



GROWING TOGETHER IN THE AMERICAS

DIGITAL TRANSFORMATION CHALLENGE FOR
INTERNATIONALIZATION



Important announcements



Our next class
(Topic 4 Class 4) will
be on **Monday, June 6**



Please use the **Q&A session (questions and answers)** to ask questions.



Our next **Masterclass**
is on June 9th, so don't
miss it



The **chat** area is reserved for comments
you want to share. Remember that we
are reading you!



If you have any problems, please contact us
at: creciendojuntas@connectamericas.com



Remember that at the
ConnectAmericas Academy
in the Section Topic 4,
Class 3 this material is
available in English,
Spanish and Portuguese.



This is a learning environment, we
come to learn, to make mistakes, to
reflect, to change our minds, **and
everything is good!**

Marielena Lujano

Agile Coach/ Scrum master

She has extensive experience in educational and project management, having served in administrative positions in universities in Venezuela and Argentina.

Marielena is an enthusiast of technology and digital education, with a great willingness to learn and a "can do" attitude.

She is currently a digital transformation collaborator at EY.



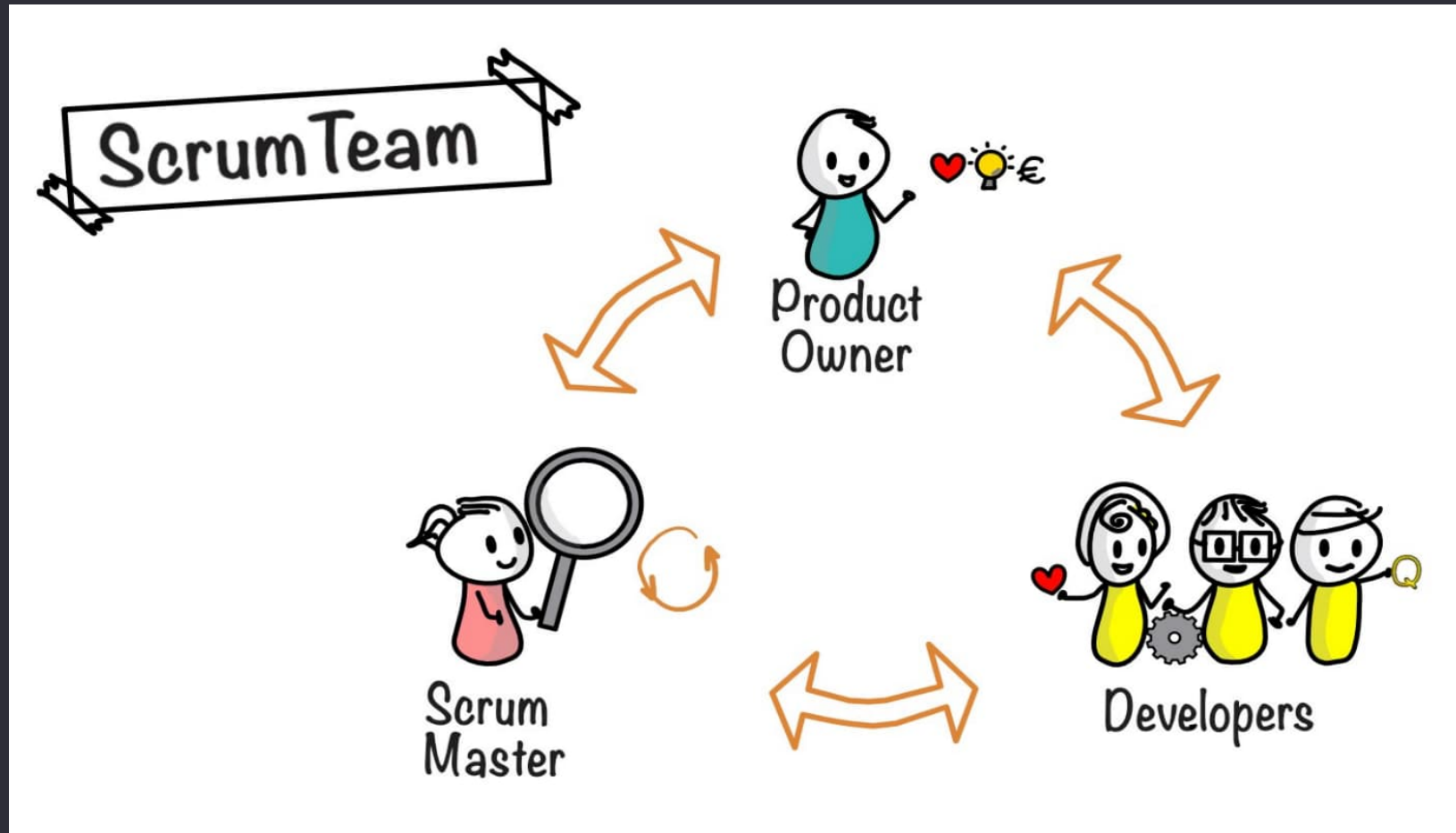
But what are Agile Methodologies?

