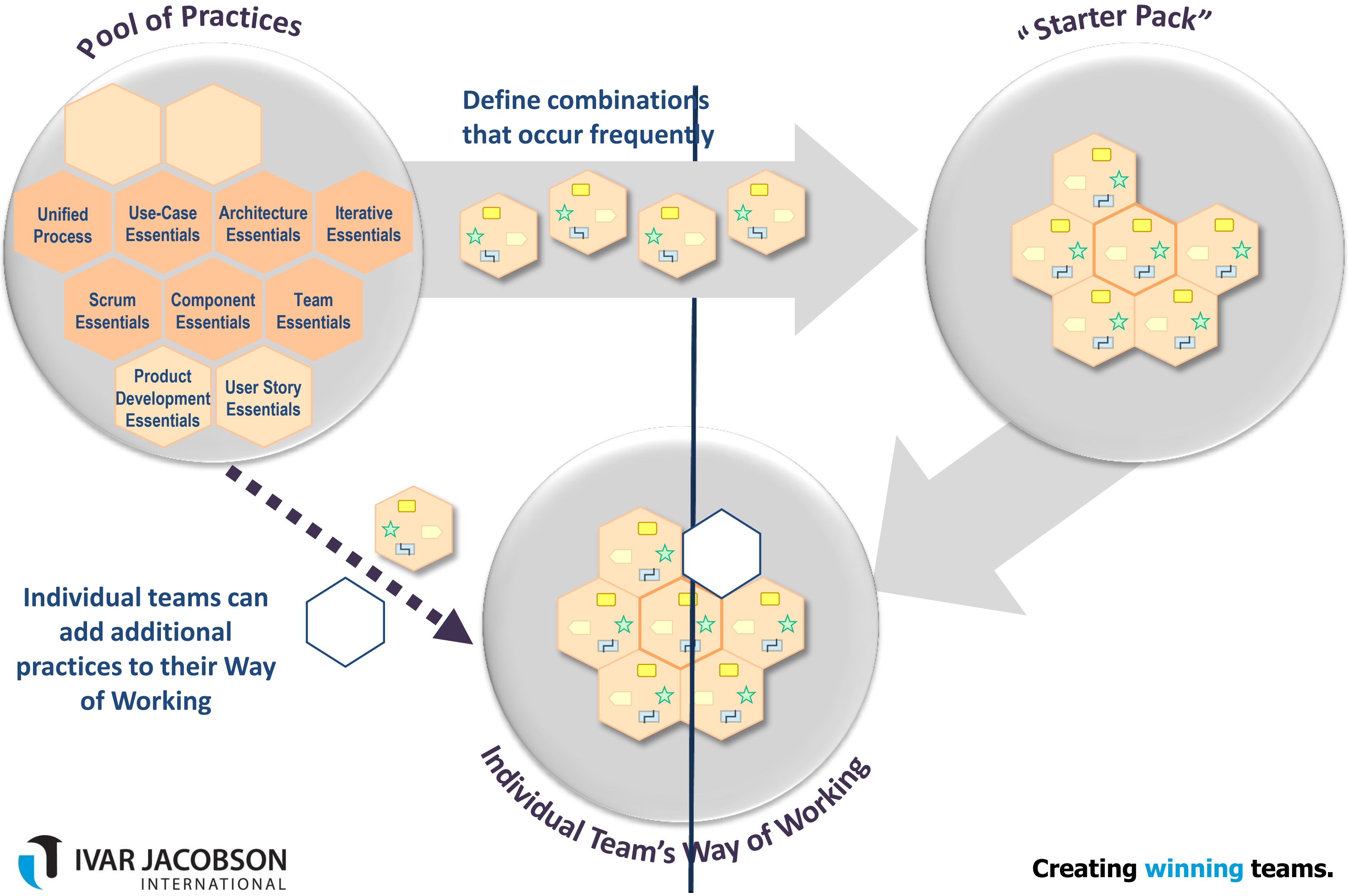
Review consistency

Review the use case in order to ensure consistency between it and the other use cases. Consider the following checkpoints when identifying or evaluating a use case:

- All of the essential qualities are in place.
- It has been evolved to a suitable state.
- It has been detailed appropriately for its state and the type of system being built.
- It has been prioritized relative to the other use cases.
- It has been estimated relative to the other use cases.
- It and the value it provides are clearly distinct from the other use cases.

