




# SELLING AGILE

VESA PALMU @ WUNDER.UK

BUSINESS AND STRATEGY TRACK





One upon a time...



**Vendor? Customer? In-house team?**

**New to agile? Some agile? 100% agile?**







Questions, feedback  
on Twitter  
#SellingAgile



# The Story

1. Everybody wants agile, why is it so difficult to sell?
2. Don't sell agile, sell the benefits
3. What if...





# How should vendors sell agile?



Perttu Tolvanen

Web & CMS Expert, Partner  
North Patrol  
Professional CMS vendor evaluator





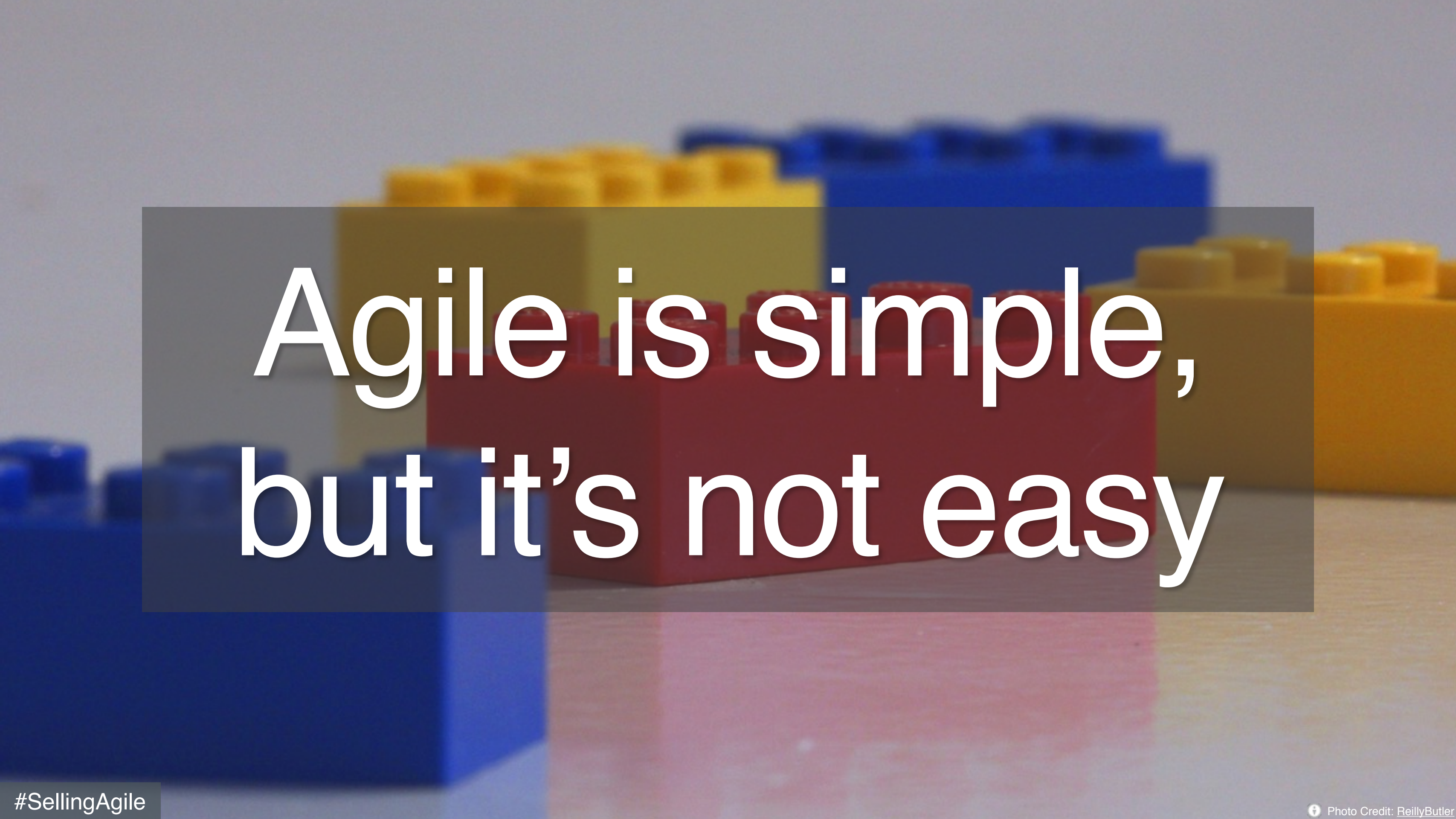




# Everybody Wants Agile

## Why Is It So Difficult To Sell?





Agile is simple,  
but it's not easy





Everybody loves agile



# Agile is NOT about

- Implementation
- Software
- Sprints
- Pure T&M
- ...or magic





# Manifesto for Agile Software Development

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

That is, while there is value in the items on the right, we value the items on the left more.