It is an innovative way of working and organizing flows, that divide projects into parts, allowing to adapt on the go, complementing and solving processes in a short period of time.



SCRUM

It is a framework for agile project development, mainly used for software development but can now be used for all types of projects performed by the team.



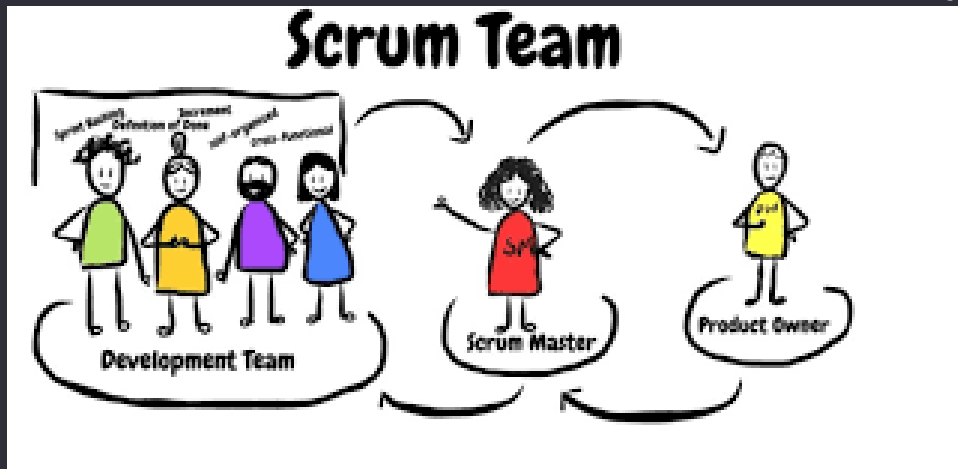


Scrum teams are characterized by being self-organizing and multi-functional:

Self-organized: They choose the best option to carry out their work, without any superior command or hierarchy influencing the team.

Multi-functional: The team has all the competencies and skills necessary to carry out the work without depending on other people who are not part of the team.

The reason it is designed this way is to optimize flexibility, creativity and productivity.



SCRUM Roles



Decide what to build and what not to build!



Collect and be clear about software requirements



Define good user stories



Set acceptance criteria for each user story



Sort and prioritize product backlog items



Define a minimum viable product



Agree with the rest of the team on a definition of DONE



Define the release plan



Validate deliveries (Sprint Review)

Responsibilities



PRODUCT OWNER



Daily meeting
(Optional participation)



Sprint Planning



Sprint Review



Sprint Retrospective

The product owner must not give orders to the computer.

The team should not work on requirements other than those that the Product Owner includes in the Backlog.



