Global Scrum Gathering® Orlando 2016
SESSION DESCRIPTIONS

SESSION TIMETABLE

Monday, April 18th — AM Sessions

WELCOME & OPENING KEYNOTE — 9:00 — 10:30	
Welcome Remarks Anu Smalley & Kate Megaw **Opening Keynote** Agile Leadership, The Key to Scaling Scrum *Brian Rabon*	**ROOM** Pacifica Ballroom 6-7

AM BREAK — 10:30 — 11:00

45 MINUTE SESSIONS — 11:00 — 11:45			
SESSION & SPEAKER	**TRACK**	**LEVEL**	**ROOM**
Take Your Software Beyond Legacy Code *David Bernstein*	Mission Control	Introduction/ Intermediate	Banda Sea
Thawing the Frozen Middle *Em Campbell-Pretty*	Agile Galaxy	Introduction/ Intermediate	Pacifica 1-2
Lean Products - how to deliver highly valuable products in a ridiculously short time frame *Rodrigo De Toledo, Rafael Sabbagh*	Agile Galaxy	Advanced	Java Sea
The Tadpole Technique - Breaking things down with an interactive approach *Chris Li*	Mission Control	Introduction/ Intermediate	Oceana 1-2
Scrum at the Intersect of Mobile, Cloud, and the Internet of Things *Don MacIntyre*	Agile Galaxy	Advanced	Oceana 3-5
7 Things Your Agile Transition Can Learn From Star Wars - From Corporate Empire to Agile Rebels *Dave Sharrock, Daniel Lynn*	Mission Control	Introduction/ Intermediate	Pacifica 3-5
Stop scaling... start growing an agile organization! *Andrea Tomasini*	Agile Galaxy	Advanced	Coral Sea
Get Your Productivity Game On! *Brian Sjoberg*	Mission Control	Introduction/ Intermediate	Timor Sea

LUNCH/EXHIBIT HALL OPEN – 11:45 – 13:15			
45 MINUTE SESSIONS – 13:15 – 14:00			
SESSION & SPEAKER	**TRACK**	**LEVEL**	**ROOM**
Developing An Organization's Internal Agile Coaching Capability *Lyssa Adkins*	Agile Galaxy	Introduction/Intermediate	Pacifica 1-2
Scrum is a debugger. Use it! *Geir Amsjo*	Orbiting the Earth	Introduction/Intermediate	Coral Sea
Fuel Your Product With High Octane Continuous Delivery *Erick Fleming*	Mission Control	Introduction/Intermediate	Banda Sea
Overcome the Top 6 AntiPatterns of an Agile Adoption *David Hawks*	Agile Galaxy	Introduction/Intermediate	Pacifica 3-5
Create Influence, On Demand *Bernie Maloney*	Orbiting the Earth	Introduction/Intermediate	Timor Sea
The Road to Agility: An Inspiring Tale of Personal Agile Transformation *Jimi Fosdick*	Agile Galaxy	Introduction/Intermediate	Java Sea
Five Levels of Refinement *Hubert Smits*	Mission Control	Introduction/Intermediate	Oceana 1-2
"Saved by Scrum": A 12-year-old's view on Scrum at Home *Aaron Vadakkan, Manoj Vadakkan*	Mission Control	Introduction/Intermediate	Oceana 3-5

SHORT BREAK – 14:00 – 14:15			
45 MINUTE SESSIONS – 14:15 – 15:00			
SESSION & SPEAKER	**TRACK**	**LEVEL**	**ROOM**
Orbiting Our Values: How do we adhere to Scrum in an Outsourcing, Offshore model? *Rebecca Barrilleaux*	Orbiting the Earth	Introduction/ Intermediate	Coral Sea
Helping Others Take Ownership of Resolving Conflict *Tricia Broderick*	Agile Galaxy	Introduction/ Intermediate	Timor Sea
Three Things You Must Know to Transform Any Sized Organization into an Agile Enterprise *Mike Cottmeyer*	Agile Galaxy	Advanced	Pacifica 3-5
Agile HR – Your Secret to Enterprise Agility *Fabiola Eyholzer*	Agile Galaxy	Advanced	Oceana 3-5
Three . . Two . .One. . .WAIT!?! Making sure we deliver "The Right Stuff" and fully tested quality code! *Paul Carter, Michael Collier*	Mission Control	Advanced	Banda Sea
Help! My Product Owner is Captain "Wrong Way" Peachfuzz! *Dave Limbaugh*	Mission Control	Introduction/ Intermediate	Java Sea
Pin the tail on the metric *Steven Martin*	Orbiting the Earth	Advanced	Pacifica 1-2
It Was a Dark & Stormy Sprint – Tell Us a Scrum Team Story *Laura M. Powers*	Orbiting the Earth	Introduction/ Intermediate	Oceana 1-2

PM BREAK – 15:00 – 15:30			
90 MINUTE SESSIONS – 15:30 – 17:00			
SESSION & SPEAKER	**TRACK**	**LEVEL**	**ROOM**
Why The World Needs More Prescriptive Agile Coaches *Bob Galen*	Agile Galaxy	Introduction/ Intermediate	Timor Sea
Facilitation Patterns & Antipatterns *Doc List*	Mission Control	Introduction/ Intermediate	Banda Sea
PMP Rehab - Personal Agility Canvas 2.0 *Dave Prior*	Mission Control	Introduction/ Intermediate	Coral Sea
Conscious Leadership through Impecable Conversations *Gustavo Quiroz*	Orbiting the Earth	Introduction/ Intermediate	Oceana 1-2
Retrospective Games *Chris Sims*	Mission Control	Introduction/ Intermediate	Pacifica 3-5
Well Begun is Half-way Done: A 'How to' Guide for Conducting an Organizational Assessment Prior to Scaling *Michael Spayd*	Agile Galaxy	Advanced	Pacifica 1-2
To Affinity and Beyond *Chris Waggoner, Jeff Lopez-Stuit*	Mission Control	Introduction/ Intermediate	Oceana 3-5
Houston - we have a priority! *Natalie Warnert*	Mission Control	Introduction/ Intermediate	Java Sea

Tuesday, April 19th – AM Sessions

PECHAKUCHA – 9:00 – 9:30	
SESSION & SPEAKER	**ROOM**
Your Job - Adventure or Safety? The Key to Living a Better Story *Scott Dunn*	Pacifica Ballroom 6-7
Attaining Escape Velocity *Stuart Turner*	
Myths and Facts of Agile/Scrum *Marcos Garrido*	

SHORT BREAK – 9:30 – 9:40

45 MINUTE SESSIONS – 9:40 – 10:25			
SESSION & SPEAKER	**TRACK**	**LEVEL**	**ROOM**
TBC - TBA - WTF: Uncertainty in an Agile World *Nigel Baker*	Mission Control	Introduction/ Intermediate	Coral Sea
Scrum Economics: Contracts, Budgets, Capitalization *Pavel Dabrytski*	Agile Galaxy	Advanced	Timor Sea
Combat Scrum: From Iraq to the Research Triangle Park *Mike Few*	Agile Galaxy	Advanced	Oceana 3-5
Shoot for the Moon and reach your goal with the Agile Metrics Canvas (AMC) *Dan Fuller, Chris Waggoner*	Agile Galaxy	Advanced	Banda Sea
Agile for Social Good: Boy Scouts Using Scrum *Maria Matarelli, Rick Waters*	Agile Galaxy	Advanced	Java Sea
Standup Poker: How One Change Revolutionized Our Daily Stand Up and Teams Mindset !!! *Kalpesh Shah*	Mission Control	Introduction/ Intermediate	Pacifica 3-5
How To Design Your Own Retrospective *Aakash Srinivasan, Vivek Angiras*	Mission Control	Introduction/ Intermediate	Oceana 1-2
Product Owner Decision Games for Fun and Readiness *Jason Tanner*	Mission Control	Introduction/ Intermediate	Pacifica 1-2