# Manifesto for Half-Arsed Agile Software Development

We have heard about new ways of developing software by paying consultants and reading Gartner reports. Through this we have been told to value:

**Individuals and interactions** over processes and tools

*and we have mandatory processes and tools to control how those individuals (we prefer the term "resources") interact*

**Working software** over comprehensive documentation

*as long as that software is comprehensively documented*

**Customer collaboration** over contract negotiation

*within the boundaries of strict contracts, of course, and subject to rigorous change control*

**Responding to change** over following a plan

*provided a detailed plan is in place to respond to the change, and it is followed precisely*

That is, while the items on the left sound nice in theory, we're an enterprise company, and there's no way we're letting go of the items on the right.



Trust

*Knowledge management*

Distributed  
in-house

*Traditional agile*

In-house  
team

Communication

*Challenges*

Vendor  
offshoring

Vendor  
co-location

*Procurement*








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Don't Sell Agile  
Sell The Benefits

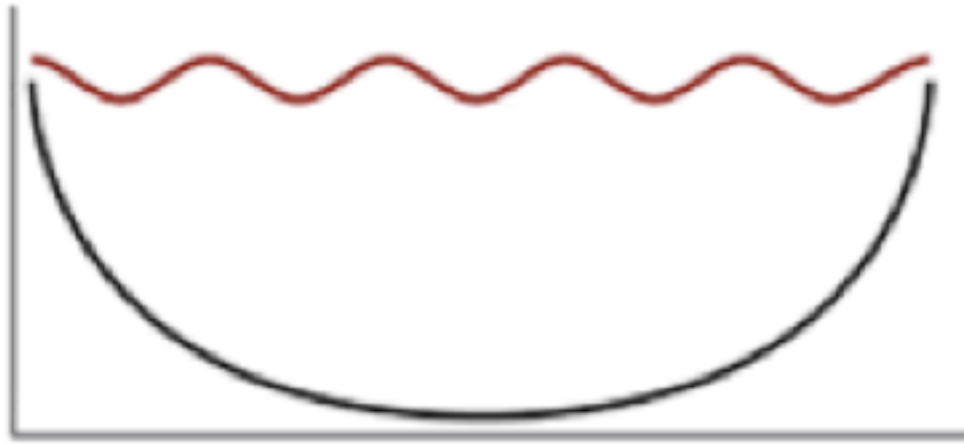




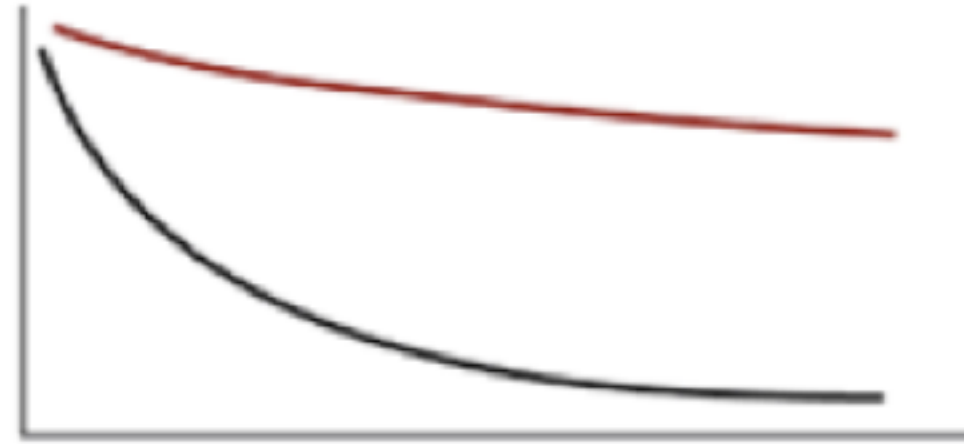
One upon a time...



