



Tathagat Varma, Founder, Thought Leadership

# HR Role in Agile



# 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.

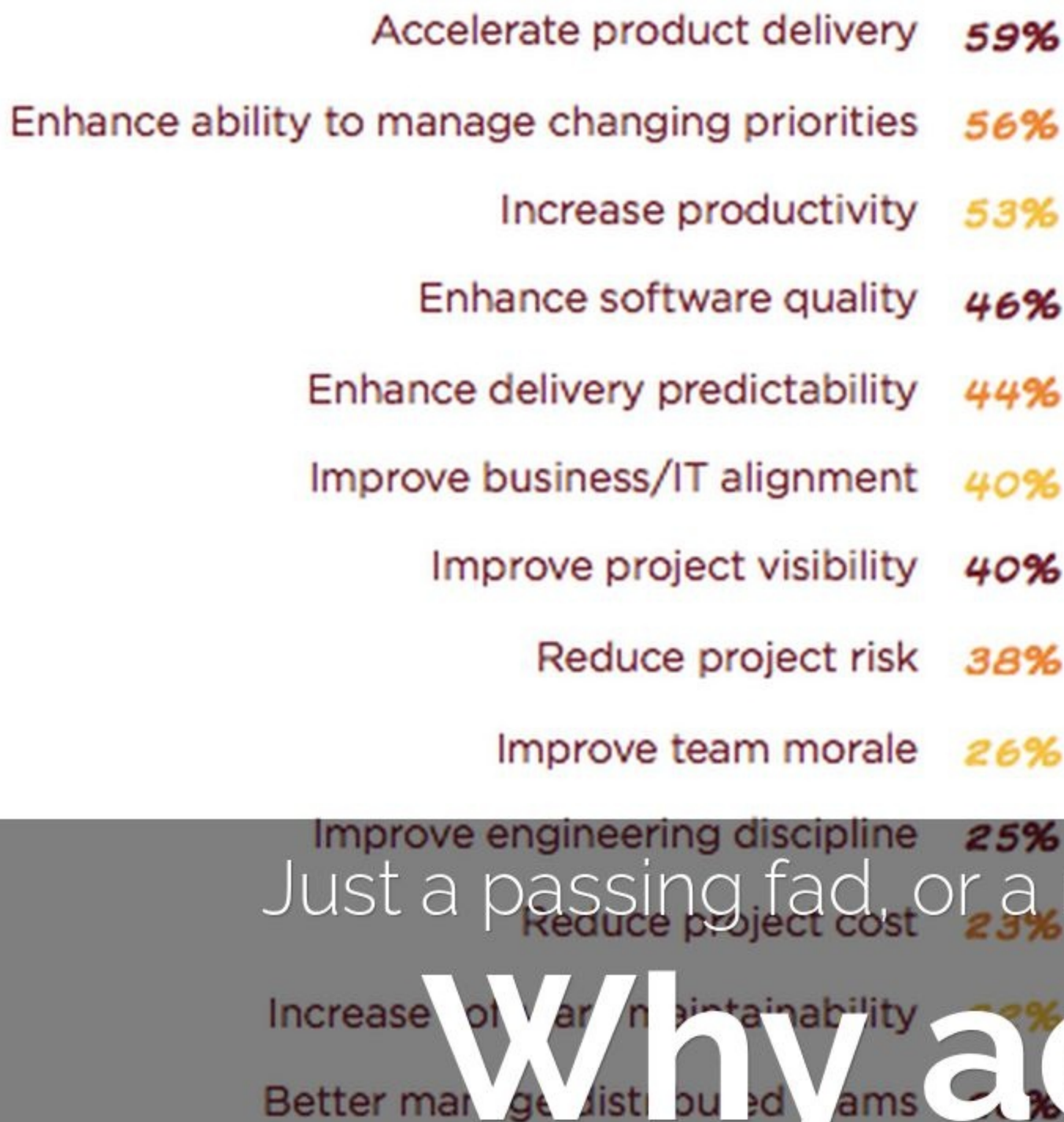
Kent Beck  
Mike Beedle  
Arie van Bennekum  
Alistair Cockburn  
Ward Cunningham  
Martin Fowler

James Grenning  
Jim Highsmith  
Andrew Hunt  
Ron Jeffries  
Jon Kern  
Brian Marick