AM BREAK - 10:25 – 10:55

TUESDAY KEYNOTE – 10:55 – 11:55

TUESDAY KEYNOTE TO BE ANNOUNCED	ROOM: PACIFICA 6-7

Tuesday, April 19th – PM Sessions

LUNCH/EXHIBIT HALL OPEN – 11:55 – 13:15			
45 MINUTE SESSIONS – 13:15 – 14:00			
SESSION & SPEAKER	**TRACK**	**LEVEL**	**ROOM**
Beyond: Executing Better with Happier People *Brent Barton, John Rudd*	Agile Galaxy	Advanced	Banda Sea
Gen Z - Learning to be Agile *Mark French, Krissyn Sumare*	Agile Galaxy	Advanced	Oceana 3-5
Scrum Team CRM: Aviation Crew Resource Management Techniques for Scrum Teams *Thomas Friend*	Mission Control	Introduction/Intermediate	Java Sea
Driving Culture Change and an Organizational Agile Mindset *Randy Hale*	Agile Galaxy	Advanced	Timor Sea
The 7 Deadly Sins of the Retrospective *Suzanne Morrison*	Mission Control	Introduction/Intermediate	Oceana 1-2
Extreme Scrum Team Hiring: Ensuring your Scrum Team has the Right Stuff *Leon Sabarsky*	Mission Control	Introduction/Intermediate	Pacifica 3-5
Validate It Before You Build It! Practical tools for a Product Owner *Brad Swanson*	Mission Control	Introduction/Intermediate	Pacifica 1-2
Surviving an Extreme Waterfall; Building Trust and Making Agile Work *Verlisa Taylor, David Bulkin*	Mission Control	Introduction/Intermediate	Coral Sea

SHORT BREAK – 14:00 – 14:15			
45 MINUTE SESSIONS – 14:15 – 15:00			
SESSION & SPEAKER	**TRACK**	**LEVEL**	**ROOM**
Agile Leadership: The Role of Mindset *Steve Denning*			Banda Sea
1500 Horse Power of Scrum Built Car Crushing Mayhem *James Gifford*	Agile Galaxy	Advanced	Oceana 3-5
The Economics of Product Development *Karim Harbott*	Agile Galaxy	Advanced	Pacifica 1-2
Diversity in Agile *Angela Johnson*	Agile Galaxy	Advanced	Timor Sea
Are you remotely agile? *Mark Kilby*	Orbiting the Earth	Advanced	Pacifica 3-5
What Really Makes Change Happen?: Confessions of an ex-CIO's Journey to Agility *Stacey Louie*	Mission Control	Introduction/ Intermediate	Coral Sea
How to win a solar challenge race by using Scrum *Jeroen Molenaar*	Orbiting the Earth	Advanced	Java Sea
More with LeSS… *Ram Srinivasan*	Orbiting the Earth	Introduction/ Intermediate	Oceana 1-2

PM BREAK – 15:00 – 15:30			
90 MINUTE SESSIONS – 15:30 – 17:00			
SESSION & SPEAKER	**TRACK**	**LEVEL**	**ROOM**
Pair-Coaching Domino Game *Victor Bonacci, Scott Dunn*	Orbiting the Earth	Introduction/ Intermediate	Timor Sea
Take Me to Your Leader - Making Contact through Scaled Retrospectives! *Jason Cusack*	Orbiting the Earth	Introduction/ Intermediate	Coral Sea
Helping Executives Become Agile Leaders: Coaching the Executive Leader *Michael Hamman*	Agile Galaxy	Introduction/ Intermediate	Banda Sea
Liftingoff: a Scrum Product Owner's Guide to Achieving Escape Velocity *Steve Holyer, Ellen Grove*	Mission Control	Introduction/ Intermediate	Pacifica 3-5
Beyond Scrum: Building High-Performing Organizations – a game for Managers, ScrumMasters and Product Owners *Mark Levison*	Agile Galaxy	Introduction/ Intermediate	Java Sea
Reinventing Organizations *Michael Sahota*	Agile Galaxy	Introduction/ Intermediate	Oceana 1-2
Forging the Team Space - Agile Facilitation on Fire *Johannes Schartau, Greg Myers*	Agile Galaxy	Advanced	Oceana 3-5
Want to experience the excitement of making a movie? Join this workshop to make a movie with a workshop to teach Scrum *Manoj Vadakkan, Aaron Vadakkan*	Mission Control	Introduction/ Intermediate	Pacifica 1-2

Wednesday, April 20th

Opening The Space – 9:00 – 10:30	
Open Space **Ellen Grove**	Pacifica 6-7
AM Break – 10:30 – 11:00	
Open Space 11:00 – 12:30	All Session Rooms
Lunch – 12:30 – 13:30	
Open Space 13:30 – 15:00	All Session Rooms
PM Break – 15:00 – 15:30	
ZERO GRAVITY: REACHING FOR THE STARS – 15:30 – 17:00	
SESSION & SPEAKER	**ROOM**
Agile Coaches: Agents of Human Evolution *Lyssa Adkins*	Pacifica 6-7
Agile Marketing *Maria Matarelli*	
Leading Organizational Change *Tirell Payton*	
Shoot for the Moon - Agile Scaling Patterns *Dave Sharrock*	
Taking Your ScrumMaster Skills to the Next Level *Lonnie Weaver-Johnson*	

Opening Keynote

Brian Rabon – "Organize for Complexity"

When: Monday April 18th - 9:00-10:30
Where: Pacifica 6-7

Are you trying to implement SAFe, LeSS, DAD, or some other scaling method and not getting the traction that you desire? Every Agile scaling method has its value; unfortunately most leave out a key ingredient for your success, Agile Leadership. Agile leaders create Agile cultures by; setting compelling visions and communicating priorities effectively, empowering teams and focusing on their results, influencing individuals and coaching their growth. Agile leaders are; vulnerable and not afraid to express their emotions, focused on growth and always inspecting and adapting, and they are passionate and caring about their team members. It's leaders like these, true Agile Leaders, that create positive cultures and provide the necessary environment for which an organization can truly live the values and principles of the Agile Manifesto. Come learn how you can use Agile Leadership in order to grow, scale, and thrive as a true Agile organization

Brian M. Rabon, CST, PMP is President and Founder of The Braintrust Consulting Group, one of the largest boutique Agile consulting firms in the United States. Brian is the author of Scrum For the Rest Of Us, with thousands of copies now in circulation. Brian is a trusted advisor to the leadership teams of hundreds of organizations; including; Disney, H&R Block, Sungard, Vanderbilt University Medical Center, and Zappos just to name a few. Brian is the pioneer of the field of Agile Leadership, having introduced the Center For Agile Leadership™ in 2015. Brian would love to connect with leaders worldwide via his blog (http://www.braintrustgroup.com/blog) or LinkedIn (https://www.linkedin.com/in/bmrabon).

Closing Keynote:

Zero Gravity: Reaching for the Stars
When: Wednesday April 20th – 15:30 – 17:00
Where: Pacifica Ballroom

For the Orlando Closing Keynote, we are trying a new keynote format! Zero Gravity: Reaching for the Stars will feature 5 keynote speakers as they share their experiences and encourage everyone to stretch themselves – reaching for the stars.