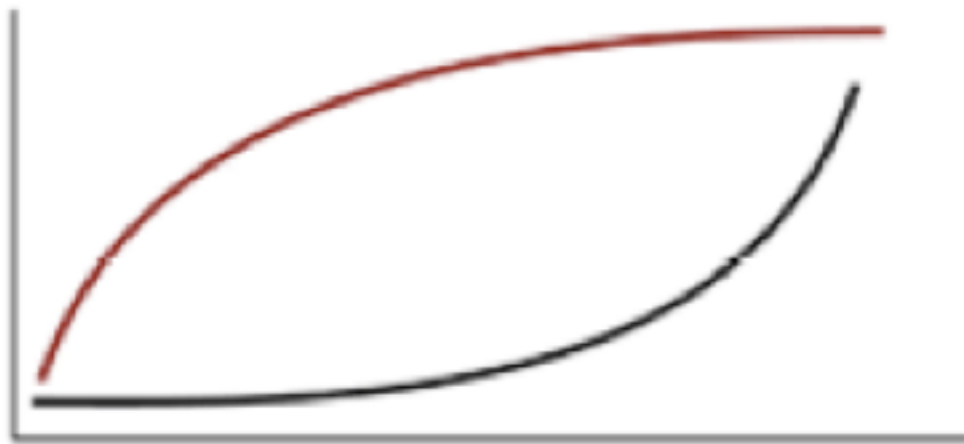
**VISIBILITY**



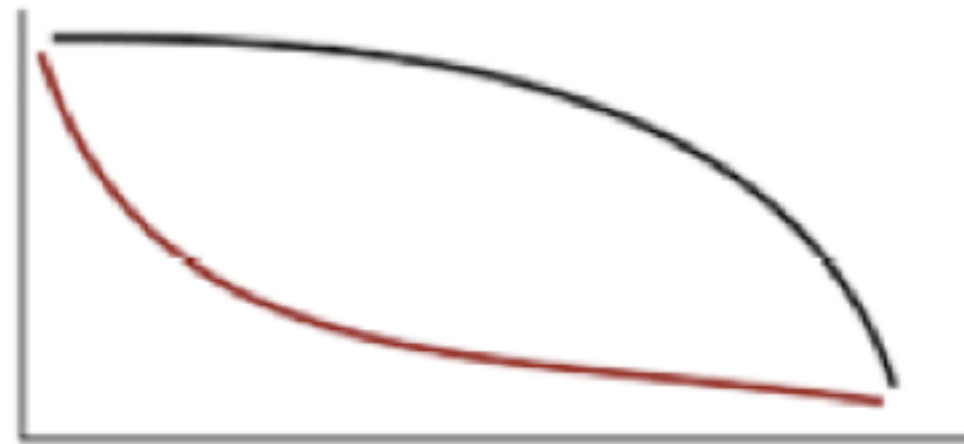
**ADAPTABILITY**



**BUSINESS VALUE**



**RISK**





# Case 1: Fixed scope

“Sure you can do agile, as long as you deliver the entire scope defined in the RFP within budget and on schedule.”





# Fixed Scope Vs Agile

	<b>Fixed bid</b>	<b>Agile</b>
<b>Project focus</b>	Check requirement boxes with minimum effort	Maximising business results and total cost of ownership
<b>Scope</b>	Fixed, expensive changes	Flexible, improved during a project
<b>Risk</b>	Hidden, trying to move it to the vendor	Transparent, parties share the risk







عيادة بون  
لأمراض النساء والأطفال والولادة والتشخيص بالصدى  
**CLINIQUE BOUNA**  
CLINIQUE DE GYNECOLOGIE ET OBSTETRIQUE  
Docteur FALL NDARY  
GYNECOLOGUE-OBSTETRICIEN  
GYNECOLOGIE  
ACCOUCHEMENT  
ECROGRAPHIE  
COELIOSCOPIE  
CHIRURGIE GYNECOLOGIQUE  
PEDIATRIE  
GIE ET ECHOGRAPHIE 24 H / 24 H  
: 664 16 41

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*Change Order*

40 YAMAHA

*Original Contract*



Create more value  
Manage the risk  
Lower TCO





# Case 2: No product owner

“We’ll deliver the documentation and visual mock-ups to you and will be on holidays while you’ll implement them.”