Be available and accessible to the team



Responsible for canceling the sprint if an unforeseen event occurs



Make sure the Product Backlog is visible to everyone



Make sure everyone understands the items in the backlog

The Product Owner must know the team's velocity, in order to estimate when the needs will be implemented in the product.

SCRUM – Development Team



The Development Team is made up of professionals who perform the work of delivering a potentially releasable "Done" Product Increment at the end of each Sprint.

The size of the development team should be 3 to 9 people.

If we develop software products, the development team may consist of experts in:

- ✓ Software Engineering
- ✓ Design
- ✓ Tests
- ✓ Software architecture
- ✓ Business Analysis
- ✓ And everything else that is required to get things done.

SCRUM Roles



Plan the implementation of Scrum together with the organization



Helps the organization understand which team interactions add value and which don't



Helps the product owner maximize business value



Helps the Product Owner understand agility



Teach the Product Owner to prioritize and manage the Product Backlog



Helps the team become self-organized and multifunctional



Solves possible impediments that arise during the Sprint



Makes sure there is a definition of DONE

Responsibilities



SCRUM MASTER



Daily meeting



Sprint Planning



Sprint Review



Sprint Retrospective

The Scrum Master ensures that the entire team understands Scrum and applies it correctly.



It helps that the possible improvements detected in the retro are carried out



Together with the development team, update the work in progress



Ensures and promotes good practices



Take courses to learn Scrum if needed



He is responsible for ensuring that scrum is followed.

SCRUM Values

Focus



Opening



Commitment



*Open to
change!*

Respect



Treat each
othe well

Courage

New
CHALLENGES



Let's get to work!



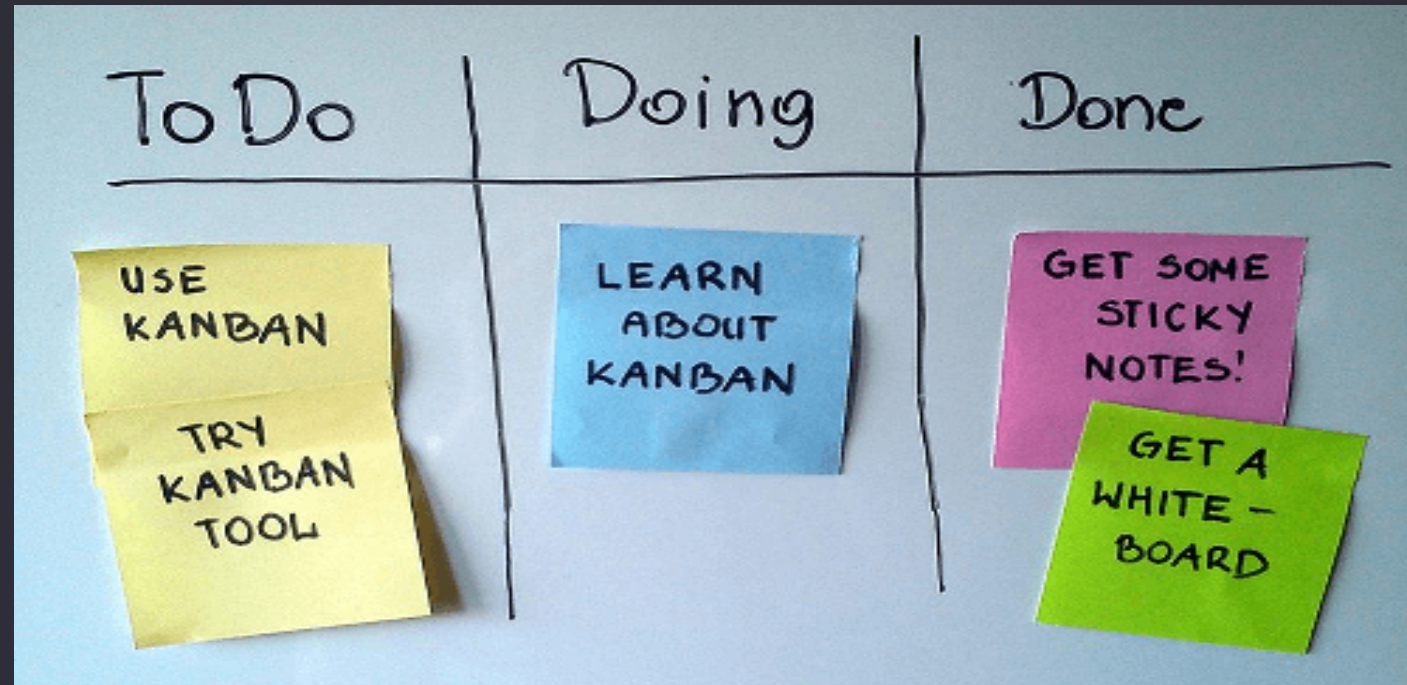
Is Mirabel (Encanto) a Scrum Master?



