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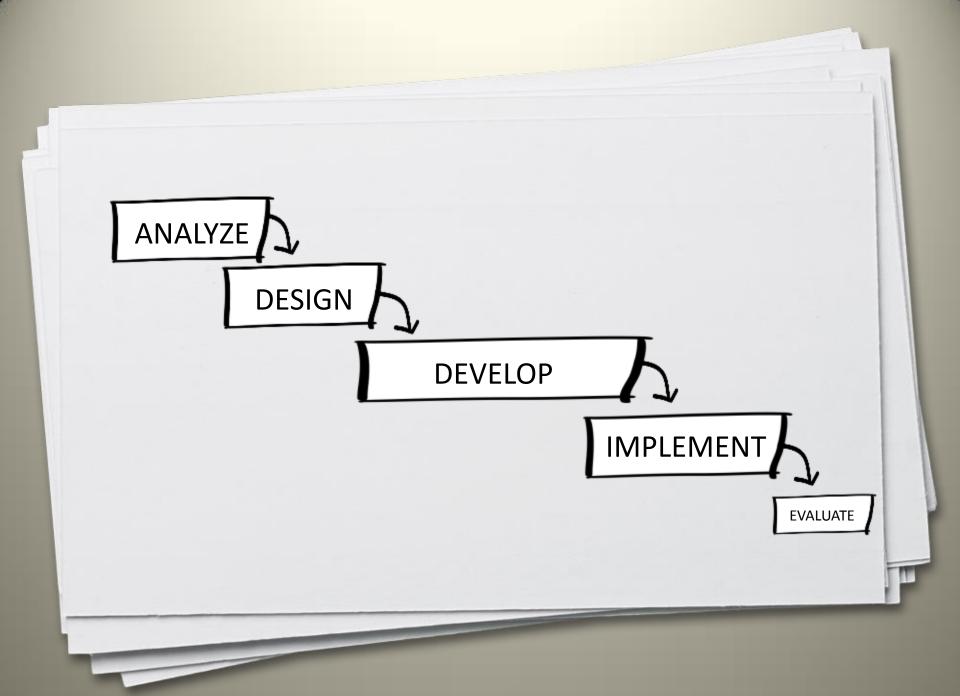


# "Do more of what works, and do less of what doesn't."

Kent Beck, author of Extreme Programming (XP) Explained



Projects need to keep up with an ever-increasing rate of change.