Robert C. Martin  
Steve Mellor  
Ken Schwaber  
Jeff Sutherland  
Dave Thomas

<http://agilemanifesto.org>, 2001

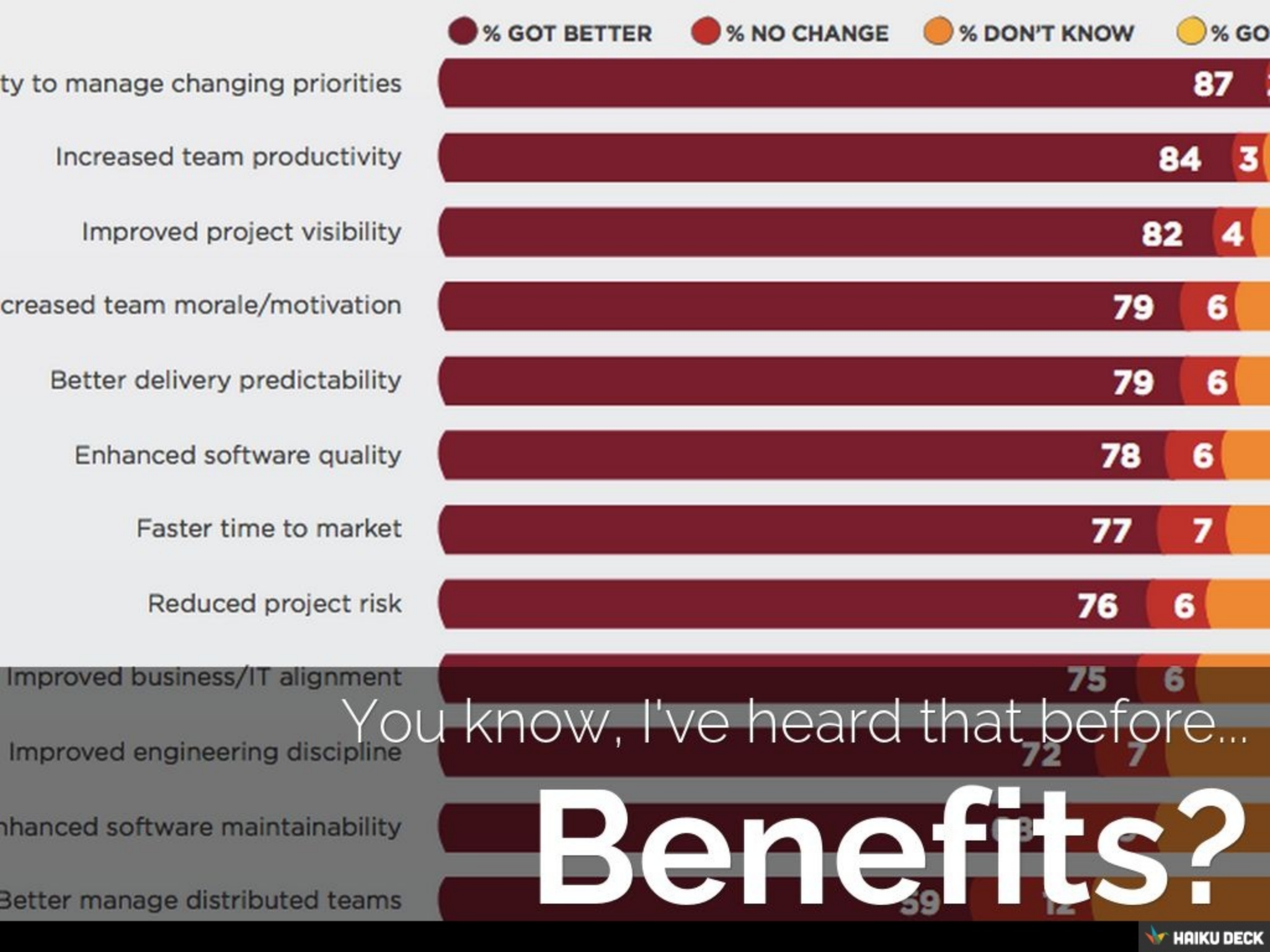
# Agile Manifesto



Just a passing fad, or a real change?

# Why agile?





## BARRIERS TO FURTHER AGILE ADOPTION

At the agile initiative level, respondents cited organizational culture or a general resistance to change as their biggest barriers to further agile adoption, followed by not having the right skill set.