# One Team Model

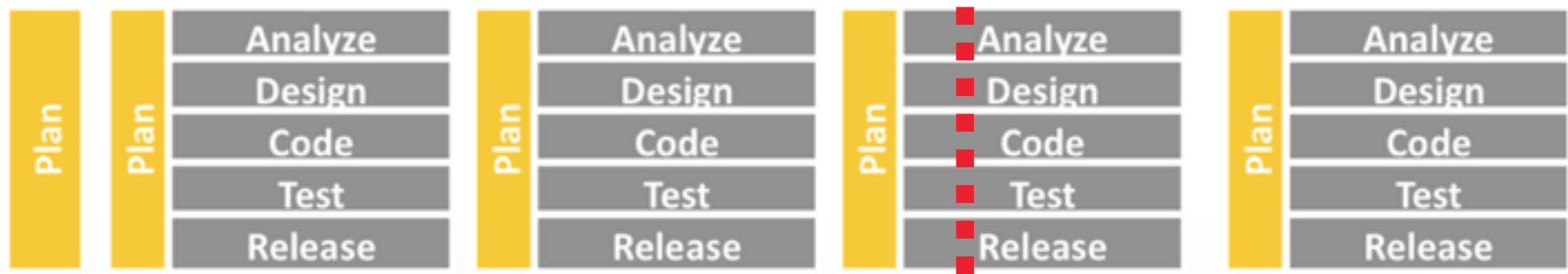




**Traditional  
(predictive)**  
Plan the whole project  
beforehand.



**Scrum (empirical)**  
Plan a little for the  
whole project and  
little in every sprint.



# Just In Time Planning





Lower risk  
Better quality  
Saving money



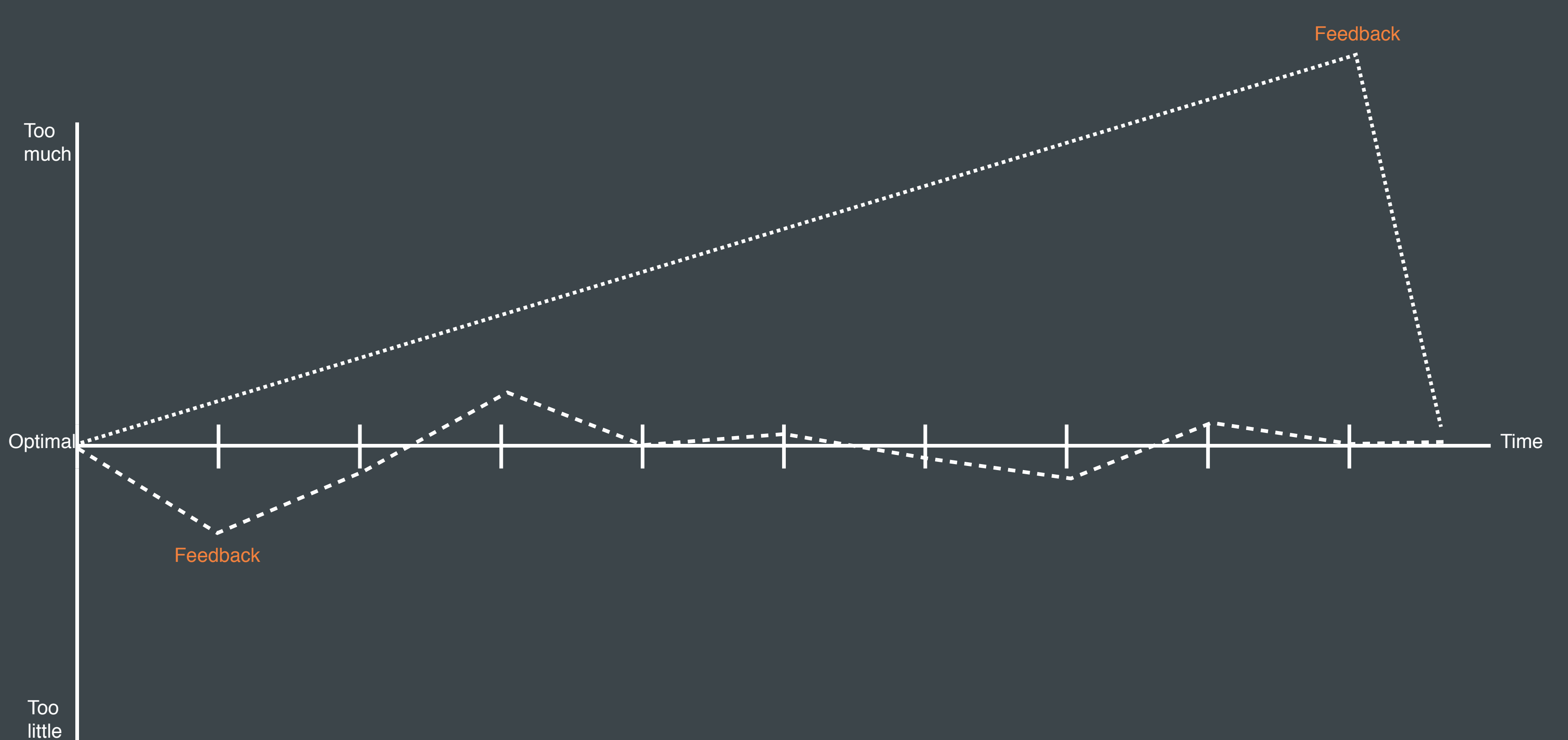


# Case 3: Delayed feedback

“We’ll do user acceptance testing before a big bang launch, at that point a list of defects will be provided.”







