PROJECT LIFECYCLES
How to Reduce Risks, Release Successful Products, and Increase Agility

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Project Lifecycles

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A colleague called me and asked, “Is it reasonable to take agile training all online?”

I said, “As long as your team is taking the training with you, sure. Especially if you’re part of a distributed team. You don’t need to be all in one place to have a successful agile team.”

“No,” he said. “You don’t get it. I’m taking ‘training’ by watching videos. Myself. Just me and my computer. There’s no training. I’m just watching. And I’ll get a certificate at the end!”

I’m sure I swore or something equally useful as a response. But this guy’s a character, so I thought I’d check. “You’re not teasing me, are you?”

“No, I’m not. I’m totally for real.”

I asked several questions about the principles behind his training and learned that the trainers had dressed up a waterfall approach to look like a well-known agile approach. There was no idea about cross-functional teams. No learning about the product and the process. And not enough emphasis on defining and delivering value to a customer on a regular basis.

Worse, there was little to no emphasis on the customer’s experience once they received an increment of value. That meant they had little to no useful feedback about the product as they developed it.

This is fake agility, agile-in-name-only. And that’s what my colleague was being “taught.” (I hesitate to say he learned anything at all useful.)

Fake agility is why people rant about agility and demand to return to a waterfall. (They haven’t really left the waterfall.) It’s also why people want to work alone, so they can manage their careers.
Agile approaches don’t have to be like that. Worse, we shouldn’t call these ideas agile anything. We can call them by the names they deserve, which is the lifecycle name.

If you suspect you have fake agility where you work, consider the ideas in this book to learn what you’re doing and make it better. You can create a more agile culture in your project and for your product that will work better than anything dressed in fake agile clothing.

And if you persist, you might be able to influence your manager to start creating a better product development culture, regardless of whether it’s real or fake agility.

Use this book to see and experiment with more ideas about how to manage your projects, create products your customers enjoy using, and create a better culture for success. Regardless of your lifecycle.

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