\*Respondents were able to make multiple selections.



So, why isn't everyone doing it?

# Barriers?

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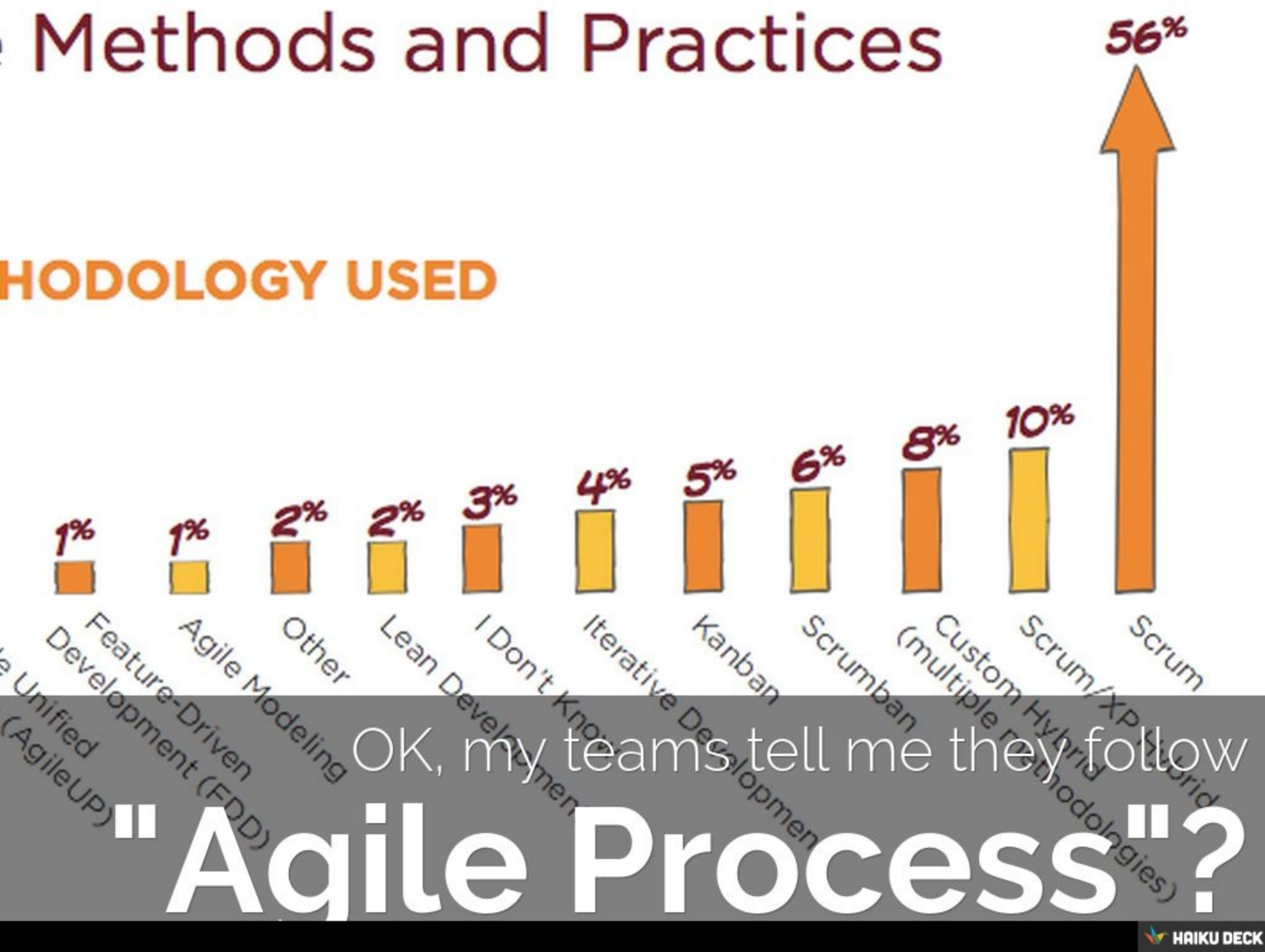
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# Methods and Practices

## METHODOLOGY USED



## The Agile: Scrum Framework at a glance

Inputs from Executives,  
Team, Stakeholders,  
Customers, Users



So, what is this

# "Scrum"?



Sounds like just a bunch of

# New 'titles'?



## THE SCRUM ROLES MAINTAIN A BALANCE OF POWER



Old wine in new bottle...

