Agile Practices in Instructional Design

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Dr. Lisa D Anderson, PhD, CSM, CPO, my digital badges HCD, Digital Acumen digital transformation specialists

"Agility is key to thriving as we define the future . . ."

"How we adapt to change, continue to re-invent learning, training and development and collaborate in distributed new ways is what will carry us forward"

Whiteboard

What is the biggest challenge you're facing in learning today?

Whiteboard

Where is your organization on the Agile journey?



Agile thinking — description, primer or reminders

- Design thinking origins putting the learner and UX at the center
- Persona's how well do you know your audience
- Journey mapping defining the customer journey
- Agile framework key concepts
 - Time boxing
 - Sprint planning, Sprints, Standups what is what and why
 - Self-organizing teams consistent, small, stick together
 - Estimation T-shirt sizing, Story Points, Planning Poker
 - Palettes Kanban Boards, Product Backlog, Retrospectives, Burn Down charts
 - Roles Scrum Master, Product Owner

Scrum framework – smaller/lean teams, collaborative & iterative ways of working

Agile is easy but hard to put into practice (transformation)

Sprint Planning – primer basics

- 4 hours needed for 2 week Sprint
- 8 hours needed for a 4 week Sprint (1 month)

Occurs in 2 parts

1st Part - Product Backlog items – discussion with the Product Owner

- Team confirm items sets expectations
- **Sets goal** 1 sentence description of the outcome of the Sprint
 - Focused on the "shippable increment"
 - Remember Scrum teams are self-organizing and small the determine based on criteria what can be accomplished

2nd Part focused on how product backlog items are created

- No PO on calls
- SM is key

Output is define the goal and backlog items

Daily Sprint (it's Daily – 5 days / sometimes it can be 7 no exceptions)

- 15 minute time box anything else paused goes on backlog
 - That is why the role of the **Scrum Master** as a "facilitator" is critical
 - This is why projects are broken down into smaller chunks easier to manage and create "shippable increment"

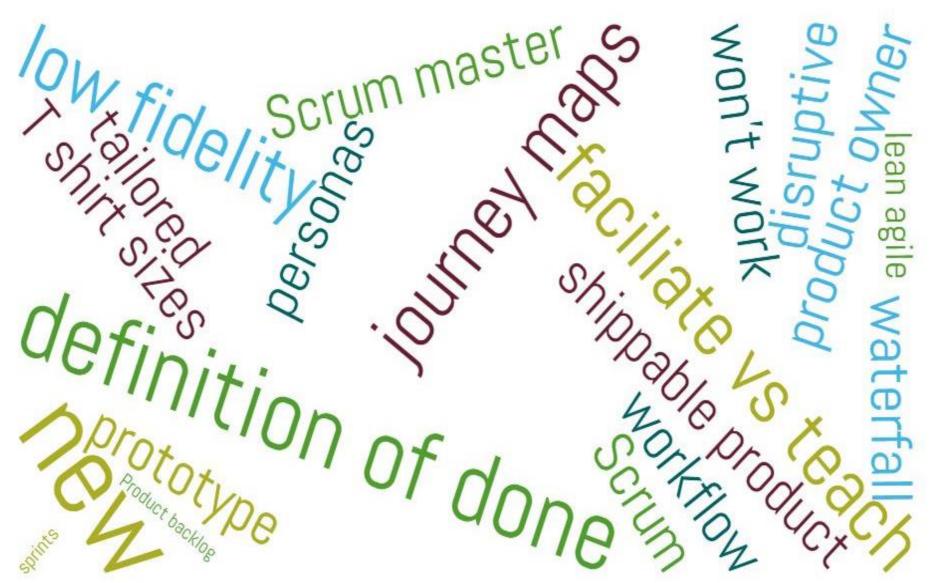
Daily Standup – quick round table

- Daily updates
- Progress
- - Done Doing Impediments

Agile principles in ID

- What is it?
- What's in it for me?
- Waterfall or?
- Consider a tailored Agile approach?
- Considerations for your workflow
- Working with your teams change management

Trend or here to stay?



Agile principles in ID – considerations

- Personas who is your audience what are their dynamics
- Journey mapping knowing the WIIFM day in the life "surround"
- Tailoring not every organization is ready for Agile or pure Agile knowing the appetite
- Visual Storyboards clients along for the design ride
- Prototyping
- Real time collaboration alignment with time zones or specialty skills
- Finding the right "lingo" that works
- Nimble staffing vs pure Agile vs roles and skills
- Distributed teams leverage global talent and cost efficiencies

Agile approaches to ID delivery

- What is it?
- What's in it for me?
- Waterfall or?
- Consider a tailored
 Agile approach
- Considerations for your workflow
- Working with your teams consulting tips
- Trend or here to stay?



Agile approaches in Delivery – what works & why

☐ Definition of done
☐ Team as self-regulating
☐ Determining the shippable increment
☐ Prototype engagement
☐ Managing the Product Backlog
☐ Real time development
☐ Scrum Master as facilitator vs instructor or teacher
☐ Visual Storyboards — clients along for the design ride
☐ Nimble – staffing vs pure Agile vs roles and skills
☐ Distributed teams - leverage global talent and cost efficiencies
☐ Speed to market

Let's see am example –

Agile in practice distributed – collaborative working pallet

Resources if this is new to you

If you are not a CSM or CSPO you can still get this free – register for the **subway map**

- https://www.agilealliance.org/agile101/subway-map-to-agile-practices/
- https://scrum.org