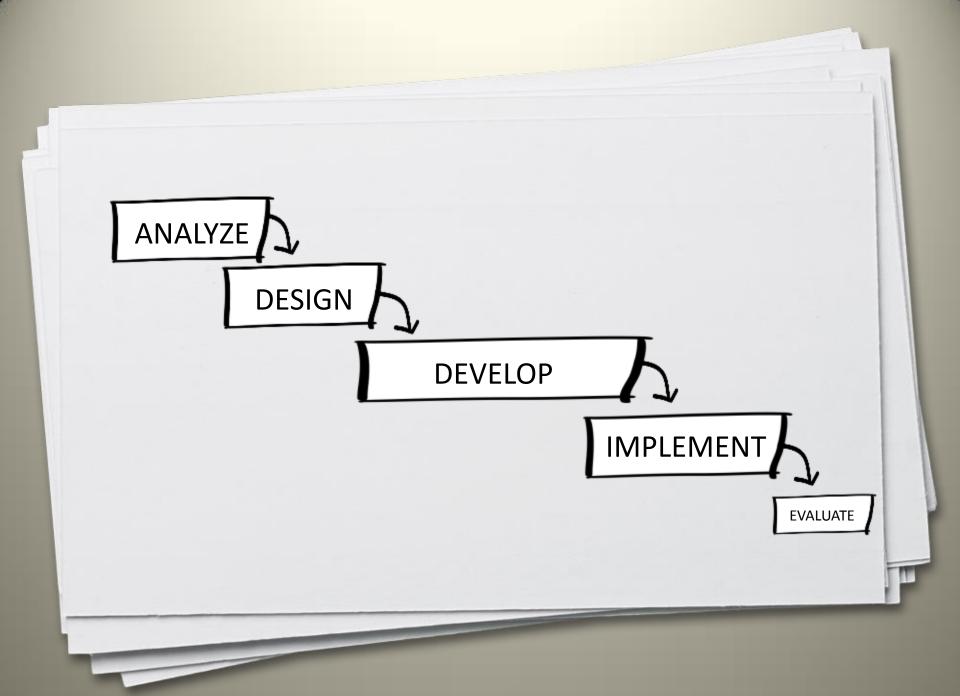


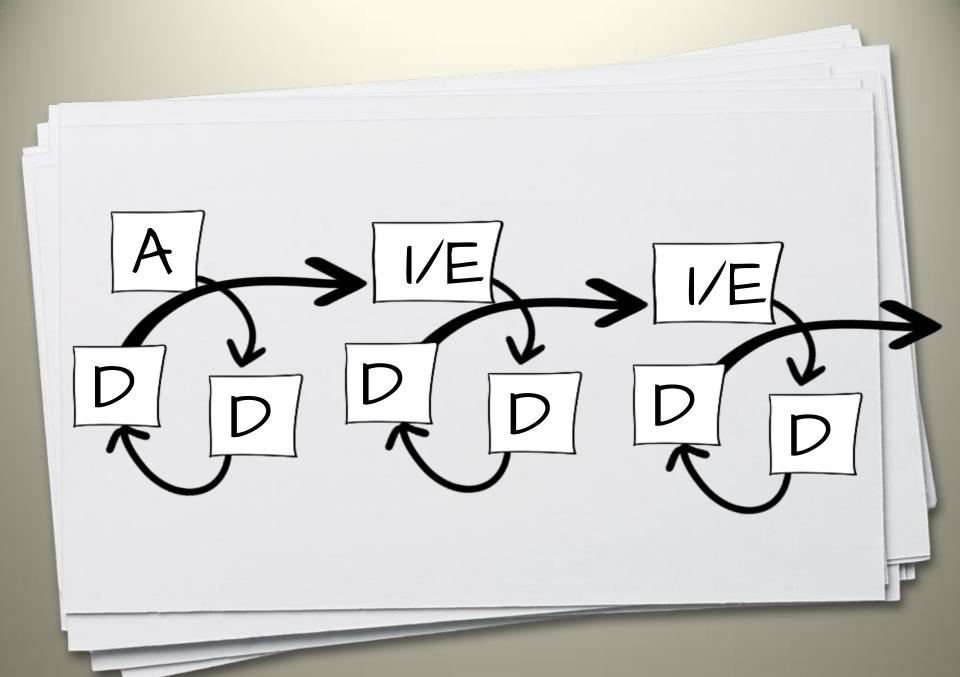
It's folly to assume that the client knows everything they want at the beginning of the project.

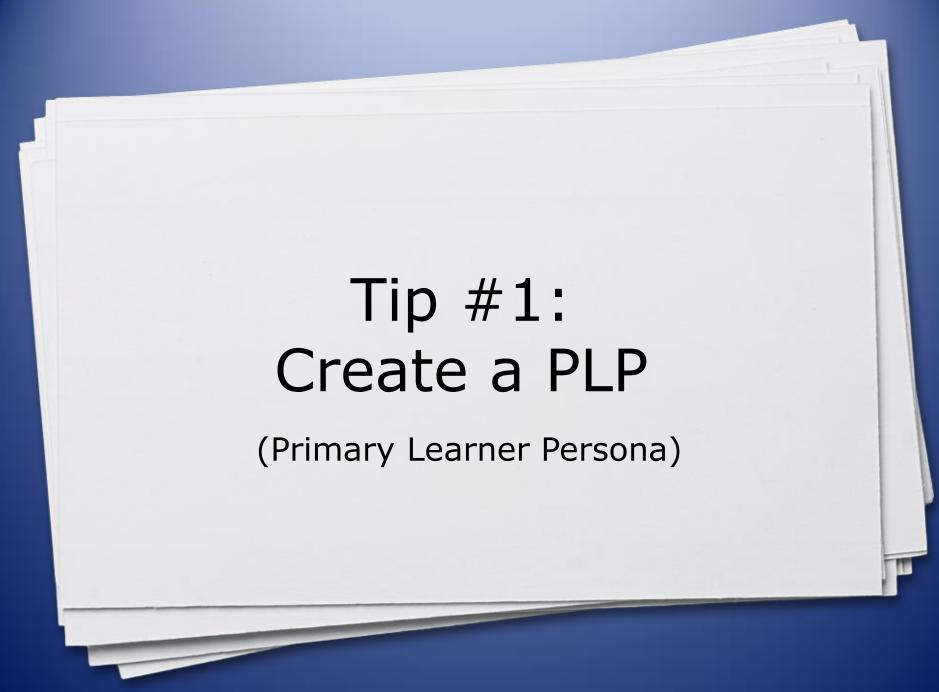
Any set of meaningful requirements is subject to change.

The first day of a project is the worst day to plan what the end product will be (and how much it will cost). If we do not come up with a brilliant idea that might change things mid-project, we're not fully engaged creatively.

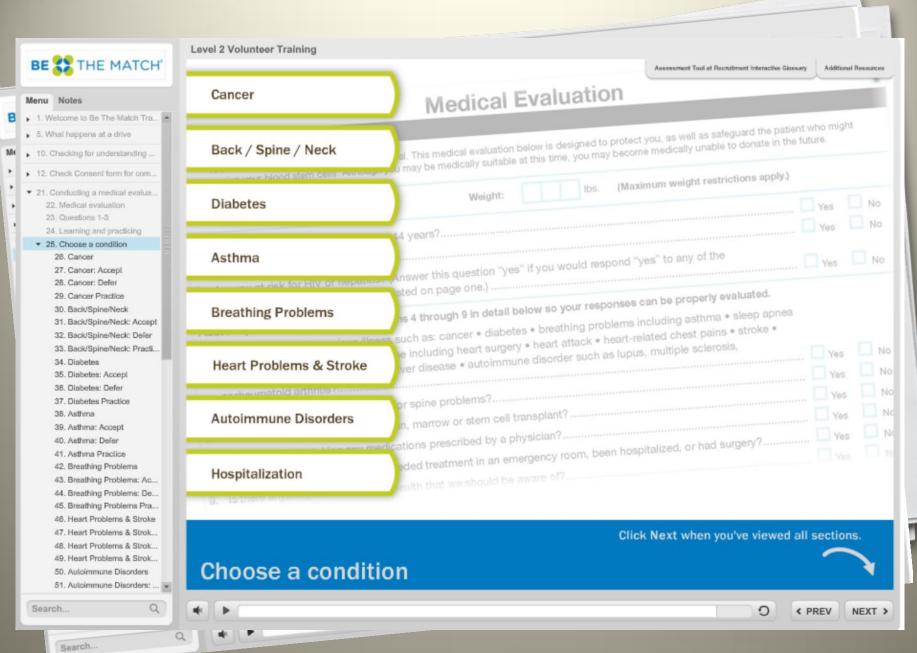
Every day you learn something new about the project you're working on.