Additional embedded guidance can be provided as part of the practice but is not obligatory.

IJI Essentials: Liberating the Practices



Define combinations that occur frequently

Individual teams can add additional practices to their Way of Working

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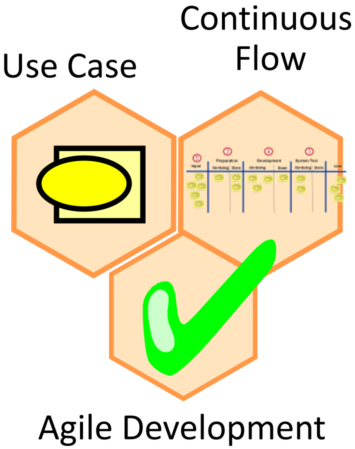
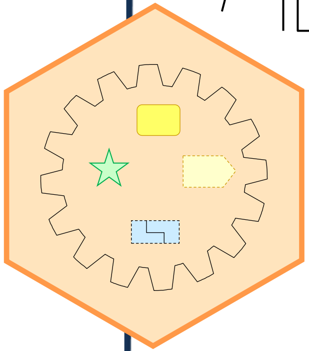
Mix and Match Practices to Empower Your Teams

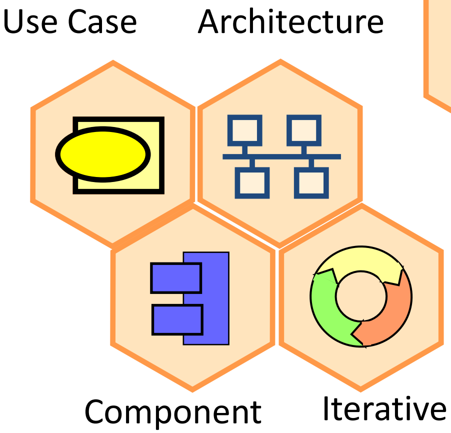
Team B

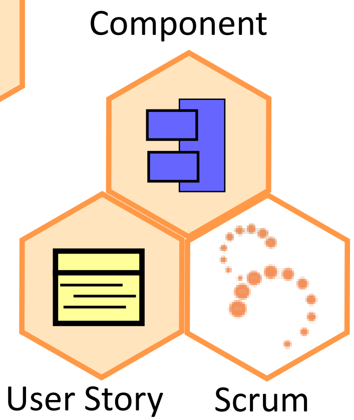




Team's build their way-of-working on top of pre-defined common ground and in-line with organizational principles and policies.