Lyssa Adkins

What if this Agile work we are doing in corporations is just backdrop for what we're really up to? What if Coaches are really agents of human evolution? Human development experts and social scientists tell us that the human race is evolving now, faster than ever, because our world is changing faster than ever. Agile frameworks themselves are an emergent response to an ever-changing and ever-increasingly complex world, and it's good "technology" for doing business better given that reality. But, as we also know, to use Agile well requires that everyone change, including us. We must become good at "human technologies" – at helping people deal with ambiguity, hold multiple competing perspectives and operate effectively through their heart and gut rather than just their mind. Excellent Agile Coaches have the skills and leaderfulness needed to do exactly this; in a very real sense becoming agents of human evolution.

I believe that Agile is an emergent response that helps us thrive in our ever-increasingly complex, changeable and interconnected world. I am a passionate contributor to the discipline and profession of Agile Coaching and have trained thousands of agilists in the knowledge, skills, and mindsets needed to coach teams and organizations to get full benefits of Agile. In 2010, I authored Coaching Agile Teams which is still a best seller years later. I share my thoughts and experience on AgileCoachingInstitute.com and CoachingAgileTeams.com, an important outlet for #WomeninAgile.

Maria Matarelli

Discover the possibilities of Agile Marketing and the power of applying Agile outside of IT. We'll explore a case study of Agile applied to Marketing and discuss the benefits of aligning your organization's use of Agile across departments along with the mindset shift necessary. Instead of focusing on who you can sell to, the focus is shifted to truly connecting with who needs your product or service most while leveraging rapid iterations for maximum output. Discover the value of split testing, inspecting and adapting, and applying an iterative process to your Marketing department. Agile Marketing allows you to adjust your focus and streamline your company processes aligned with Sales and Marketing to attract and service your ideal clients with exponential results.

Maria Matarelli is a Certified Scrum Trainer (CST) who travels the world on one-way tickets consulting and training companies on reaching true agility. In addition to applications of Agile in IT, Maria and her team have been applying Agile to the Marketing realm with incredible results. After founding the Agile Marketing Academy, Maria and a team of experienced trainers are dedicated to bringing Agile outside the normal applications. Maria is one of the first Certified Agile Marketing Trainers (CAMT) and is the Founder and President of Formula Ink, an international consulting company. Maria travels to consult organizations and speak at industry conferences with locations including Chicago, New York, Hawaii, Sweden, Istanbul, Vancouver, Morocco, Shanghai and many other locations. Maria is passionate about working with people to inspire agility.

Tirrell Payton

Technology transformations hold the promise of time savings, revenue increases, visibility improvements, and other positive business impacts. While on the surface, the changes in technology and process appear straightforward and common-sensical, the reality is that many implementations fail because they don't take into account company culture and how to change it.

In this talk, you will learn:
- The 3 most important factors to take into account when attempting to change culture and behavior.
- How to leverage these factors to change culture, increase adoption, and get the most from your technology investments.

Tirrell Payton is the principal at Payton Consulting where he helps companies create lasting change. Prior to starting his own firm, he was at McKinsey and Company, where served companies in matters of digital strategy and transformation. Tirrell graduated from the University of Central Arkansas and is an Executive MBA candidate at Northwestern University's Kellogg School of Management.

Dave Sharrock

Scaling agile is a little like reaching an agile escape velocity, where the elusive goal is reaching space - and more importantly - staying there! We'll consider three scaling patterns for agile adoptions and how the contribute to launching your business into space. A sub-orbital launch gets you into space - you get to see some of the sights and experience weightlessness, but it takes energy to keep you there, and without constant attention you're quickly on your way back down to Earth. Think of this as simple, isolated or team-based agile. Reaching a stationary orbit is the next stop. More stable and resilient to organizational change, synchronous agile teams change the world around them. Like satellites, they enable a step-change in how things get done. Synchronous teams still require energy and effort to maintain their 'orbits' but they also run themselves well and can become a stable fixture in your organizational environment. The goal, though, is to achieve escape velocity. Shoot for the Moon! Networked agile teams allow you to change the paradigm. Technology-enabled

networked agile teams define a new norm. When networked agile teams are perturbed they are more likely to fall back into agile ways of working than traditional ways of working. Now, the stars really are at your feet. You choose where to go, what planets to explore. Every pattern is valuable, and in order to reach the moon you're going to have to get good at each step along the way. But ultimately, the journey is worth it. The views are incredible, and when you get there the opportunities are limitless.

Dave Sharrock helps companies and organizations get things done visibly and early by applying an agile/lean mindset to product development. Dave has over 20 years experience working with product delivery organizations, from Fortune100 companies to startups, telecommunications to branded consumer goods, government to heavily regulated industries. A sought-after speaker and coach, Dave is an expert on organizational change and lean product delivery and the only Certified Enterprise Coach (CEC) and Certified Scrum Trainer (CST) in Canada. Dave moved to Vancouver in 2010 from Europe, and leads agile42 in North America.

Lonnie Weaver-Johnson

So you've been at it a while and it is going OK, but the team is not great yet and you'd like to know how can you help them "get there." Let's chat about some tips and tricks for taking your Scrum Master skills to the next level. A strong ScrumMaster is one who leads the team from the background without the team realizing their being lead. A strong ScrumMaster can convince leaders to act through facilitating open and difficult conversations. A strong ScrumMaster's thought process is not "how come they don't get it" rather she thinks, "what can I do differently to help them understand." Perhaps you'd like to be a stronger ScrumMaster or maybe even you'd like to help influence your ScrumMaster in his role, either way – let's talk about it.

Lonnie Weaver-Johnson, CST, is an IT professional with 25 years of industry experience. While investigating her own strengths through the book Strength Finders, Lonnie recognized skills she hadn't been able to name before; Empathy and Developer (of others). This explains why Lonnie loves training and coaching people through their agile adoption and helping them meet their goals. A passionate fighter for the "voiceless" little guy, she enjoys helping others understand how an agile work culture leads to happier people and better results.

Lonnie has educated and motivated hundreds of teams at Fortune 500 organizations and small companies, mentoring them through their journey towards agile. She also enjoys mentoring beginner coaches so her customers can be successful once she leaves.

When she isn't working as a champion for employees she is a champion for shelter dogs, specifically bully breeds, by volunteering in her local animal rescue community. She recommends, Adopt don't shop.

Monday, April 18th – AM Sessions – 45 MINUTE SESSIONS - 11:00 – 11:45

Take Your Software Beyond Legacy Code

David Bernstein

Track: Mission Control

Level: Introduction/Intermediate

Room: Banda Sea

Type: Talk

Summary: Learn how design skills, pairing, CI, TDD, and refactoring improve the quality, speed, and sustainability of Scrum software development.

Learning Objectives:
- Gain an overview of XP practices and why they are not what they seem
- Use Continuous Integration to reduce risk in building software
- Employ Pair Programming to propagate knowledge throughout the team
- Recognize five code qualities at the core of all good developer practices
- Adopt Test Driven Development to rapidly build higher quality code
- See how Refactoring is used to help you work faster by reducing technical debt

Thawing the Frozen Middle

Em Campbell-Pretty

Track: Agile Galaxy

Level: Introduction/Immediate

Room: Pacifica 1-2

Type: Talk

Summary: How can we harness the energy of Middle Management (aka the Frozen Middle) to lead, rather than hinder, an agile transition?

Learning Objectives:
Attendees will be able to:
- use empathy mapping to put themselves in the shoes of middle management
- appreciate that middle managers can feel trapped in an organization undergoing an agile transformation understand the
- support middle managers in understanding their role in agile world
- apply new techniques to educating middle management on lean and agile
- help middle managers "learn to see"
- inspire middle managers to change
- appreciate that middle managers are people too

Lean Products - how to deliver highly valuable

Rodrigo De Toledo, Rafael Sabbagh

Track: Agile Galaxy

Level: Advanced

Room: Java Sea

Type: Talk

Summary: How to deliver highly valuable products in a very short timeframe, using a problem-oriented approach built over Agile mindset and practices.

