

Agile 3.0: Developing Better Software Faster and Cheaper

- Background:** A substantial amount of software project's effort is spent in rework, i.e. in correcting defects and doing things over. Practical experience proves that rework can be reduced by preventing defects and by finding defects earlier, when they are cheaper to correct. Defect prevention and early defect correction leads to increased productivity, earlier delivery and fewer defects to the customer.
- Aim of the Course:** Participants will learn
- how high quality and high productivity are related
 - simple, yet effective measures to improve both the quality and the productivity in a software development project
- Audience:** ScrumMasters, team members, software project managers, team leaders, program managers, line managers, quality/process people
- The training suits especially well for agile projects, although the practices can be used in any type of project or work.
- Duration:** 2 days
- Instructor:** Pasi Kantelinen, Laatukonsultointi P. Kantelinen Oy
- Course Outline:**
- Introduction
 - Real life examples of software projects with extremely high quality and productivity
 - When do quality and productivity go hand in hand?
 - Strategies to obtain high quality and productivity at the same time
 - Avoiding pitfalls
 - What are pitfalls?
 - How to identify pitfalls?
 - How to avoid pitfalls?
 - Defect analysis
 - What is defect analysis?
 - How does defect analysis help to prevent defects and to reduce rework cost?
 - How to do defect analysis?
 - Combining defect analysis and pitfall approach with Retrospectives
 - Finding more defects when they are cheap to correct
 - Effective reviews/inspections: How to find more defects earlier and faster
 - Effective testing: How to design test cases which have a high probability of revealing defects