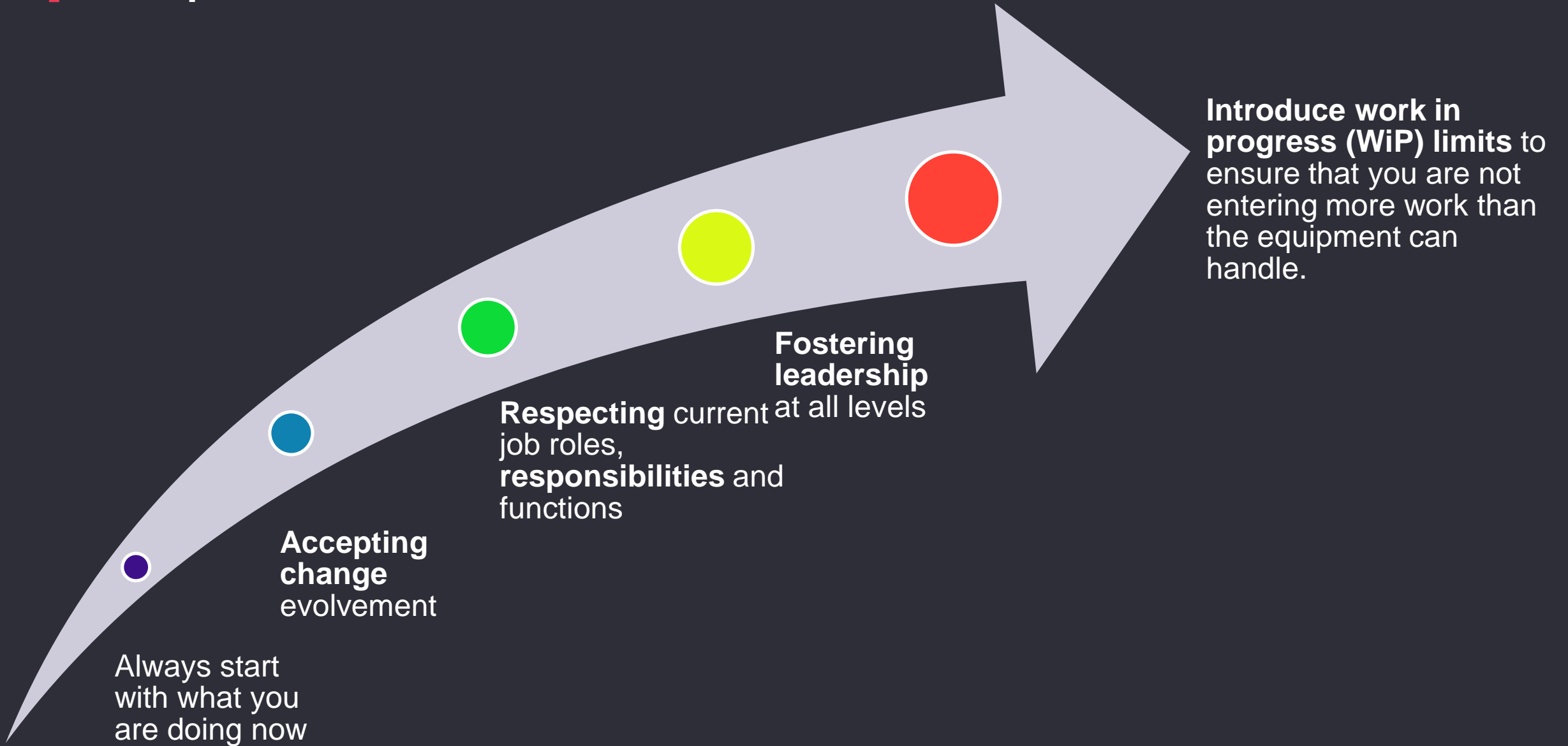
What is kanban methodology and how does it work?