Learning Objectives:
 The attendees will learn an approach that fits into any Agile software development methodology or framework. It takes the mission of avoiding waste to the extreme, seeking not to add more complexity than necessary and to seeking solve the real customer problems, radically anticipating the delivery of value.

We use this approach in real life, while coaching with customers in the Brazilian market. We will present real examples and stories derived from these experiences.

The Tadpole Technique - Breaking things down with an interactive approach

Chris Li

Track: Mission Control

Level: Introduction/Intermediate

Room: Oceana 1-2

Type: Talk

Summary: This talk will describe a technique that teams can use to decompose ideas into smaller pieces and teach them the steps to use on their own.

Learning Objectives:
- Introduce participants to the "Tadpole Technique
- Explain mechanics and benefits of the session
- Learn to facilitate a "Tadpole Technique" session

Scrum at the Intersect of Mobile, Cloud, and the Internet of Things

Don MacIntyre

Track: Agile Galaxy

Level: Advanced

Room: Oceana 3-5

Type: Talk

Summary: The Internet of Things (IoT) will be $1.7 Trillion market by 2020. Come explore how Scrum is being used beyond software in the IoT.

Learning Objectives:
 Session attendees will come away with:
- Confidence to apply Scrum in areas to beyond traditional software development.
- Appreciation of the vast Internet of Things market.
- Patterns for success with Scrum in non-traditional areas.

7 Things Your Agile Transition Can Learn From Star

Dave Sharrock, Daniel Lynn

Track: Mission Control

Level: Introduction/Intermediate

Room: Pacifica 3-5

Type: Talk

Summary: Starting with our love of Star Wars, we use classic movie moments to provide memorable learning points around 7 common agile pitfalls.

Learning Objectives:
Amongst other things, you will learn:
- On delivering large-scale projects. Start with what you can do, and understand and mitigate technical risk and dependencies.
- See why using the wrong tools for the job creates a false sense of security.
- The power of cross-functional teams. Agile is powerful exactly because the sum is greater than the parts.
- Avoiding opinion-driven product design. Combating the HiPPO (Highest Paid Person's Opinion) as a Product Owner.

Stop scaling… start growing an agile organization!

Andrea Tomasini

Track: Agile Galaxy

Level: Advanced

Room: Coral Sea

Type: Talk

Summary: Growing an agile organization should be the goal of any successful change. See how startups and enterprise alike share common principles

Learning Objectives:
4 Principles that help emerge powerful practices for scaling an agile organization shared example of companies like Babbel, Siemens and Ericsson showing how they went through the journey successfully, and have been willing to share their experience. Anti-pattern which often get pushed by top management or traditional organizational consulting firms, how to recognize them and how to avoid them.

Get Your Productivity Game On!

Brian Sjoberg

Track: Mission Control

Level: Introduction/Intermediate

Room: Timor Sea

Type: Talk

Summary: Want to bring your productivity to the next level? Let's gain a desire based on an experience to make this happen.

Learning Objectives:
- Gain an understanding, through an exercise, of the cost to productivity a common habit has, that many of us indulge in
- A new found desire to fix one of the major issues that reduces productivity and quality
- 2 approaches to fixing the issue

Monday, April 18th – AM Sessions – 45 MINUTE SESSIONS – 13:15 – 14:00

Developing An Organization's Internal Agile Coaching Capability

Lyssa Adkins

Track: Agile Galaxy

Level: Introduction/Intermediate

Room: Pacifica 1-2

Type: Talk

Summary: Want the speed and innovation Agile promises? Build a solid internal Agile Coaching Capability.

Learning Objectives:
People leave this talk with their eyes opened to:
- The business need for an internal agile coaching capability
- The idea that developing an agile coaching capability is known and straightforward
- Developing agile coaches means developing their skills and leaderfulness while also re-setting core beliefs
- The many resources available to help organizations create their internal agile coach development programs; they need not invent the wheel

Scrum is a debugger. Use it!

Geir Amsjo

Track: Orbiting the Earth

Level: Introduction/Intermediate

Room: Coral Sea

Type: Talk

Summary: Organisations, like software, do have defects. Scrum is designed to surface problems, and it has useful means to deal with these problems.

Learning Objectives:
Learn how to take the next step and really start optimizing the whole organisation.

You will not get a full recipe for removing all kinds of impediments, but you will take away lots of ideas. Every organisation have to find their own way, and hopefully you will get inspiration for how to utilise Scrum for the benefit of the whole and find the necessary courage to challenge the Status Quo.

Fuel Your Product With High Octane Continuous Delivery

Erick Fleming

Track: Mission Control

Level: Introduction/Intermediate

Room: Banda Sea

Type: Talk

Summary: Learn the fundamentals of Continuous Delivery and how to provide the ultimate level of feedback to project stakeholders

Learning Objectives:
- Gain working definitions of Continuous Delivery and its components
- See practical examples of how Continuous Delivery can benefit teams and the products they build
- Learn the necessary steps required to implement a Continuous Delivery approach

Overcome the Top 6 AntiPatterns of an Agile Adoption

David Hawks

Track: Agile Galaxy

Level: Introduction/Intermediate

Room: Pacifica 3-5

Type: Talk

Summary: Find out what is holding your organization back from achieving the full potential of agile. Start delivering the right features, faster.

Learning Objectives:
- Recognize 6 antipatterns holding your organization back from being truly agile
- Realize how learning, short feedback cycles and developing a shared understanding allows teams to deliver more value
- Understand the importance of limiting work in process and getting to done in order to shorten cycle time

Create Influence, On Demand

Bernie Maloney

Track: Orbiting the Earth

Level: Introduction/Intermediate

Room: Timor Sea

Type: Talk

Summary: Want Jedi like leadership? & success w/o a lightsabre? Learn how to Create Influence, On Demand and communicate 5x+ more effectively.

Learning Objective:
Participants will:
- Amplify their ability to influence by quickly establishing Rapport
- Understand How to use Rapport to Pace and Lead Teams and Individuals
- Grasp the full power of Agile practices like standups, co-location and task boards, and how each leverages communication programming built-in to human beings
- Practice building & breaking Rapport
- Be able to immediately apply these techniques, even when constrained to no more than a telephone call

The Road to Agility: An Inspiring Tale of Personal Agile Transformation

Jimi Fosdick

Track: Agile Galaxy

Level: Introduction/Intermediate

Room: Java Sea

Type: Talk

Summary: The journey from project manager to Scrum master is painful and perilous. This is this is the compelling story of one such transformation.

Learning Objectives:
In this workshop participants will be exposed to:
- The biggest challenges encountered when changing from "plan-driven" to "value-driven" thinking
- Why Scrum represents a truly radical and life changing difference from traditional methods
- How to motivate others to change to the Scrum way of thinking and working
- A highly entertaining and, for some past attendees, "moving" story told in a dynamic and engaging way (complete with rock music and explosions)

Five Levels of Refinement

Hubert Smits

Track: Mission Control

Level: Introduction/Intermediate

Room: Oceana 1-2

Type: Talk

Summary: In 2006 I wrote the article "Five Levels of Planning" - this talk is about how planning is better replaced by continuous attention.

Learning Objectives:
- z4 Principles that help emerge powerful practices for scaling an agile organization
- shared example of companies like Babbel, Siemens and Ericsson showing how they went through the journey successfully, and have been willing to share their experience
- Anti-pattern which often get pushed by top management or traditional organizational consulting firms, how to recognize them and how to avoid them

"Saved by Scrum": A 12-year-old's view on Scrum at Home

Aaron Vadakkan, Manoj Vadakkan

Track: Mission Control

Level: Introduction/Intermediate

Room: Oceana 3-5

Type: Talk

Summary: You've heard about Scrum at home; have you heard it from a 12-year-old? Join a father & son team to learn.

