Prozessverbesserung durch Fragmentierte Anwendung von Scrum & Co.

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Frühes Nutzerfeedback

Unmittelbares Mitspracherecht

Demokratisierung

Direkte Kommunikation

Time-to-Market



Zielorientierung

Noch iterativer

Noch kundenorientierter

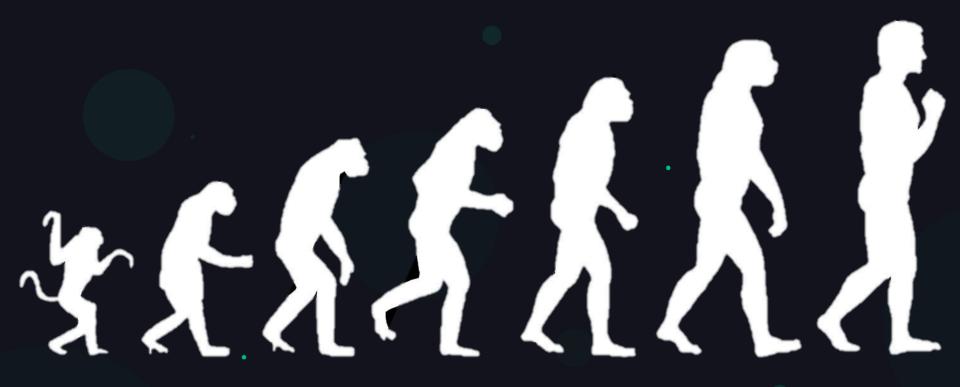


BENEFITS OF AGILE

Ability to manage changing priorities
Increased team productivity
Improved project visibility
Increased team morale/motivation
Better delivery predictability
Faster time to market
Enhanced software quality
Reduced project risk
Improved business/IT alignment
Improved engineering discipline
Enhanced software maintainability
Better manage distributed teams

GOT BETTER	NO CHANGE	GOT WORSE	DON'T KNOW
87 %	3 %	1%	9%
85 %	3 %	1%	11%
84%	3 %	1%	12%
81 %	5 %	3 %	11%
81 %	6 %	2 %	11%
80%	7 %	1%	13%
79 %	6 %	2 %	14%
78 %	6 %	1%	15%
77 %	6%	1%	16%
73 %	7 %	2 %	19%
70 %	8%	2 %	21%
62 %	11%	2 %	25 %









Zielorientiert

Wählen Sie ein Verbesserungsziel und

* internes Wissensmanagement
Mitarbeitermotivation

projekt, Demotivation

* internes Wissensmanagement

Mitarbeitermotivation

projekt, Demotivation

text werden Ihnen angezeigt.

Explorativ

Wählen Sie aus Prozessbausteinen und die zugehörigen Ensembles inkl.
Empfehlungen werden Ihnen anzeigt.

Bausteine

Alle vorgeschlagenen Bausteinen werden Ihnen mit entsprechender Erfolgswahrscheinlichkeit angezeigt





Baustein-Ensembles

Jeder Baustein ist in ein Ensemble eingebettet, welches die Prozessverbesserung sinnvoll ergänzt.

Baustein-Implementierung

Zu jedem Baustein-Ensemble erhalten Sie eine Empfehlung zur optimalen Umsetzung .





Feedback und Bewertung

Die Bewertung ist integraler Bestandteil des iterativen Vorgehens – für bessere Ergebnisse und validere Empfehlungen.

"Undo" Synonyme Name Aufwände Beschreibung Adressierte **Funktionsweise** Ziel(e) Risikofaktoren ISO12207-Artefakte **Fallstricke BAUSTEINE** Ontologie Variationsparameter PMI-Prozessgruppe

Vor- & Nachteile

Vor- & Nachbedingungen



BAUSTEINE **Abhängigkeitsnetz**

PMI-Prozessgruppe

		Initiierung	Planung	Umsetzung	Controlling	Abschluss
	Anforderung					
)7- te	Entwurf					
ISO12207- Artefakte	Implemen- tierung					
SI A	Test					
	Deployment					



Architecture-Sprint Microservices Aufgabenorganisationssysteme Mocking Simulating Backlog On-Site-Customer Backlog Refinement Pair Programming Behaviour Driven Development Personas Brainstorming Pflichtenheft Burn Chart Planning Meeting Closing Dokumentation Planning Poker Code Generation Product Canvas Code Generation Product Canvas Code Generation Product Vision Board Code Review Prototyping Coding Styleguide Refactoring Community of Practice Regression Testing Continuous Delpoyment Retrospective Continuous Delpoyment Retrospective Continuous Integration Review Prototyping Definition of Roady Scrum of Scrums Design Thinking Spezifikation Design Thinking Spezifikation Epics Spezifikation Feature Freeze Stand-Up Meeting Kundenworkshops Lastenheft Unit Testing Lessons Learned Wireframe Machbarkeitsanalyse Work-In-Progress Limit	Anforderungsdokument - Informel	****	Meilenstein-Planung	***
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Lessons Learned Wireframe				
	,			
Machbarkeitsanalyse Work-In-Progress Limit				
	Machbarkeitsanalyse		Work-In-Progress Limit	

algorithmisch erstellt

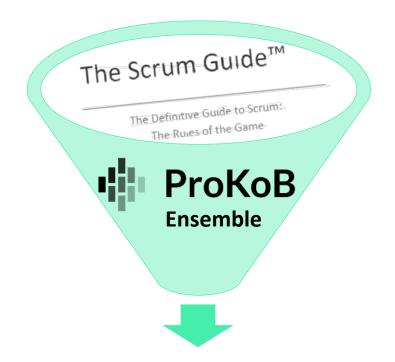
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ENSEMBLES





