

Agenda

- Introduction to presenters and the Workshop
 - 14:30 - 15:00
- So, Juan, tell me about this CMMI thingy?
 - 15:00 - 15:45
- All right, Matt what is Agile?
 - 15:45 - 16:15
- Break
 - 16:15 - 16:30
- Outline the game
 - 16:30 - 17:00
- Mixing or Selecting Workshop
 - 17:00 - 17:30
- Discuss strategies & Wrap-up
 - 17:30 - 18:00

Agenda

- Outline of the game
 - Establish team personas and pick roles [3 min]
 - Director of Development (Team moderator)
 - Process Leader (Change Management Lead)
 - QA Manager
 - Technical Lead(s)
 - PMO Representative(s)
 - Understand the Corporate Bio [8 min]
 - Highlight primary objectives (secondary ones will be shifted to next process improvement cycle)
 - Develop group consensus on the Corporate Goal [2 min]
 - Create “elevator pitch” for the Strategy and 1 Wish [17 min]
 - To be given by the Director of Development to the Board this afternoon

Outcomes

- Setup strategy to achieve board goals
- Setup contingency plans (backup)
- Main risks
 - Risk mitigations
- Single wish....
 - What is the most critical success factor you feel you need to be successful in your mission
 - e.g. Money no constraint