Learning Objectives:
- Here are some of the topics that we will covering:
- Scrum roles & meetings at home.
- How can parents and kids work together in the upbringing of kids.
- How to bring accountability where it belongs
- How to make homework and home chores more fun than work.
- How to reduce Scream time with Scrum!
- Other tools that can improve your productivity at home.

Monday, April 18th – PM Sessions – 45 MINUTE SESSIONS - 14:15 – 15:00

Orbiting Our Values: How do we adhere to Scrum in an Outsourcing, Offshore model?

Rebecca Barrilleaux

Track: Orbiting the Earth

Level: Introduction/Intermediate

Room: Coral Sea

Type: Talk

Summary: How do our Scrum values of Focus, Openness, Courage, Commitment, and Respect hold up in an offshore model?

Learning Objectives:

After this session, attendees should have concrete tips for how to ensure their outsourced Scrum teams can be happier and more productive within the Scrum model.

Helping Others Take Ownership of Resolving Conflict

Tricia Broderick

Track: Agile Galaxy

Level: Introduction/Intermediate

Room: Timor Sea

Type: Talk

Summary: Join me to step through a real leadership example of helping a developer WANT to resolve his conflict directly by leveraging his curiosity.

Learning Objectives:

Apply double loop learning framework as a series of powerful questions to promote conflict ownership

Three Things You Must Know to Transform Any Sized Organization into an Agile Enterprise

Mike Cottmeyer

Track: Agile Galaxy

Level: Advanced

Room: Pacifica 3-5

Type: Talk

Summary: To transform any organization into an agile enterprise there are only 3 things you need to know.. Teams, backlogs & working tested software.

Learning Objectives:
- the importance of cross-functional teams, why common patterns for forming teams fail & patterns for successfully forming teams
- strategies for reducing dependencies between teams over time
- common failure patterns for creating backlogs & patterns for creating solid backlogs
- what it means to create a working, tested, increment at the end of every sprint, release or PI
- how making progress supports solid delivery metrics, increases predictability & earns trust over

Agile HR – Your Secret to Enterprise Agility

Fabiola Eyholzer

Track: Agile Galaxy

Level: Advanced

Room: Oceana 3-5

Type: Talk

Summary: People are the heart & soul of Agile. Let's turn your Human Resources into Agile People Operations to boost your enterprise agility.

Learning Objectives:

Discover why and how HR can massively boost your Enterprise Agility and benefit from stories and examples of Agile People practices.

Three . . Two . .One. . .WAIT!?! Making sure we deliver "The Right Stuff" and fully tested quality code!

Paul Carter, Michael Collier

Track: Mission Control

Level: Advanced

Room: Banda Sea

Type: Talk

Summary: You thought you understood what the PO wanted, well maybe not! You've written Unit Tests but you missed that one they wanted!

Learning Objectives:

- Ask the right questions to understand your customer's vision
- Mapping Back log tests to Unit Tests so we test what our customer is really looking for
- Effectively naming Unit tests to make everyone's life easier
- Team pairing as a tool for collaboration on test coverage
- Understand the Red – Green – Refactor concept for writing clean code

Help! My Product Owner is Captain "Wrong Way" Peachfuzz!

Dave Limbaugh

Track: Mission Control

Level: Introduction/Intermediate

Room: Java Sea

Type: Talk

Summary: How to tell if your Product Owner is steering your project towards disaster, and what to do about it.

Learning Objectives:

- Practices to find out if your Product Owner is steering your project on a collision course.
- Actions to take if he/she is.
- Sharpening your ability to listen beyond what team members say.

Pin the tail on the metric

Steven Martin

Track: Orbiting the Earth

Level: Advanced

Room: Pacifica 1-2

Type: Talk

Summary: Do metrics right. Come learn an approach to identify what data you need to help you make more informed forward looking decisions.

Learning Objectives:

In this interactive session, attendees will: - Gain understanding of what good metrics are versus bad metrics - Learn how to run the Pin the Tail on the Metric exercise to identify metrics to use - Gain insights on data used in the decision making processes, such as sprint reviews and governance The intent is for attendees to have practical ideas they can apply right away back at their organization to help them gather the right empirical data to make better forward-looking decisions.

It Was a Dark & Stormy Sprint – Tell Us a Scrum Team Story

Laura M. Powers

Track: Orbiting the Earth

Level: Introduction/Intermediate

Room: Oceana 1-2

Type: Talk

Summary: Learn to craft and tell compelling business stories that bring your workplace culture to life and capture the grit and glory of your team.

Learning Objectives:
- List benefits of using business storytelling on scrum teams
- Distinguish between a "user" story and a business story
- Describe the key elements and a simple model (formula) for effective business story telling
- Choose specific events and situations in each participant's current work to experiment with business story telling
- Draft a personal inventory of scrum business stories to create and use on the job
- Practice telling a business story in the session

Why The World Needs More Prescriptive Agile Coaches

Bob Galen

Track: Agile Galaxy

Level: Introduction/Intermediate

Room: Timor Sea

Type: Workshop

Summary: Sometimes agile coaches need to do more than "suggest". Here we explore contexts where your coaching might need to border on - prescription.

Learning Objectives:
- Many of the anti-patterns associated with coaching too lightly; we'll gather these as a group.
- Under what circumstances can you prescribe ideas, tactics, and approaches?
- Bring the Shu-Ha-Ri maturity model into coaching; the assertion is that non-prescriptive coaching is a Ri practice.
- How to tie coaching to team performance, accountability, and ultimately results.
- As a group, develop a collection of "stand-and-deliver" coaching scenarios.

Facilitation Patterns & Antipatterns

Doc List

Track: Mission Control

Level: Introduction/Intermediate

Room: Banda Sea

Type: Workshop

Summary: Learn some key behavior patterns that occur in groups, and how to deal with them.

Learning Objectives:
- Recognize behavior patterns and antipatterns in meetings and facilitation
- Apply some specific techniques to address antipatterns
- Learn activities and techniques to use to facilitate meetings

PMP Rehab - Personal Agility Canvas 2.0

Dave Prior

Track: Mission Control

Level: Introduction/Intermediate

Room: Coral Sea

Type: Workshop

Summary: No one has more trouble making the switch to Agile than traditional PMs. Inspect and adapt your way to a more Agile version of you.

Learning Objectives:

Participants will:
- Deepen their understanding of the complexity involved with moving from PM to Agile
- Complete a self-assessment of their abilities and challenges with respect to adopting and internalizing Agile
- Create a plan to build on their own personal adoption of Agile
- Select an Accountability Partner to help them follow up with their plan for improving their personal Agile adoption

Conscious Leadership through Impeccable Conversations

Gustavo Quiroz

Track: Orbiting the Earth

Level: Introduction/Intermediate

Room: Oceana 1-2

Type: Workshop

Summary: Practice essential skills that will allow you to be the change you wish to see and to serve your colleagues and teams much more powerfully.

Learning Objectives:
- Reflect on our own capacity for effective listening, for distinguishing facts from opinions and responsibility from blame and justification.
- Apply concrete tools and guides to improve our capacity for successful interactions with others.
- Put into practice these skills: Active & Empathetic Listening, Productive inquiry, Ontological Humility and Unconditional Responsibility.
- Expand our ability as a leader and influencer within our organization.

Retrospective Games

Chris Sims

Track: Mission Control

Level: Introduction/Intermediate

Room: Pacifica 3-5

Type: Workshop

Summary: Learn how to use games to keep your retrospectives fun, engaging, and productive.