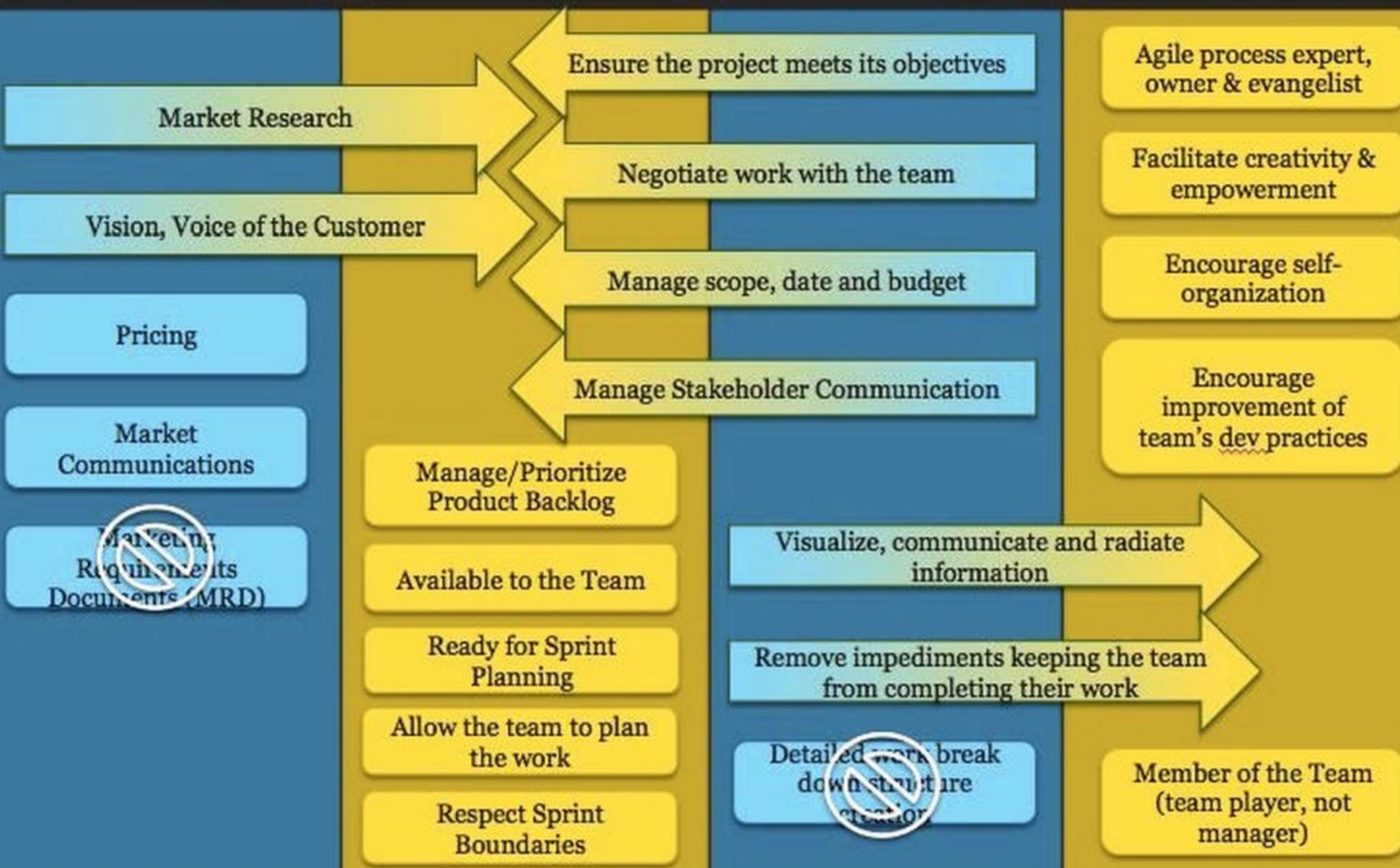
# Really?