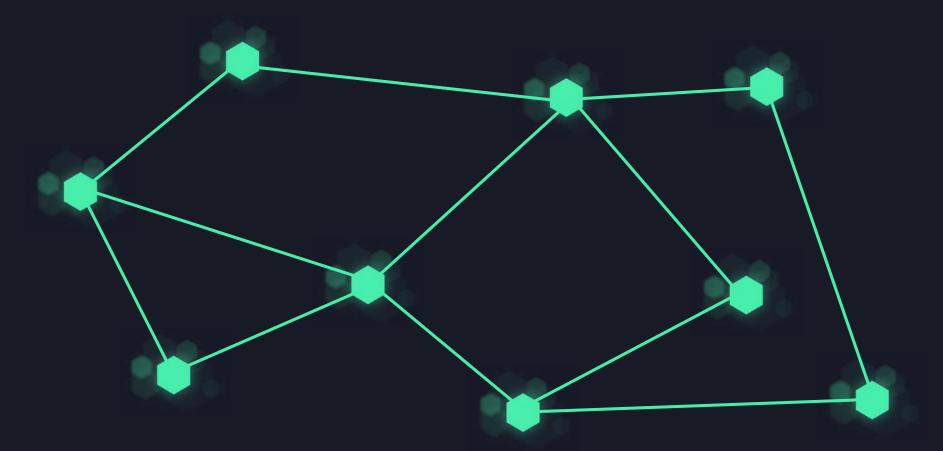




	Initiierung	Planu	ıng	Umsetzung	Cont	trolling	-	Abschluss	
Anforderung				Sprint Backlog					
Entwurf			dUb		dПр			tive	
Implemen- tierung	Planning Meeting		y StandUp		y StandUp	DoD	Review	Retrospective	
Test			Daily		Daily		_	Retr	
Deployment									



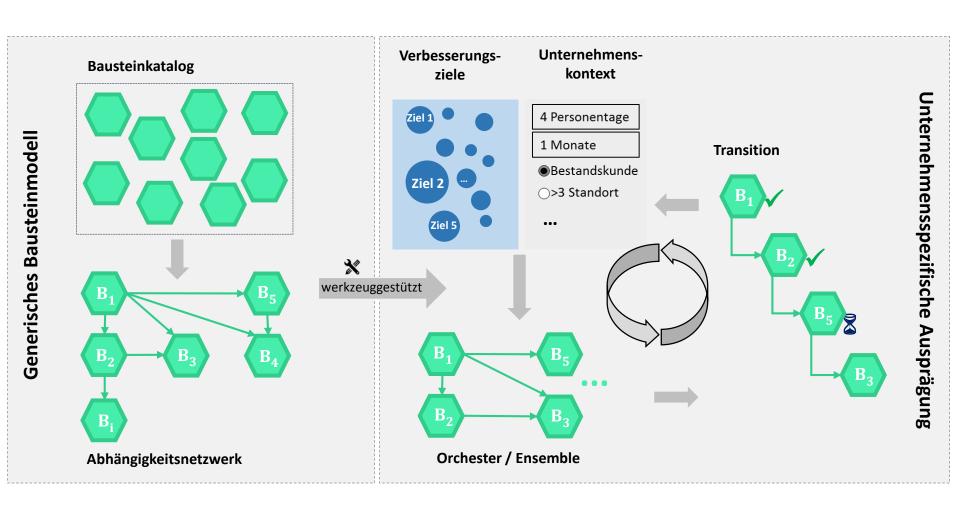
Transition

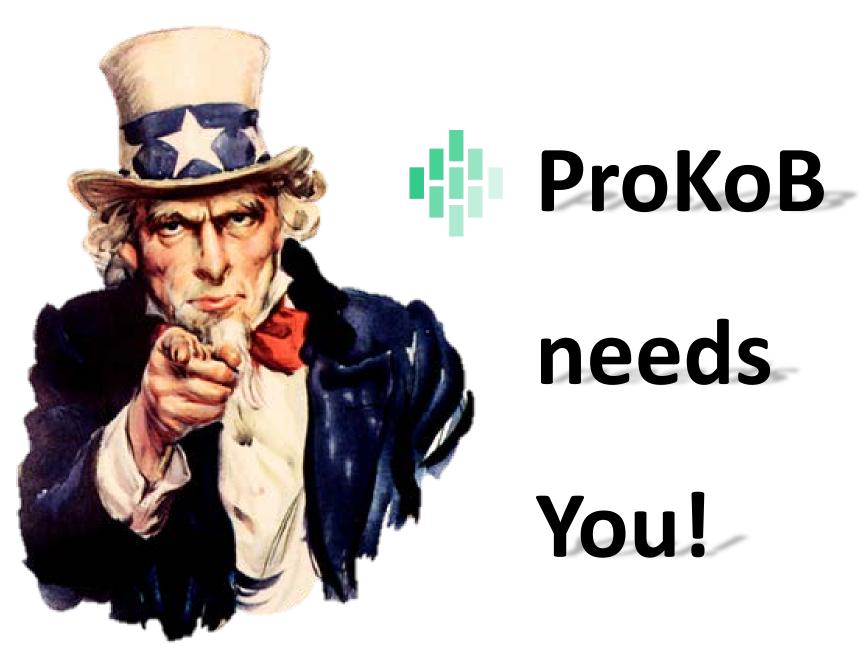


Transition

- Ziel-orientiert
- Zeit für Return (früh vs. spät)
- Evidenz-basiert
- Matrix-balanciert

ProKoB









Gefördert von