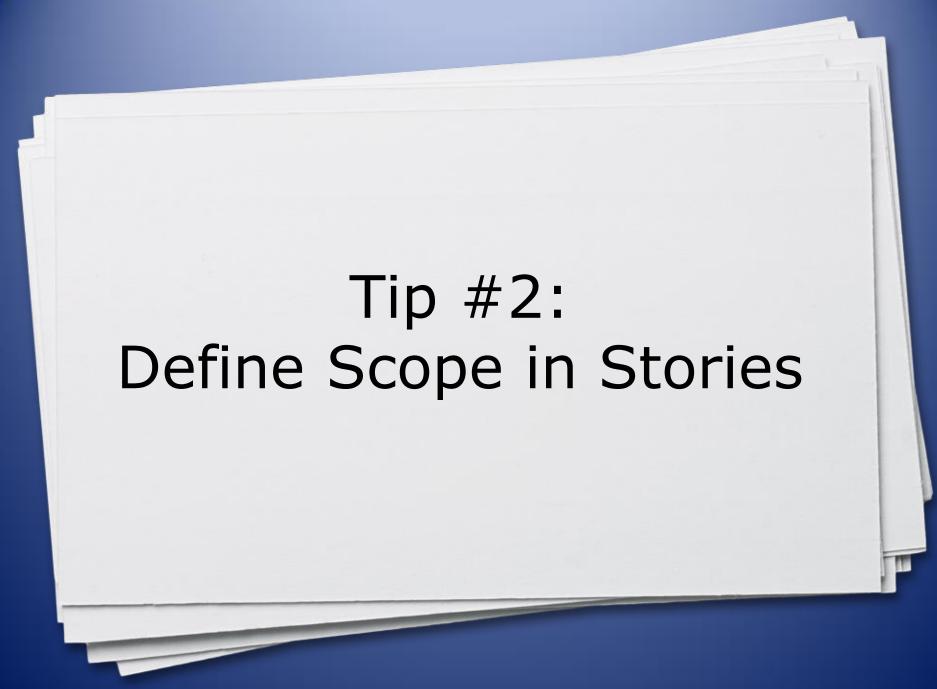




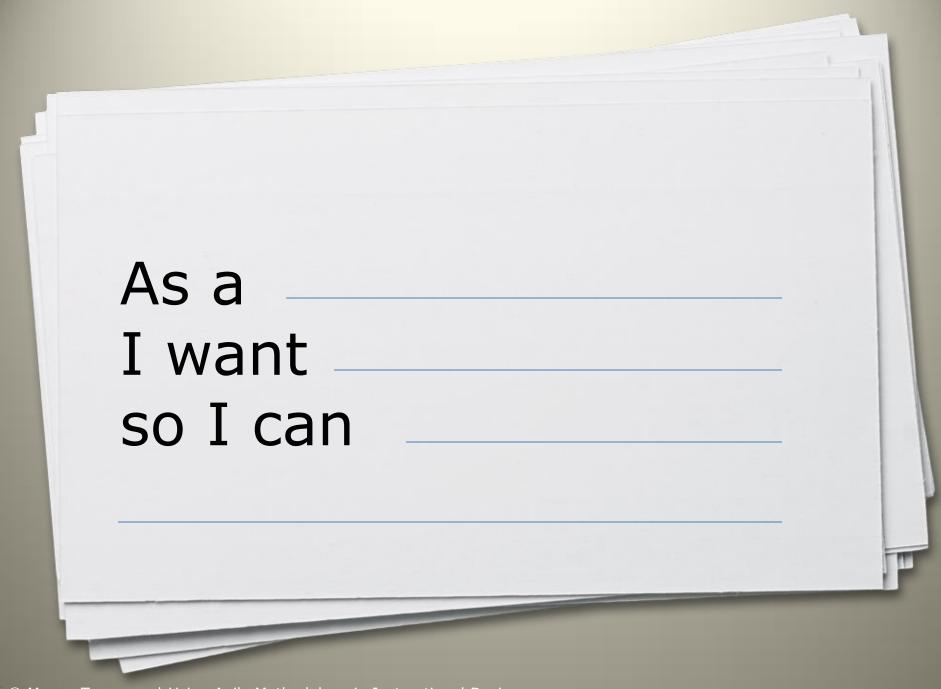




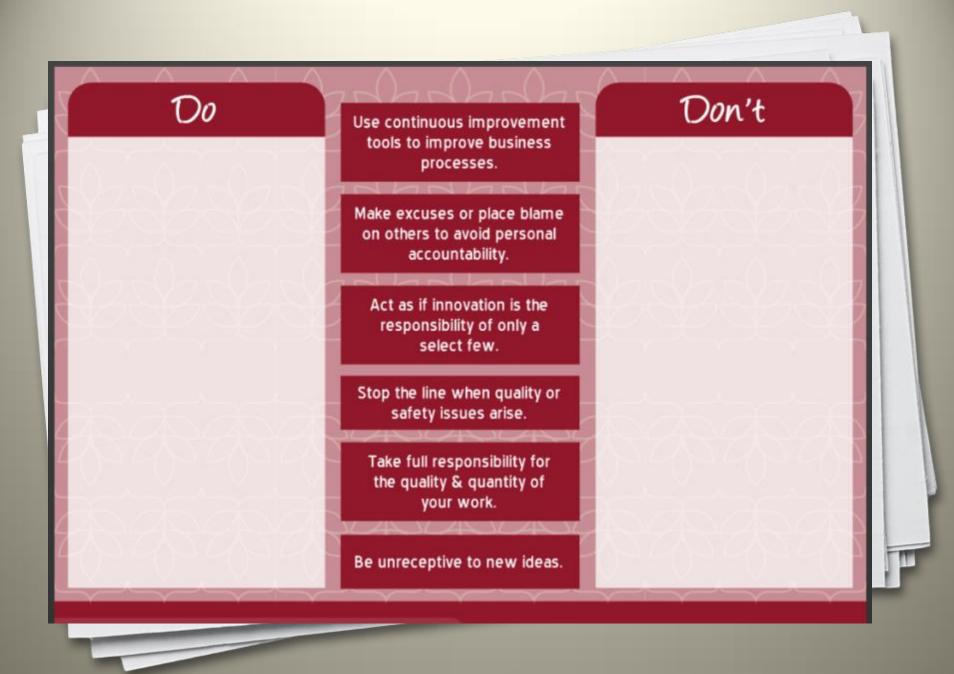




Stories capture business needs and performance outcomes in a format that's useful for planning & production.



As a new hire I want to know what behaviors are ok & what's not So that I don't accidentally offend someone



LLAMA: Use Cathy Moore's Action Mapping to define stories for Agile learning projects.

### Cathy Moore

LET'S SAVE THE WORLD FROM BORING TRAINING!

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#### **About Cathy Moore**

Cathy is an <u>internationally recognized</u> speaker and writer dedicated to saving the world from boring instruction. She's a passionate advocate for improving business performance by respecting and deeply challenging people.