## Product Manager

## Product Owner

## Project Manager

## Scrum Master






# Implications

- Individuals
- Teams
- Leaders
- HR Processes

# Individuals

- Agile Mindset
- T-shaped





## Two mindsets Fixed vs. Agile

Ability – static, like height

Goal - look good

Challenge - avoid

Failure - defines your identity

Effort - for those with no  
talent

Reaction to challenge -  
helplessness

Ability – can grow, like muscle

Goal - to learn

Challenge - embrace

Failure – provides information

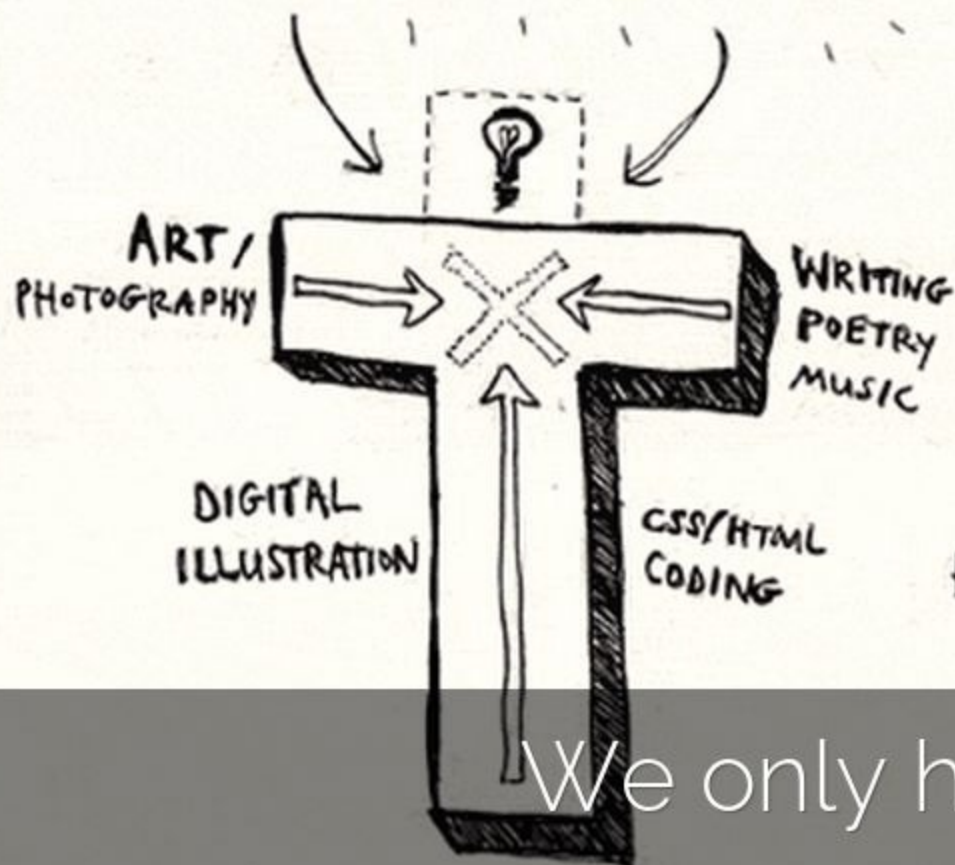
Effort - path to mastery

Reaction to challenge –  
resilience

I thought agile was 'software process'

# Agile mindset?

# INTERSECTION OF DISCIPLINES



WELL-ROUNDED

Shaped

We only hire experts in one area...