Learning Objectives:

After completing this learning module, participants will be able to:
- Facilitate the pair-counting exercise to help people focus and be present
- Facilitate a Jelly Baby Tree discussion to gather data
- Facilitate "Like to Like" as described by Derby and Larsen
- Facilitate a Sudden Survey activity to gather data or generate new ideas
- Facilitate the Dixit Sprint Retrospective Game

Well Begun is Half-way Done: A 'How to' Guide for Conducting an Organizational Assessment Prior to Scaling

Michael Spayd

Track: Agile Galaxy

Level: Advanced

Room: Pacifica 1-2

Type: Workshop

Summary: Scaling processes is now doable, but how do you scale leadership? Or culture? Don't scale junk! Come find how to conduct an org assessment.

Learning Objectives:
- Understand the benefits of conducting an organization assessment prior to starting an Scrum change initiative
- Understand the pros and cons of using different modalities used (e.g., interviews, surveys, large group processes, systemic methods, etc.)
- Be exposed to a variety of formal assessment methods, from leadership to culture to team health and roles
- Start using a template to think through your own organizational assessment, resulting in a beginning plan for conducting one.

To Affinity and Beyond

Chris Waggoner, Jeff Lopez-Stuit

Track: Mission Control

Level: Introduction/Intermediate

Room: Oceana 3-5

Type: Workshop

Summary: Learn speedy affinity facilitation techniques to eliminate waste and boost productivity in creating, prioritizing and estimating a backlog.

Learning Objectives:
By the end of this workshop the attendee should be able to do the following:
- Use affinity to compare persona characteristics and generate stories based on similarities and differences.
- Use theme affinity to facilitate collaboration on requirements gathering using a story gallery.
- Quickly evaluate story value, prioritization, risk and estimated effort by using Fibonacci Popcorn facilitation.

Houston - we have a priority!

Natalie Warnert

Track: Mission Control

Level: Introduction/Intermediate

Room: Java Sea

Type: Workshop

Summary: If everything's a priority nothing's a priority. Is value a black hole or a supernova? Let's use valuation games to start the communication!

Learning Objectives:
- Understanding of work value realization through more than just revenue
- Planning capacity across teams to realize values important to the company and product
- Collaboration among dependent teams to share delivered value items
- Facilitating a successful session with a justifiable program road map outcome

PechaKucha

When: April 19ᵗʰ, 9:00 – 9:30

Where: Pacifica 6-7

Your Job - Adventure or Safety? The Key to Living a Better Story

Scott Dunn

Type: PechaKucha

Summary: If your life were summarized on a movie poster, what would it say? We ask Agile leaders and ScrumMasters to be Servant Leaders, Impediment removers, Coaches, Educators and Evangelists, and Shepherds and guardians of the process (I use acrostic SLICES) as well as organizational change agents. Those are exciting aspects that go beyond our HR titles, but it's a tall order – how do we make that actionable, part of us? How do we weave these into a story? Our careers are not our stories. Our stories come from who we are and we are bigger than our jobs. If we are only what we do for a living, we are smaller than our potential, yet we can use this radical new role of Agile leader or ScrumMaster as a means of connecting to, and leveraging at work, an opportunity to grow.

Attaining Escape Velocity

Stuart Turner

Type: PechaKucha

You possess a myriad of skills, your own, unique concoction. They are what make you inimitable. There is power in your uniqueness; a wholeness, a balance. When you came into your organization, you may have been hypnotized by its culture or one of its subcultures. Only a fraction of you was actually welcome and you've become unbalanced and with it, diminished in your ability to achieve your own goals or those of the organization. That's probably why you're here at this Scrum Gathering.

Within smaller organizations merely using Scrum can help. In more convoluted cultures, re-discovering your magic, your genius is significantly more challenging. Breaking free from historical protocols, processes and structures is like breaking free from the gravity of your unwanted past. It requires a potent force. I'll describe one approach where you and your colleagues might attain escape velocity. It's deceptively simple, respectful and attractive.

Myths and Facts of Agile/Scrum

Marcos Garrido

Type: PechaKucha

Tuesday, April 19th – AM Sessions – 45 MINUTE SESSIONS - 9:40 – 10:25

TBC - TBA - WTF: Uncertainty in an Agile World

Nigel Baker

Track: Mission Control

Level: Introduction/Intermediate

Room: Coral Sea

Type: Talk

Summary: TBA, TBC: The scariest words in business. Let's discuss and embrace ambiguity. Vague isn't wrong.

Learning Objectives:

Key themes – Uncertainty in content Uncertainty in Method Uncertainty in people

Teach attendees the soul of agility Show them how User Stories work Explore a variety of initiation approaches used in real companies, both Agile, half assed and more traditional. Explore uncertainty with Defining Done. Explore a little bit of Cynefin and Lean Start Up - I a uncertainty and scrum context.

Scrum Economics: Contracts, Budgets, Capitalization

Pavel Dabrytski

Track: Agile Galaxy

Level: Advanced

Room: Timor Sea

Type: Talk

Summary: How much does one story point cost? Is Sprint 0 an expense or an asset? Can you run Scrum with a fixed-cost contract?

Learning Objectives:

This session provides overview of multiple approaches to:
- Agile business cases
- Agile contracts
- Agile project budgets
- Agile project capitalization

Combat Scrum: From Iraq to the Research Triangle Park

Mike Few

Track: Agile Galaxy

Level: Advanced

Room: Oceana 3-5

Type: Talk

Summary: Case study applying scrum framework in combat operations in Iraq during "The Surge."

Learning Objectives:

- Scrum framework, principles, and values transcend software
- U.S. Army adopted similar framework to evolve Boyd's OODA Loop for combat operations: Find, Fix, Finish, Exploit, Analyze (F3EAD)
- Combat veterans have soft skills needed to fill gaps as ScrumMasters, Product Owners, and Program Managers

Shoot for the Moon and reach your goal with the Agile Metrics Canvas (AMC)

Dan Fuller, Chris Waggoner

Track: Agile Galaxy

Level: Advanced

Room: Banda Sea

Type: Talk

Summary: Learn how to use the Agile Metrics Canvas to define a set of metrics aligned to the overall vision and goal of your Agile Transformation.

Learning Objectives:

This session will be of interest to experienced Scrum practitioners who are part of a large scale Agile Transformation. The expected learning outcome is that participants will be empowered with an understanding how to use this toolkit to help them make thoughtful decisions on what set of metrics they should be using to measure the success of their Agile Transformation.

Agile for Social Good: Boy Scouts Using Scrum

Maria Matarelli, Rick Waters

Track: Agile Galaxy

Level: Advanced

Room: Java Sea

Type: Talk

Summary: We trained Boy Scouts in Scrum while helping a Veteran Non Profit organization. We want to inspire others to use Scrum to make an impact.

Learning Objectives:

- Hear how we taught High School age Boy Scouts to use Scrum
- Learn how we applied Scrum while helping a Veteran organization
- Brainstorm how you can spread the use of Scrum in unique ways
- Discover 5 easy steps for making social impact with Scrum

Standup Poker: How One Change Revolutionized Our Daily Stand Up and Teams Mindset !!!

Kalpesh Shah

Track: : Mission Control

Level: Introduction/Intermediate

Room: Pacifica 3-5

Type: Talk

Summary: Learn how Standup Poker revolutionized our teams daily standups and took our team to next level of Awesome!

Learning Objectives:
- Learn a new technique on how to make their standup more effective by making it a more strategic and planning meet-up rather than status update.
- Learn how to make their teams more self-organize and take ownership and accountability of Sprint Goals & Commitments.
- Learn to how to extract hidden impediments that could be holding their team back.
- Product Owners will learn how to engage and guide the team on daily basis to accomplish the sprint goal to deliver maximum value.