Feedback

Feedback

Time

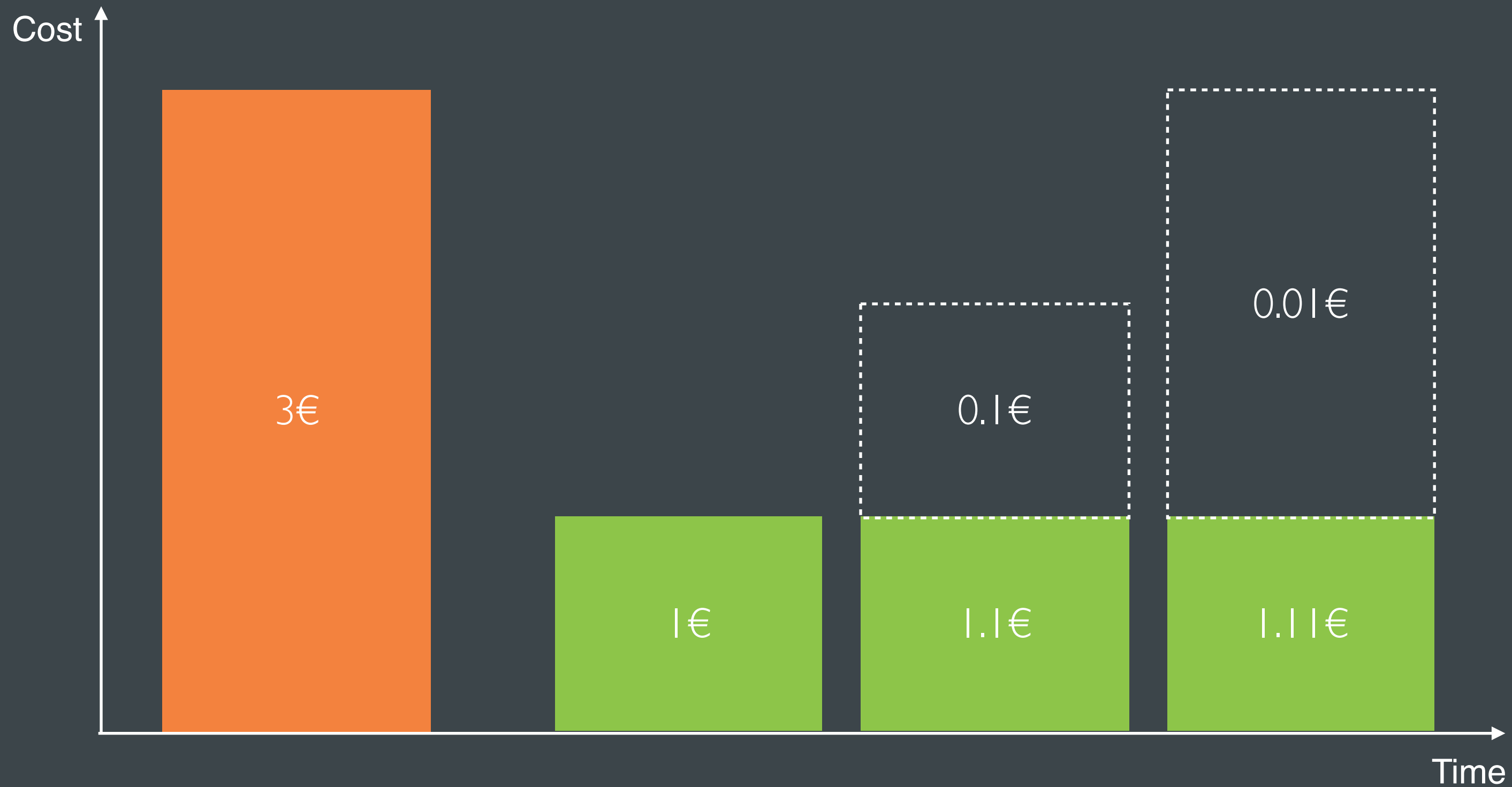
Too much

Optimal

Too little



# Three number lottery





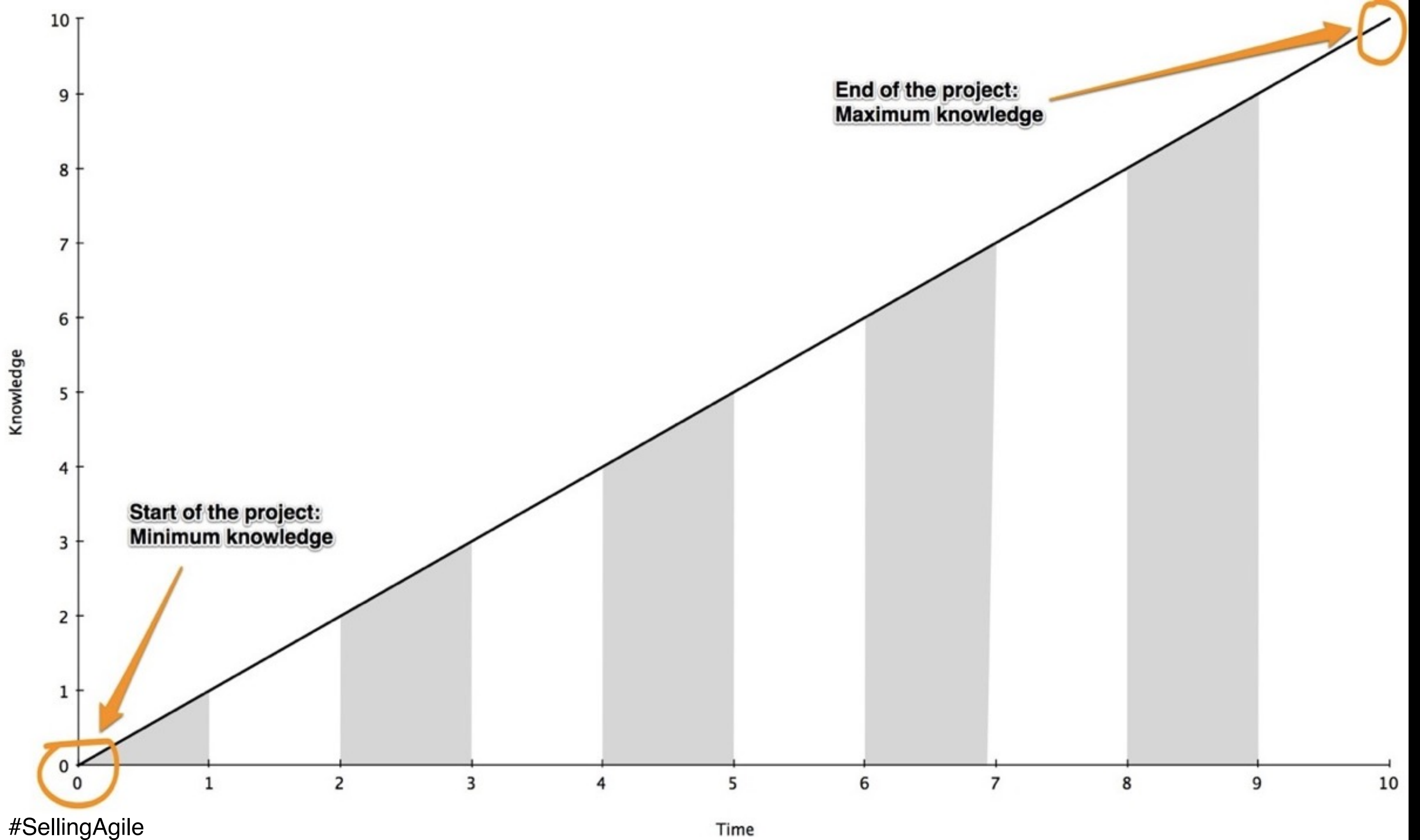
Real options  
Faster learning  
Cost effective

# Case 4: Design first

“Our marketing has to approve all the visuals of the product before it gets built.”