# T-shaped?

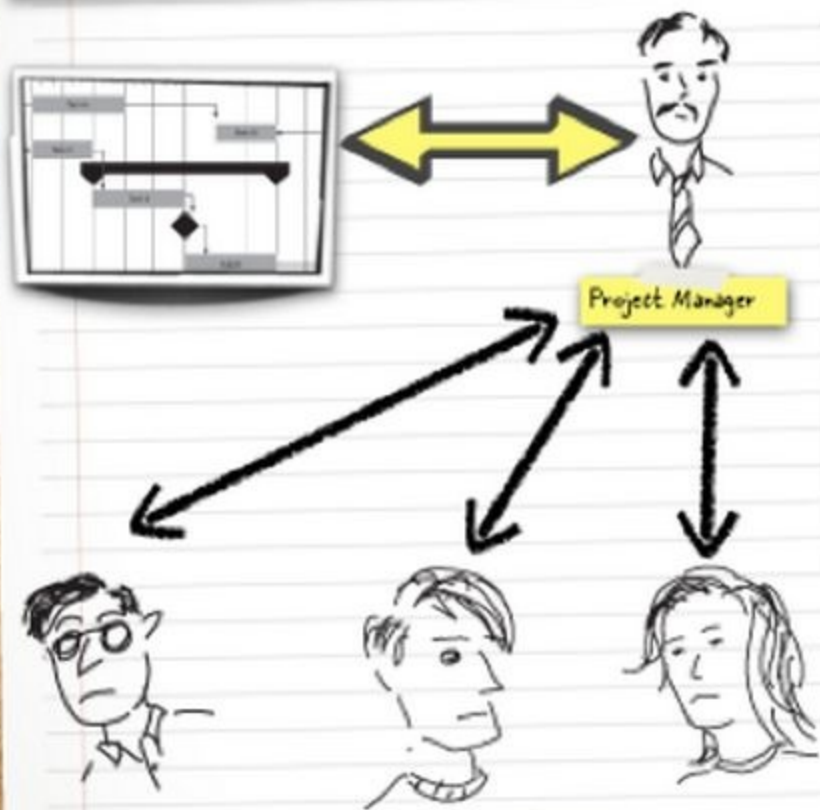


# Teams

- Small (7+/-2)
- Cross-functional
- Shared goals
- Self-organizing
- Co-located



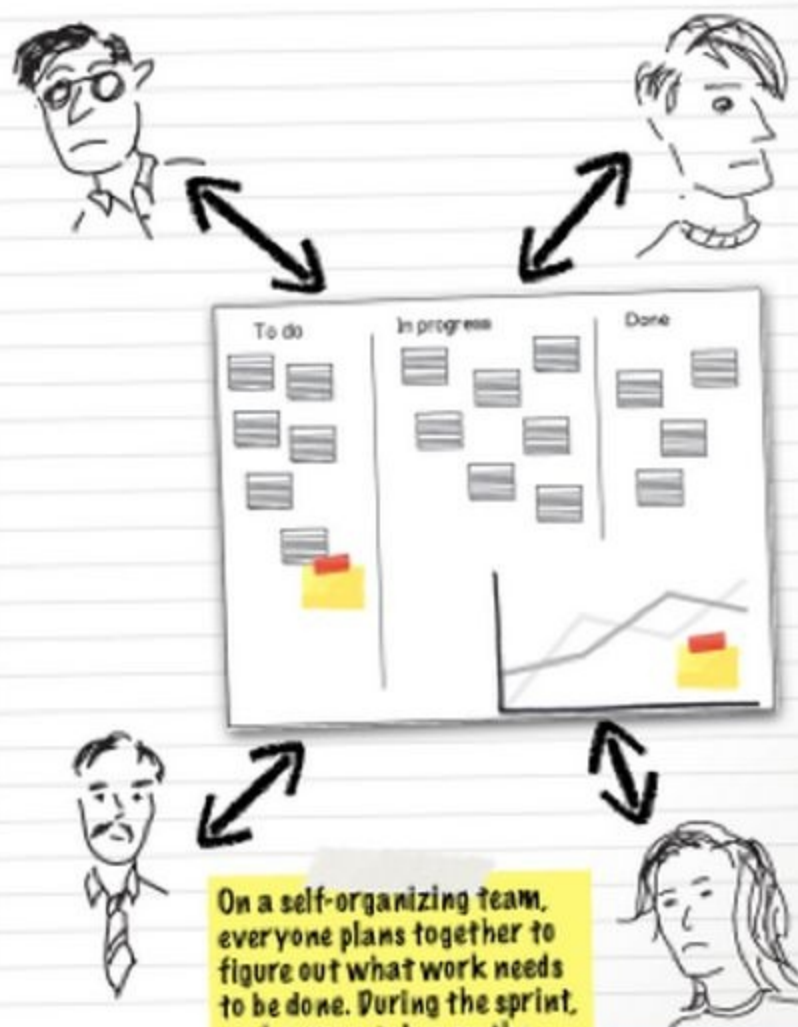
## Command and Control



"Command" refers to the way work is assigned to the team (rather than the team deciding together who does what).

"Control" refers to the way changes are handled, with a project manager constantly monitoring the project and updating the plan when changes are discovered.

## Self-Organizing



On a self-organizing team, everyone plans together to figure out what work needs to be done. During the sprint, each person takes on the work that the project needs.