The Kanban methodology is implemented by means of Kanban boards. It is a visual method of project management that allows teams to visualize their workflows and workload.

On a Kanban board, the work is displayed in a project in the form of a board organized by columns.



| Principles of Kanban



Ciclo de vida de las tareas en Kanban

1

Backlog

Tasks waiting to be picked up for prioritization, tasks that have multiple dependencies.

2

In Progress

Tasks that are currently being worked on, have an assigned responsible party

3

Testing

Tasks being tested (in functionality) or validated by the end user

4

Hecho

Completed tasks

| Benefits



Increased workflow
visibility



Improved delivery
speed



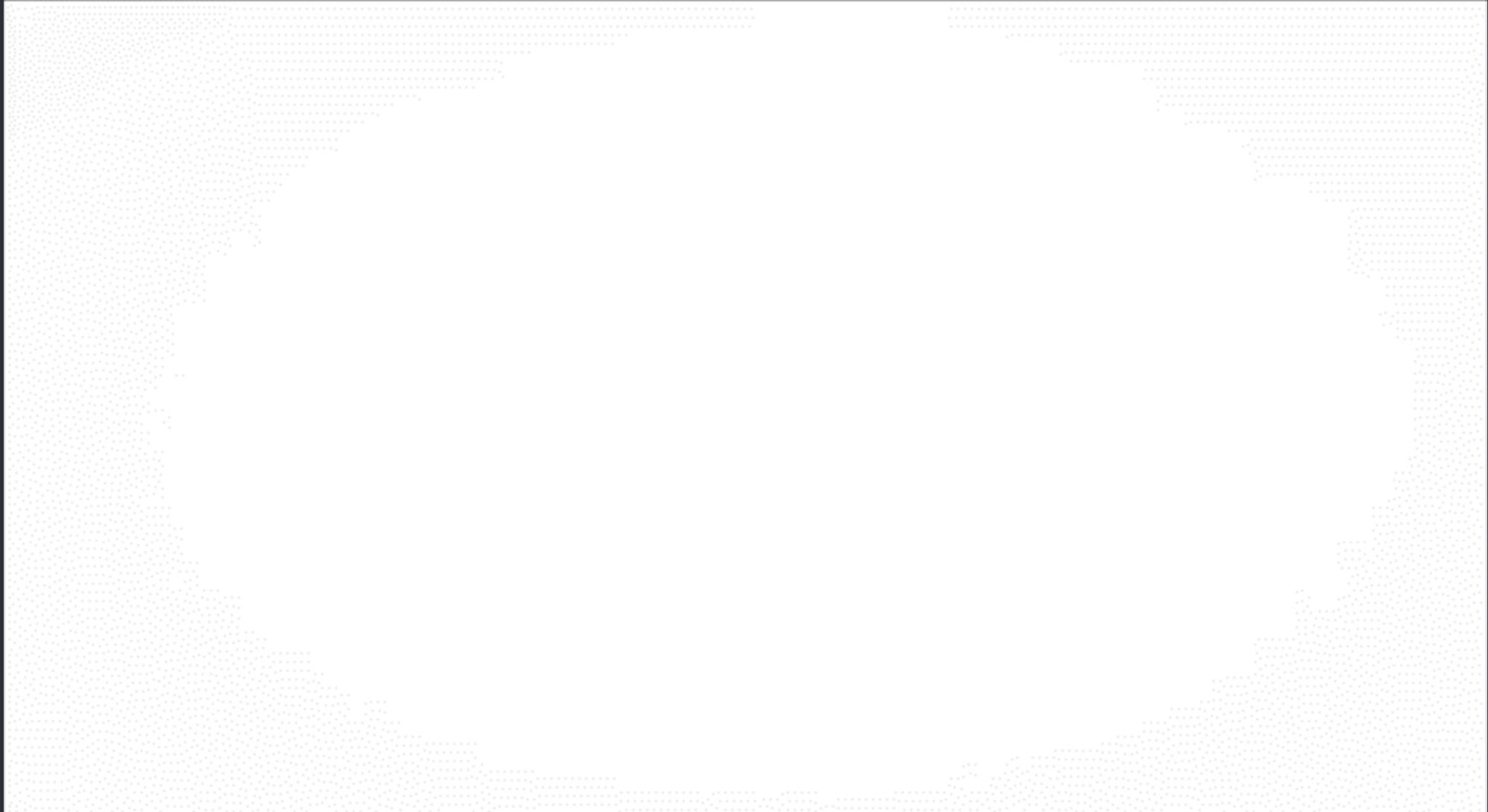
Alignment of business
objectives and
execution