"Cathy is an extraordinary force in the eLearning community."

- Allen Partridge, Adobe

Her advice and designs have been used by organizations that include Microsoft, Pfizer, the US Army, Barclays, and the US Department of the Interior. She has 29 years of experience in helping people improve their performance.

A fun speaker, Cathy has been invited to present her ideas for improving instructional design in the US, Australia, UK,

Argentina, and Brazil. She's also an in-demand webinar presenter with an irreverent style.

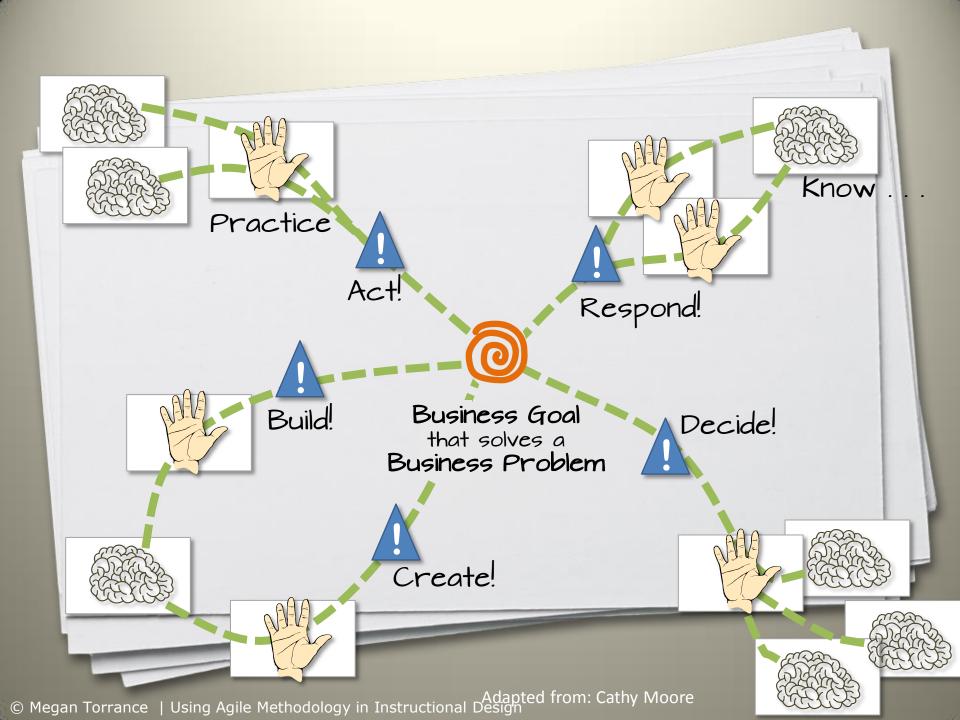
Cathy's writing and design have won awards, and she has served as a judge for awards in instructional design. Through her blog, she shares ideas with more than 11,000 international subscribers.