Team A

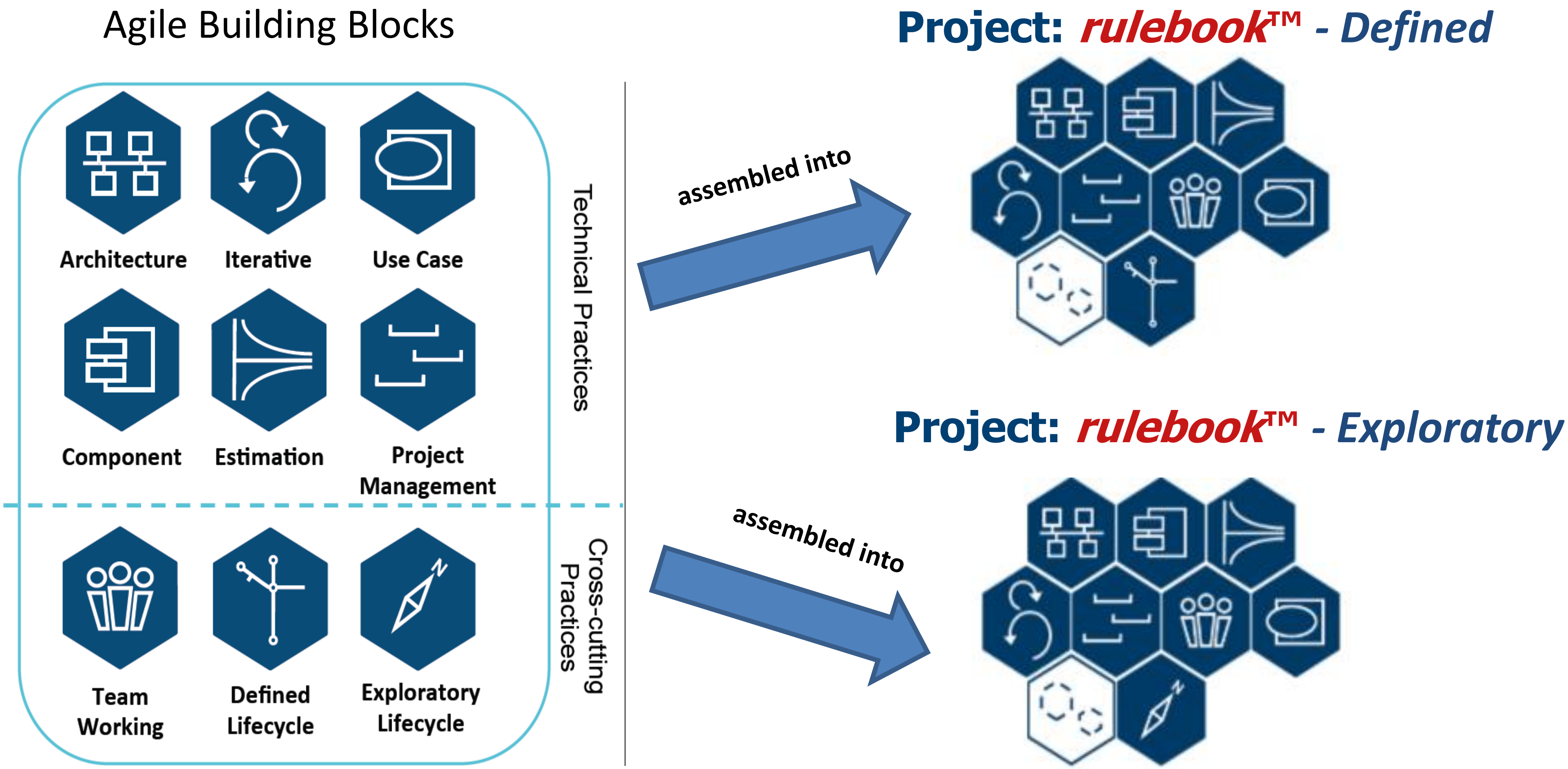




Team C

Practices enable teams to work the way that works for them

Example: Rule Financial



Agile Building Blocks

Technical Practices

Architecture

Iterative

Use Case

Component

Estimation

Project Management

Cross-cutting Practices

Team Working

Defined Lifecycle

Exploratory Lifecycle

assembled into

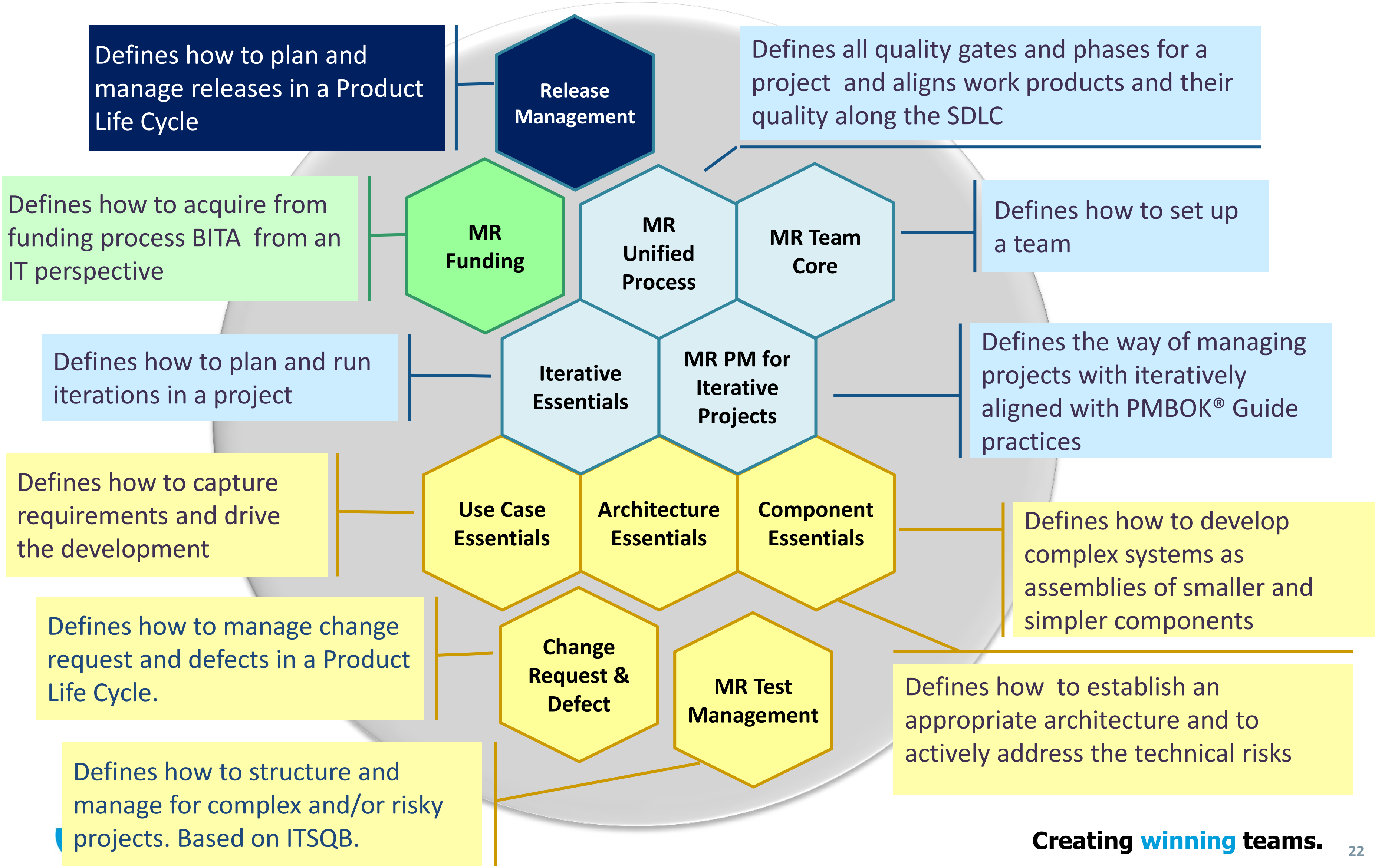
Project: *rulebook*™ - *Defined*

assembled into

Project: *rulebook*™ - *Exploratory*

Practices @ Rule Financial

Example: MunichRe



Defines how to plan and manage releases in a Product Life Cycle

Release Management

Defines all quality gates and phases for a project and aligns work products and their quality along the SDLC

Defines how to acquire from funding process BITA from an IT perspective

MR Funding

MR Unified Process

MR Team Core

Defines how to set up a team

Defines how to plan and run iterations in a project

Iterative Essentials

MR PM for Iterative Projects

Defines the way of managing projects with iteratively aligned with PMBOK® Guide practices

Defines how to capture requirements and drive the development

Use Case Essentials

Architecture Essentials

Component Essentials

Defines how to develop complex systems as assemblies of smaller and simpler components

Defines how to manage change request and defects in a Product Life Cycle.

Change Request & Defect

MR Test Management

Defines how to establish an appropriate architecture and to actively address the technical risks

Defines how to structure and manage for complex and/or risky projects. Based on ITSQB.

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It’s a world of practices – and it’s not standing still.

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The Kernel the great enabler.

It’s a world of practices – and it’s not standing still.

Practices the great communicator.

IJI Essentials

Helping you keep pace with your technology and your business.

Questions?

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