How To Design Your Own Retrospective

Aakash Srinivasan, Vivek Angiras

Track: Mission Control

Level: Introduction/Intermediate

Room: Oceana 1-2

Type: Talk

Summary: Learn how to craft your own inspect and adapt moment by mastering the Zorro circles of retrospectives.

Learning Objectives:

- Understand the real world impact of retrospectives on individuals and teams.
- Walk away with a secret sauce for designing a successful retrospective.
- Walk away with four effective techniques for retrospectives

Product Owner Decision Games for Fun and Readiness

Jason Tanner

Track: Mission Control

Level: Introduction/Intermediate

Room: Pacifica 1-2

Type: Talk

Summary: Decision games put attendees in the role of a Product Owner who is faced with a challenging problem to solve.

Learning Objectives:

- Apply critical thinking to solve problems.
- Use product owner knowledge, skills and techniques to decide what to do in difficult situations.
- Describe how decision games can help product owners learn and prepare for real challenges at work.

Tuesday, April 19th – PM Sessions – 45 MINUTE SESSIONS – 13:15 – 14:00

Beyond: Executing Better with Happier People

Brent Barton, John Rudd

Track: Agile Galaxy

Level: Advanced

Room: Banda Sea

Type: Talk

Summary: Explore "A Capitalist's Survival Guide to Agile" and learn why portfolio outcomes at scale don't have the success of isolated Agile

Learning Objectives:

- Aligning Agile pitch to executive's perspectives without lying.
- What upfront decisions suppress agile potential?
- People don't change much, so how can Agilists align with true business needs?
- What management behaviors should not change?
- Simple rules for Agile Portfolio
- Management Connecting executive strategies to agile teams using
- "Active" Portfolio Management
- Reconciling big investments with small commitments

Gen Z - Learning to be Agile

Mark French, Krissyn Sumare

Track: Agile Galaxy

Level: Advanced

Room: Oceana 3-5

Type: Talk

Summary: Inspire students to be champions of their own learning. Create an agile environment connecting and empowering student achievement.

Learning Objectives:

The conference attendee will learn that students readily adopt agile principles that adults sometimes find difficult or resist. The conference attendee will be inspired by the success of real life application of scrum in school. The conference attendee will learn how the scrum community can transform education. The conference attendee will learn how to plant agile schools throughout the world

Scrum Team CRM: Aviation Crew Resource Management Techniques for Scrum Teams

Thomas Friend

Track: Mission Control

Level: Introduction/Intermediate

Room: Java Sea

Type: Talk

Summary: Learn Aviation Crew Resource Management (CRM) Techniques to address failures of interpersonal communication, leadership, and decision-making.

Learning Objectives:

Learn how airline accidents led NASA and the National Transportation Safety Board NTSB to investigate how to address human error in the complex aviation safety system.

Learn standards that were used to improve:
- Communication.
- Team leadership.
- Decision making.

Take away hands on CRM techniques that address these root cause areas and in doing so help transform team thinking into Agile collaboration rather than remaining entrenched in a command and control mentality.

Driving Culture Change and an Organizational Agile Mindset

Randy Hale

Track: Agile Galaxy

Level: Advanced

Room: Timor Sea

Type: Talk

Summary: Realize the full benefits of Scrum by executing practical approaches to shift an organization's culture by adopting an Agile Mindset.

Learning Objectives:
Participants will be able to:
- Understand the role the Results Pyramid (from the book 'Change the Culture, Change the Game') plays in support of driving effective culture change
- Understand the key 'Agile Mindset' beliefs and their legacy counterparts
- Understand practical approaches for exposing an organization to new experiences that will enable new organizational beliefs
- Understand how changing beliefs supports sustainable culture change and improved results

The 7 Deadly Sins of the Retrospective

Suzanne Morrison

Track: Mission Control

Level: Introduction/Intermediate

Room: Oceana 1-2

Type: Talk

Summary: Which of these 7 deadly sins happen in your retrospective? Learn how to spot these problems, solve them or stop them from happening at all!

Learning Objectives:

- Learn how to identify common mistakes made in retrospective reviews
- Understand the different strategies for dealing with these mistakes
- Learn how to create a great agenda for your retrospective reviews
- What does a good retrospective review look like?

Extreme Scrum Team Hiring: Ensuring your Scrum Team has the Right Stuff

Leon Sabarsky

Track: Mission Control

Level: Introduction/Intermediate

Room: Pacifica 3-5

Type: Talk

Summary: Do your Scrum team members have the Right Stuff? Learn the best practices for hiring high performing Scrum team members. No jerks allowed.

Learning Objectives:

Outcomes and specific takeaways: - Understanding the 6 critical attributes of high performing Scrum team members - How to leverage and perform effective Group Interviews to rapidly assess the attributes of Scrum team candidates - A physical triangle shape takeaway depicting the 6 critical attributes of high performing Scrum team members

How will this make their world of work better? - Attendees of the session will be able to perform effective Scrum team group interviews on their own

Validate It Before You Build It! Practical tools for a Product Owner

Brad Swanson

Track: Mission Control

Level: Introduction/Intermediate

Room: Pacifica 1-2

Type: Talk

Summary: Simple, low-cost methods & tools to prototype & validate your features and user experience - before you spend a dime on development.

Learning Objectives:

- Be able to use the Experiment Board to identify prototypes (MVPs) to validate feature ideas
- Know some tools to build simple yet effective UI prototypes to design a better user experience
- Understand the importance of low-cost validation before expensive development!

Surviving an Extreme Waterfall; Building Trust and Making Agile Work

Verlisa Taylor, David Bulkin

Track: Mission Control

Level: Introduction/Intermediate

Room: Coral Sea

Type: Talk

Summary: Get practical ideas from an interactive walk-through of agile success achieved despite a heavyweight waterfall process and a lack of trust.

Learning Objectives:

- Explore techniques to increase transparency and build trust
- Recognize trust as the foundation for success in a client contractor relationship
- Understand the importance of having the PO role filled by a customer
- Explore techniques to engage the PO daily to quickly make value decisions
- Learn how to work across organization with competitors in a collaborative manner

Agile Leadership: The Role of Mindset

Steve Denning

Track:

Room: Banda Sea

Type: Talk

Summary: The most surprising finding of the Learning Consortium for the Creative Economy 2015 was that the key driver of Agile leadership is not a technology, a process or a methodology. It's a different mindset—a different way of looking at, understanding and acting in the world. Without this mindset, no benefits flow. The session will explore what the mindset is, why it is key, how it is acquired and how it can be transmitted.

1500 Horse Power of Scrum Built Car Crushing Mayhem

James Gifford

Track: Agile Galaxy

Level: Advanced

Room: Oceana 3-5

Type: Talk

Summary: Sunday Sunday Sunday at the Scrum Gathering Orlando monster truck manufacturing and R&D meets Scrum for an effective delivery framework.

Learning Objectives:

Attendees will walk away from this session with an understanding of how I applied Scrum to Manufacturing process using concepts from eXtreme Manufacturing, Scrum and Kanban They will also have incites to the challenges that were met during the transformation.

The Economics of Product Development

Karim Harbott

Track: Agile Galaxy

Level: Advanced

Room: Pacifica 1-2

Type: Talk

Summary: Making money. Most leaders think in terms of $$$. Learn how to make an economic case for Agile methods through stories, examples and science.

Learning Objectives:

- Understand how to make sound economic decision using Cost of Delay.
- Identify queues in your product development and assess the impact of those queues.
- Understand how to manage queues to maximise profits.
- Understand the factors that impact optimal batch sizes and how to affect them.
- Apply a simple prioritisation framework to maximise profits.