On this site, you'll get ideas that will help you develop action-packed learning materials for working adults. It's written by Cathy Moore.

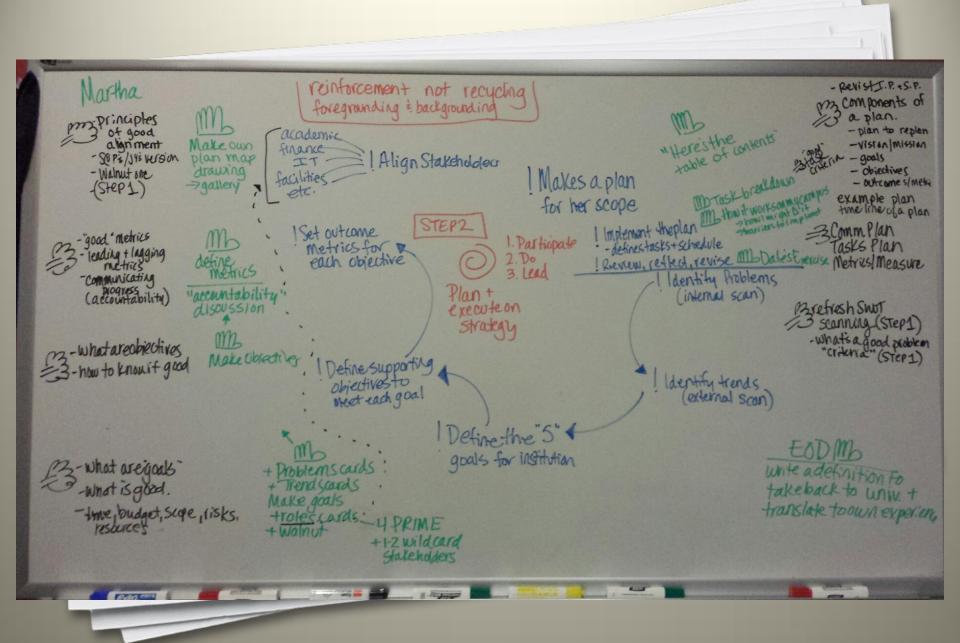


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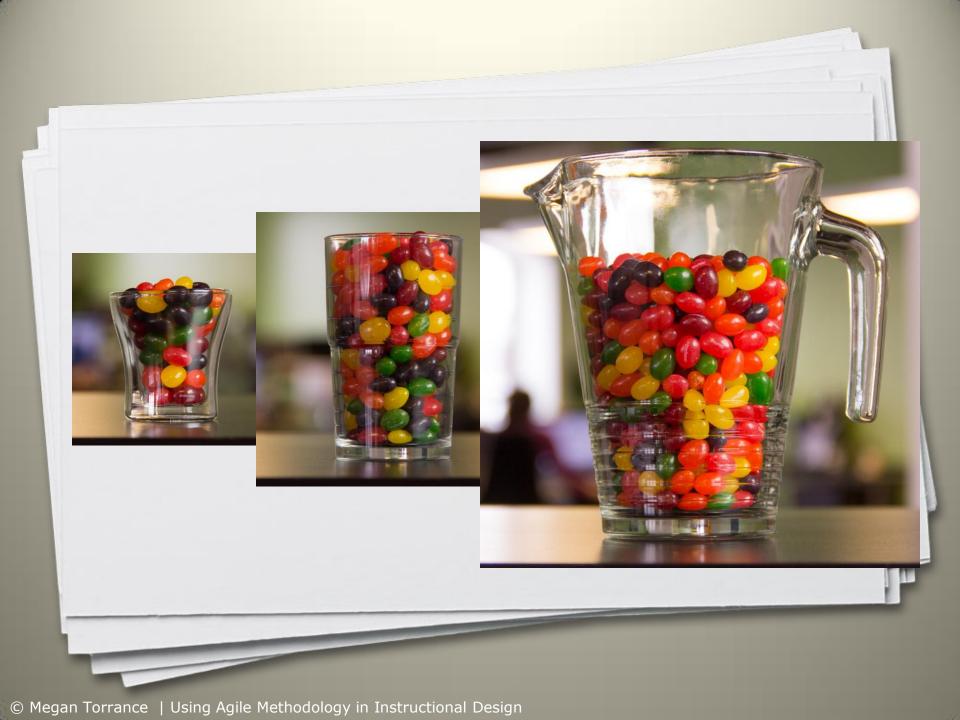






