



Making Agile Work



Panelist:

**Johnnie Fox**

*Chief Technology Officer  
Promet Source, Inc.*

*Johnnie Fox*

Thank you for being here today

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Panelist:

**Sanjay Akut**

*Director, Application Development  
K&L Gates LLP*

Thank you for being here today



# Making Agile Work

## *Promet Source, Inc.*

- 45 employees in 3 countries. Headquartered in Chicago
- Professional Services organization specializing in open source web development
- Established in 2004
- Develops new applications and support of existing applications.



# Making Agile Work

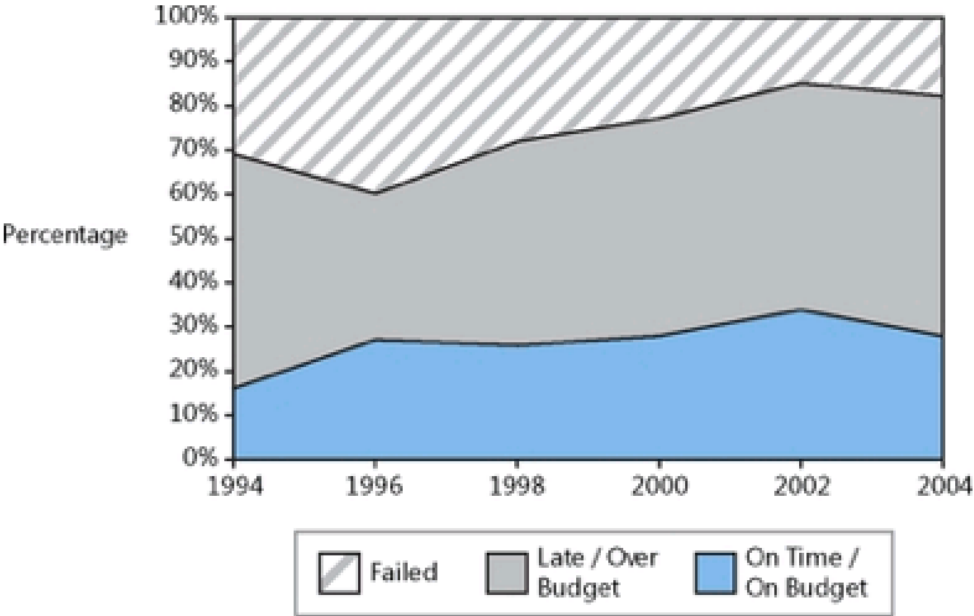
## *K&L Gates and its DMS Environment*

- 2100 attorneys/2600 Timekeepers/4400 employees in 48 offices
- OpenText eDocs 5.3.1 (iManage/FileSite in legacy Middletons AUS)
- 36 Separate eDocs Libraries (Legacy deployment of library per office)
- DMS Environment Deployed in 5 Separate Regional Data Centers  
Worldwide (US-East, US-West, EU, AU, AUS)
- No Matter Centricity
- Native Email Functionality from eDocs

# Making Agile Work



*Industry Performance*





# Making Agile Work

## *Features that fail*

- Jim Johnson, Chairman of Standish Group, reported at the Third International Conference on Extreme Programming (XP2002) that in typical software systems 64% of features are never or rarely used in reality. This was largely apparent in systems where up-front plan and design were done before business ROI was considered or even knowable. What's more interesting is that from a positive point of view, 20% of these features are used always or often used!



# Making Agile Work

## *Agile Manifesto*

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

- Individuals and interactions over processes and tools
- Working software over comprehensive documentation
- Customer collaboration over contract negotiation
- Responding to change over following a plan





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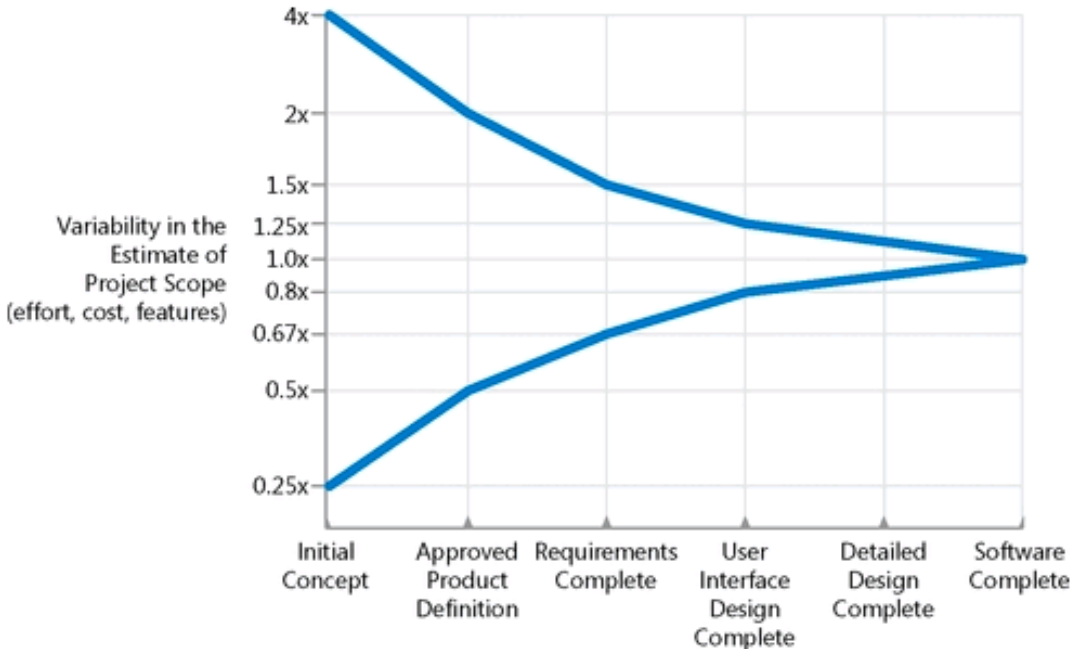
## *Agile Principles*

1. Customer satisfaction by **rapid delivery** of useful software
2. Welcome **changing requirements**, even late in development
3. Working software is **delivered frequently** (weeks rather than months)
4. **Working software** is the principal measure of progress
5. **Sustainable development**, able to maintain a constant pace
6. Close, **daily cooperation** between business people and developers
7. **Face-to-face** conversation is the best form of communication (co-location)
8. Projects are built around motivated **individuals**, who should be **trusted**
9. **Continuous** attention to technical **excellence** and good design
10. Simplicity—the art of maximizing the amount of **work not done**—is essential
11. **Self-organizing** teams
12. Regular **adaptation** to changing circumstances

# Making Agile Work



*Cone of Uncertainty*



# Questions

*We'll now open it up for questions*

# Thank You