Improved capacity to manage
dependencies and the scope of
work to be done

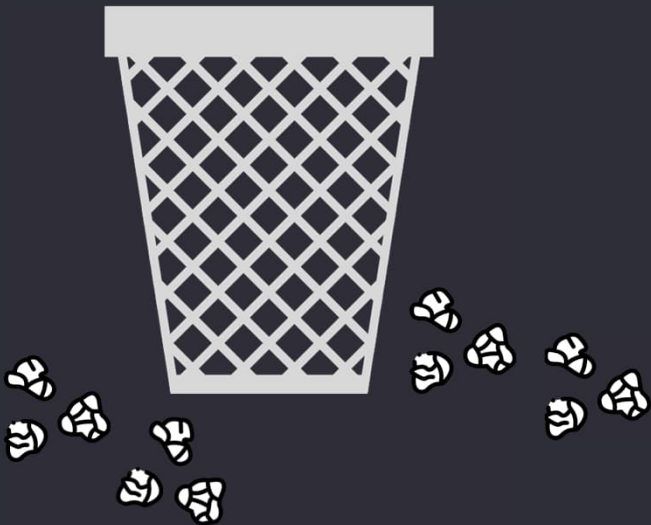


Increased customer
satisfaction



Organizational challenges of innovation

Building a culture of testing and learning



2/3 of the new ideas tested by Microsoft do not bring any of the expected benefits.



Only **10%** of Google's experiments were successful enough to bring business change.



Netflix has calculated that **90%** of what it tests turns out to be wrong.

Organizational challenges of innovation

Leading
without
deciding



Change of role, from "Head of Decision Making" to "**Head of Experimentation**".



The role of a leader, whether CEO or head of a small team, is to move from giving the right answers to **ask the right questions.**

Organizational challenges of innovation

Plan for failure,
adjust to it,
and celebrate it



Planning for failure means developing a process of **evaluation of each innovation initiative.**



Know when it's time to stop and move forward

Failure means new opportunities for innovation

1. Making mistakes (inexpensively and early on)
2. Learn from them
3. Share with others



Agility is summarized in two sentences:
"Collaborate to deliver value" and "Reflect to improve".



Q & A

Thank you!

See you next Tuesday



Please access the following link and give us your opinion on today's class:

<https://forms.office.com/r/zRZXPxBBUw>

Your opinion is very important to us.