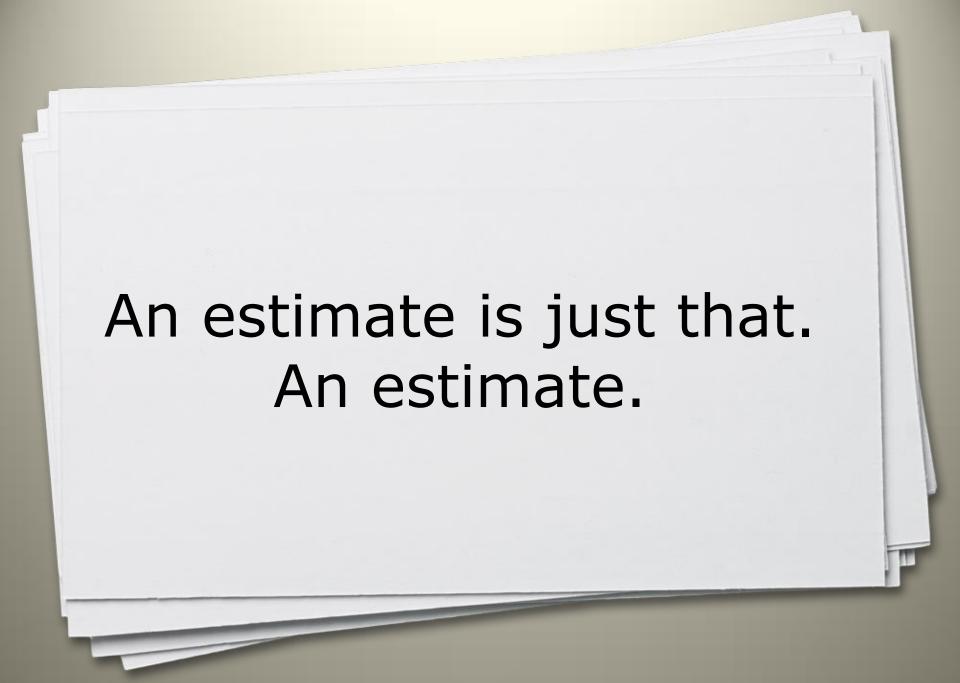
## Tip #3: Estimate the work in small batches

And do so fearlessly



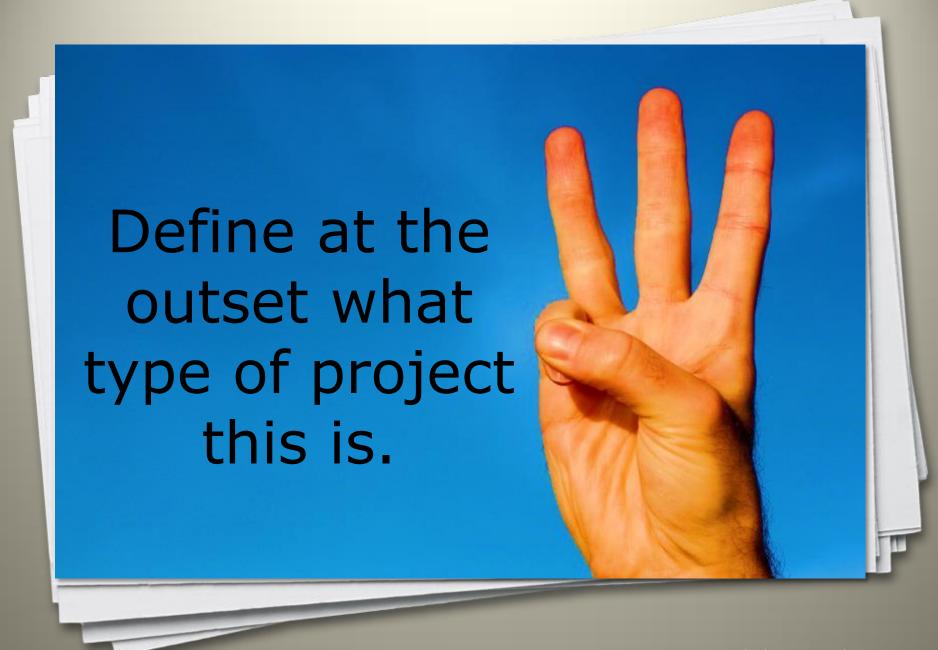
## Rules for Estimating:

Estimate based on what you think it will take to do the work, with no padding.





Define at the outset what type of project this is.



Organize the project overall in terms of (bi)weekly goals on a big, visible board.