# Detail

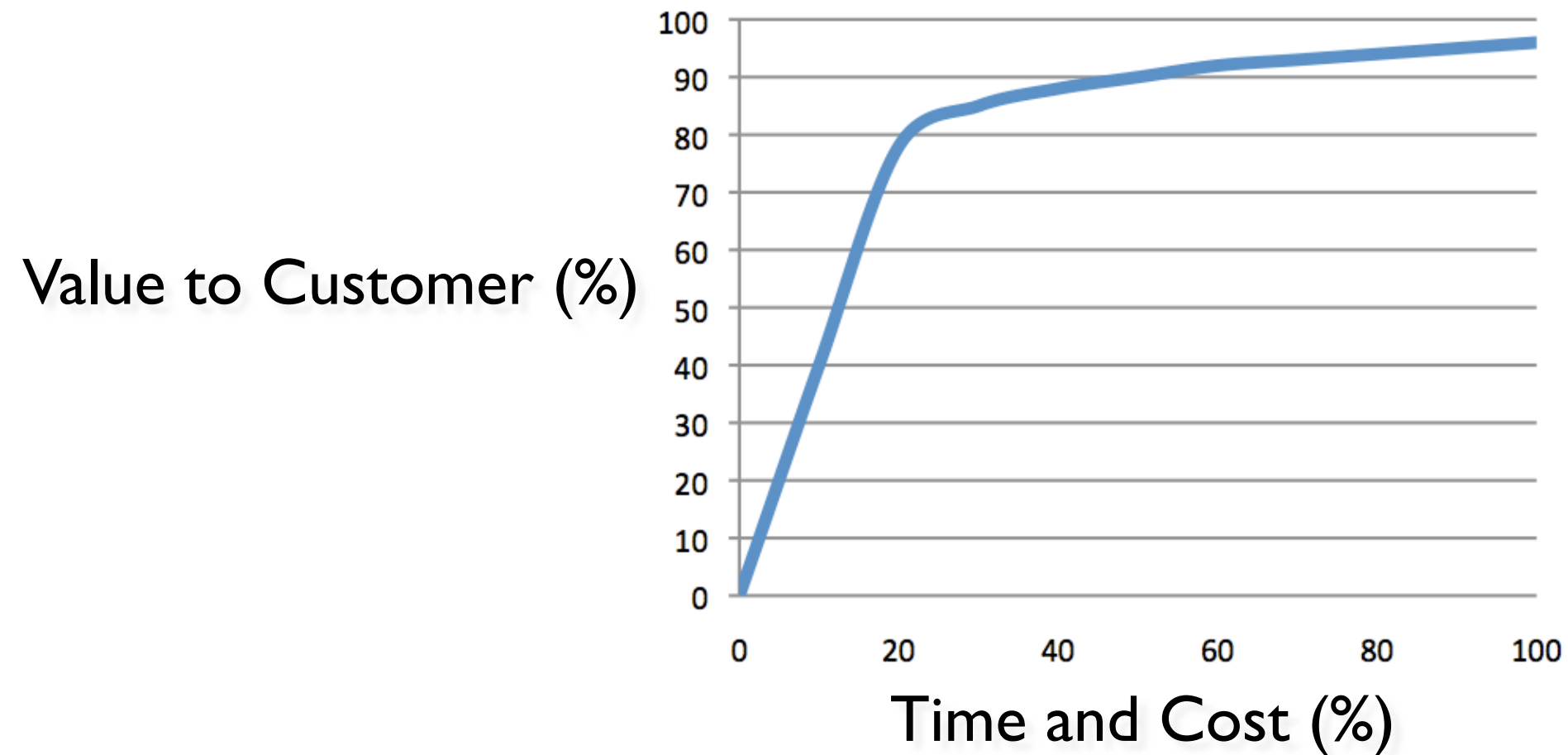
# I





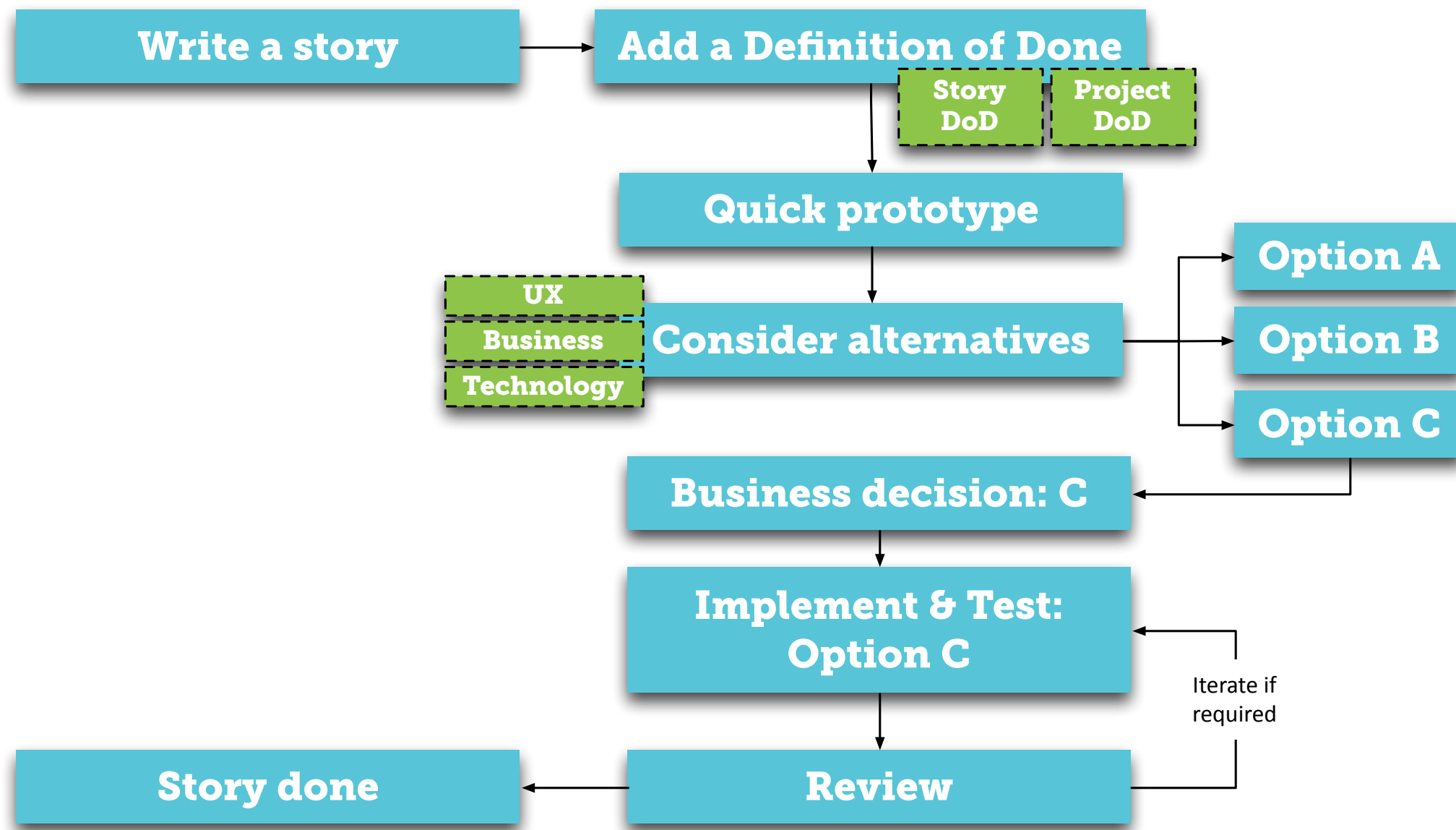
**“80% of results are often achieved with 20% of effort.”**

By regular prioritisation you will achieve the important goals faster.



# The Pareto Principle





# Prototype Driven Development





Improved product  
Much lower risk  
New ideas



# Case 5: Unfair relationship

“We expect you to carry the entire project risk, our contracts are designed for transferring the risk”





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# Win-Lose Relationships





# Pricing Models

## Contract

Target Price

Maximum Price

## Real Life

Scenario A: Ahead of Target

20% Bonus

Scenario B: Over Maximum Budget

40% Penalty





# T5 Contract Model





Sustainable relationships  
Better risk management  
Better quality of life

# What do you ask when looking for an agile vendor?



James Kutz

Director, Product Implementations  
NBCUniversal, Inc  
Agile advocate







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## Perttu Tolvanen

Web & CMS Expert, Partner  
North Patrol  
Professional CMS vendor evaluator











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What if...  
a customer still requires fixed everything

# Don't cave in

Solution	Effort	Outcome
Decline the RFP	Low	Business ok, nothing learned
Decline, explain why	Medium	Costs a bit, customer may learn something
Offer fixed scope, hope for the best	High	Cost overruns, angry customers, unhappy employees





...AND THEY LIVED HAPPILY EVER AFTER







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wunder<sup>TM</sup>







**WHAT DID YOU THINK?**

EVALUATE THIS SESSION - [LOSANGELES2015.DRUPAL.ORG/SCHEDULE](https://losangeles2015.drupal.org/schedule)

**THANK YOU!**