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Diversity in Agile

Angela Johnson

Track: Agile Galaxy

Level: Advanced

Room: Timor Sea

Type: Talk

Summary: We've talked People over Process for 15 years yet fail to value diversity. Is this a problem?

Learning Objectives:
- Explore the possible problem and possible root causes
- Identify what stereotypical biases look and sound like
- Practice approaches to overcome biases

Are you remotely agile?

Mark Kilby

Track: Orbiting the Earth

Level: Advanced

Room: Pacifica 3-5

Type: Talk

Summary: Can you mix distributed open source culture with scrum principles and practices? Learn how one company is blending the two successfully.

Learning Objectives:

- What are possible pre-conditions for a successful completely distributed agile team?
- What are emerging principles for completely distributed agile teams?
- What practices work well for completely distributed agile teams across multiple time zones?

What Really Makes Change Happen?: Confessions of an ex-CIO's Journey to Agility

Stacey Louie

Track: Mission Control

Level: Introduction/Intermediate

Room: Coral Sea

Type: Talk

Summary: As an ex-CIO and now Agile Transformation leader, here's how to get change started at your company.

Learning Objectives:

Learn what drives a CIO's decision making. How does a decision on risk vs. value made as it related to Agile? -- What anti-patterns, good intentioned or not, from the leadership can crush your agile effort? -- What is my responsibility to fuel the flames of change? -- If I am at ground zero, how can I start?

How to win a solar challenge race by using Scrum

Jeroen Molenaar

Track: Orbiting the Earth

Level: Advanced

Room: Java Sea

Type: Talk

Summary: How do you build a solar car? Okay and how do you win a race with a superlight solar car? We as agile coaches had no clue

Learning Objectives:

- How to apply scrum in engineering?
- How to create a doing mindset
- What difference does a tangible product make?
- How did scrum made the difference?
- What were the challenges we solved (fun, overtime, cooperation, planning, making it happen etc)

More with LeSS...

Ram Srinivasan

Track: Orbiting the Earth

Level: Introduction/Intermediate

Room: Oceana 1-2

Type: Talk

Summary: Learn how to effectively scale empiricism and self-organization with Large Scale Scrum (Less)

Learning Objective:

- Learn how to effectively scale Scrum with LeSS
- Learn about principles, patterns and structures that will help your adoption "stick"

Tuesday, April 19th – PM Sessions – 90 MINUTE SESSIONS – 15:30 – 17:00

Pair-Coaching Domino Game

Victor Bonacci, Scott Dunn

Track: Orbiting the Earth

Level: Introduction/Intermediate

Room: Timor Sea

Type: Workshop

Summary: Two heads ARE better than one! Fast track your learning by teaming up. Have fun AND bring positive change to your teams & organization.

Learning Objectives:

After participating in this workshop, attendees will:
- Witness how pairing accelerates both learning and teaching
- See that pair-coaching extends beyond the "coach" title and applies to SMs, POs, team members and others throughout the org
- Ne aware of some models/roles that pairs can play to match the situation to the goals (see Roles handout)
- Have a specific assessment for SM responsibilities (see handout)
- Have learned/played 2 short activities (dominoes and map building)

Take Me to Your Leader - Making Contact through Scaled Retrospectives!

Jason Cusack

Track: Orbiting the Earth

Level: Introduction/Intermediate

Room: Coral Sea

Type: Workshop

Summary: Like aliens, approachable executives can seem like a mythical breed. Do they exist? Can we make contact? YES -through Scaled Retrospectives!

Learning Objectives:
- Understand the basics of Scaled Retrospectives
- Learn who participates in Scaled Retrospectives - the answer might surprise you!
- Learn how to engage your Enterprise, and create "wins" across multiple organizational levels
- Practice techniques for creating visually compelling information radiators
- Practice framing outcomes as actionable, to focus executives, and get their support for making improvements and promoting sustainable change.

Helping Executives Become Agile Leaders: Coaching the Executive Leader

Michael Hamman

Track: Agile Galaxy

Level: Introduction/Intermediate

Room: Banda Sea

Type: Workshop

Summary: Learn—through presentation and demo—the specific ways executive coaching can help senior leaders become transformational agile leaders.

Learning Objectives:

- You will understand how coaching executive leaders is not like other kinds of coaching you may be doing
- You will have a couple of feathers in your quiver in terms of working with executives.
- This session is particularly targeted to the enterprise coach who is looking for ways to more effectively approach executive leaders, remaining entrenched in a command and control mentality.

Liftingoff: a Scrum Product Owner's Guide to Achieving Escape Velocity

Steve Holyer, Ellen Grove

Track: Mission Control

Level: Introduction/Intermediate

Room: Pacifica 3-5

Type: Workshop

Summary: Learn specific ways to boost team momentum. Shared purpose, alignment, and context drive escape velocity and send your products into orbit.

Learning Objectives:

After this workshop you will be able to:
- Explain how inspiring Purpose, collaborative Alignment, and dynamic Context are necessary to create a successful shared outcome for a Scrum team
- Use Liftoff techniques at each planning horizon (big/product, release, and Sprint)
- Describe how your unique skillsets can contribute to your team's Liftoffs.

Beyond Scrum: Building High-Performing Organizations – a game for Managers, ScrumMasters and Product Owners

Mark Levison

Track: Agile Galaxy

Level: Introduction/Intermediate

Room: Java Sea

Type: Workshop

Summary: The game will explore options for an Organization to understand itself, the current state of the work, and then bring about lasting change.

Learning Objectives:

Players will learn much about Portfolio Kanban and Portfolio Management. They will also get an introduction to Systems Thinking, and Organizational Improvement. As a result, they will have an introduction as to what it will take to grow their Organization's performance. The game is backed by a book I have been writing this year – Scrum Alone is Not Enough: https://agilepainrelief.com/notesfromatooluser/2015/01/scrum-alone-is-not-enough.html. Copies of the book will be available

Reinventing Organizations

Michael Sahota

Track: Agile Galaxy

Level: Introduction/Intermediate

Room: Oceana 1-2

Type: Workshop

Summary: 'Reinventing Organizations' provides a culture model to develop organizations to places where Scrum may thrive. Learn to reinvent your Org.

Learning Objectives:

- Participants will understand how levels of organizational development influence fitness of an organization to benefit from Scrum.
- Participants will have learned example practices of advanced organizations and heard stories of companies where these practices have been successful.
- Participants will be able to identify steps and influence their organization to create a context where Scrum may flourish.

Forging the Team Space - Agile Facilitation on Fire

Johannes Schartau, Greg Myers

Track: Agile Galaxy

Level: Advanced

Room: Oceana 3-5

Type: Workshop

Summary: Learn how Liberating Structures enable teams to turn agile peak experiences into routine habits of deep democracy and passionate innovation.

Learning Objectives:

In this highly interactive session you will see and feel how Liberating Structures - a set of group facilitation tools - foster deep self-organization and help build a culture of shared ownership way beyond your Scrum implementation. Join us in surfacing new approaches of how to sustain agile peak experiences and leave with a list of ideas you can implement right away to finally break the cycle of over- and under-control.

Want to experience the excitement of making a movie? Join this workshop to make a movie with a workshop to teach Scrum

Manoj Vadakkan, Aaron Vadakkan

Track: Mission Control

Level: Introduction/Intermediate

Room: Pacifica 1-2

Type: Workshop

Summary: Make a movie with us to experience forming of a highly motivated team and solving a seemingly impossible problem with an amazing outcome

Learning Objectives:

- The magic of highly motivated teams
- The importance of the potentially shippable product increment from the first sprint.
- The importance of involvement of the Product owner and engaging the team.

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