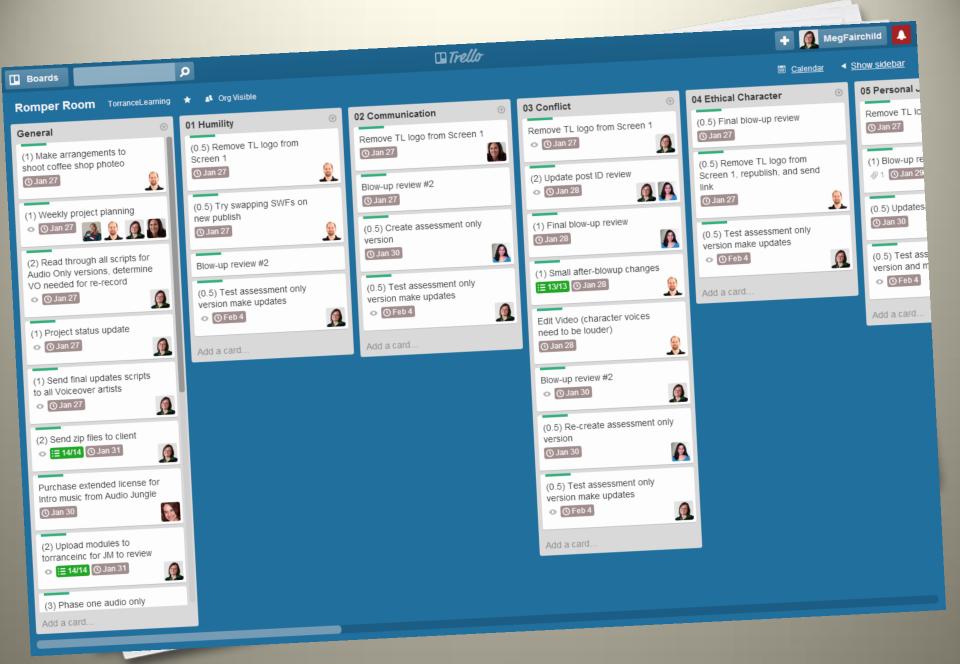


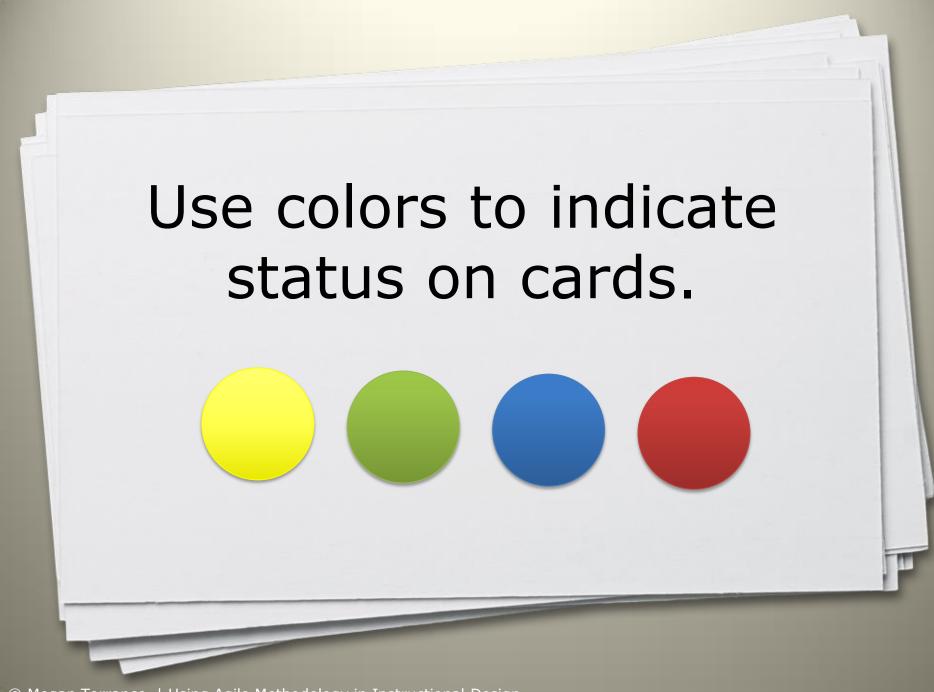










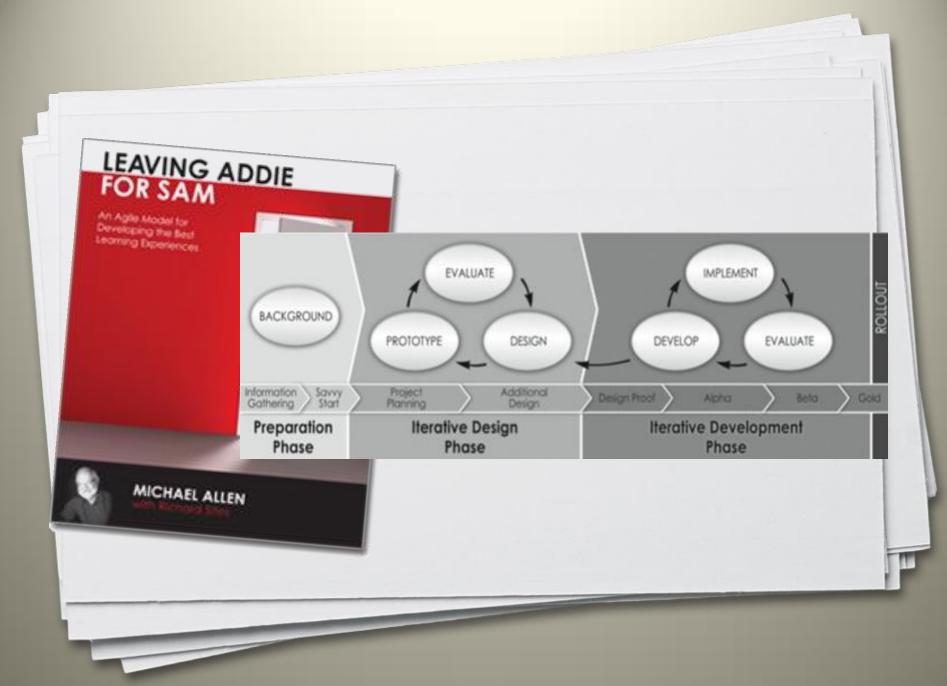


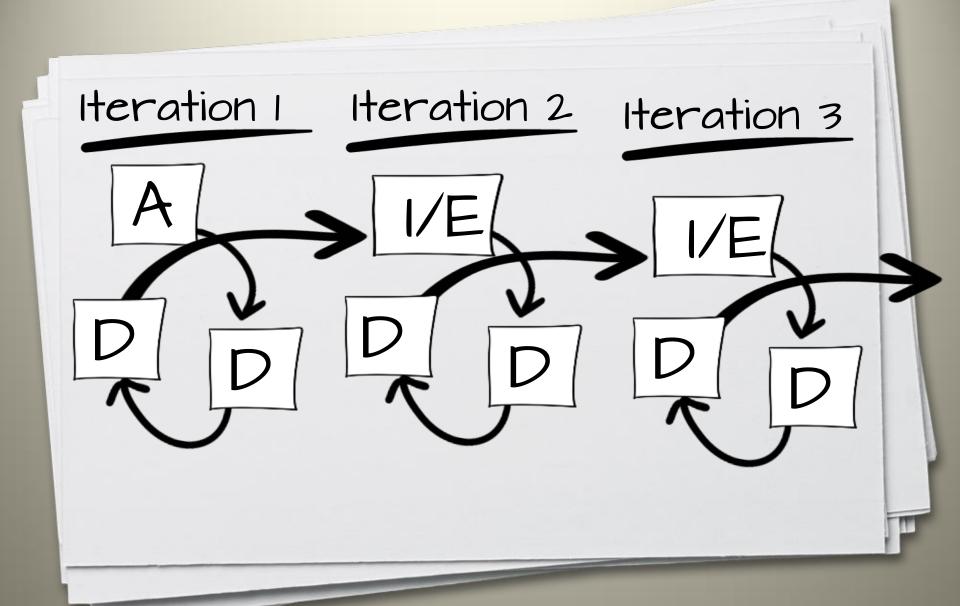
## Tip #5: Plan for Iterative Experiments

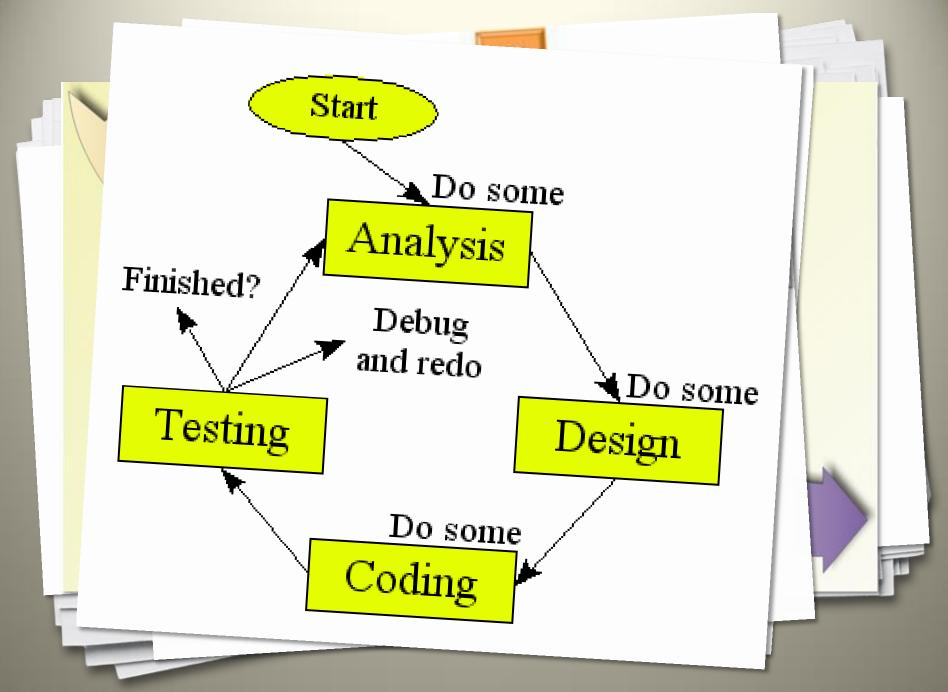
Lather, Rinse, Repeat.

## Make small mistakes faster. Skip the big mistakes.

Agile Explained, Menlo Innovations









You always have something usable.

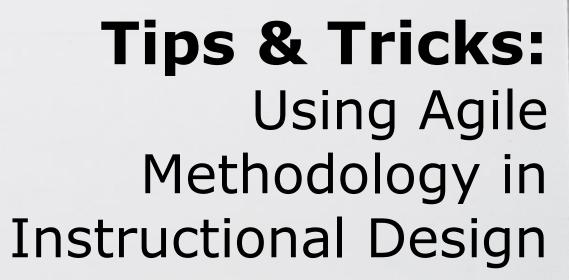
You catch errors early.

Why?

You don't get too far off track.

It's easier to estimate.

It's psychologically way more satisfying.





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td.org/agilellama.