# Scrum Team Behaviors

- Focus
- Courage
- Openness
- Commitment
- Respect

# Leadership

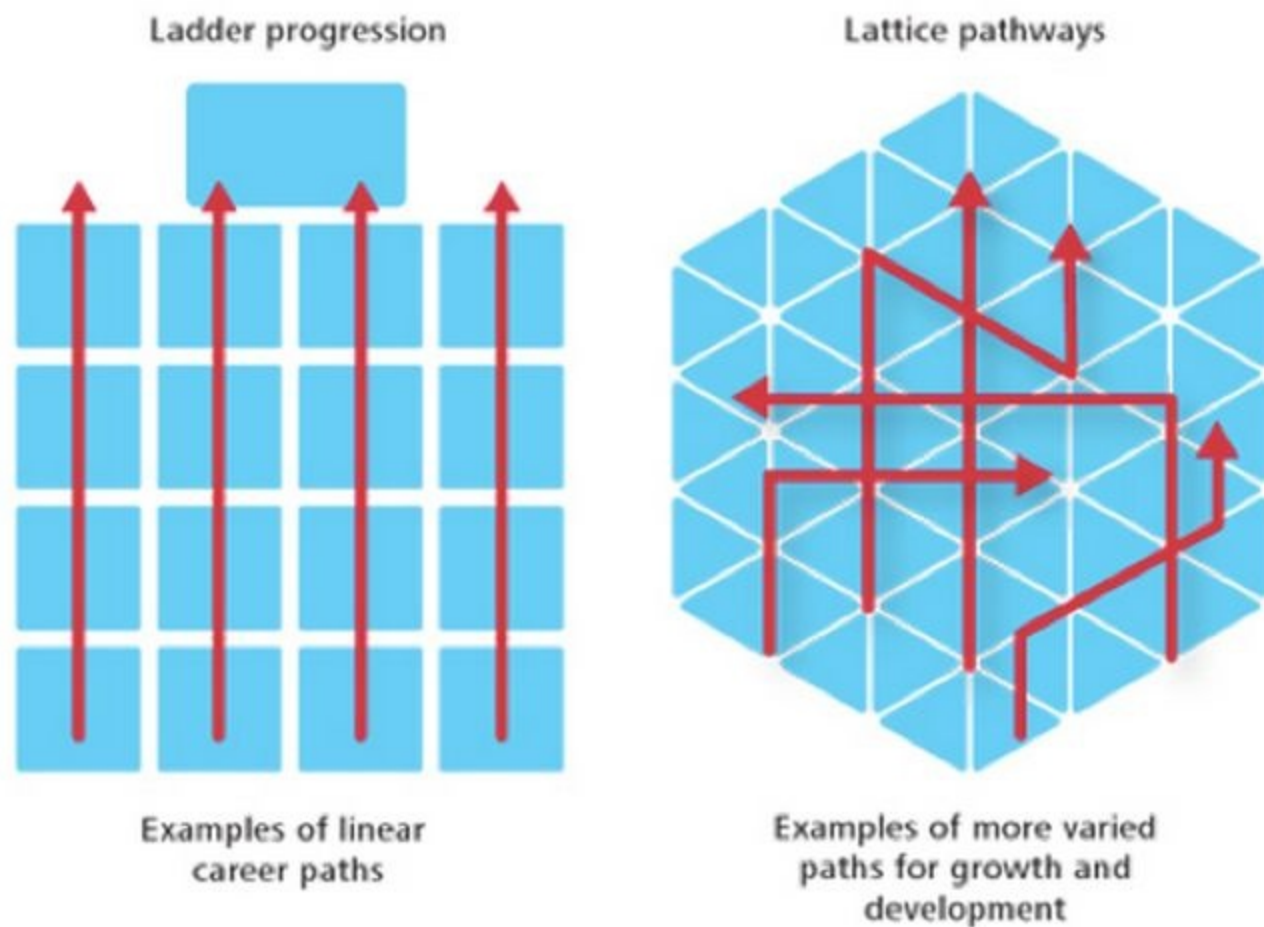
- Servent leadership
- Coach
- Mentor
- Facilitator



# HR

- Competencies
- KRAs and Goal Setting
- Team vs Individual goals
- 360, Periodic, Actionable
- Career Ladder vs. Lattice

Figure 3: Comparison of ladder and lattice career paths



Source: [Deloitte.com](https://www.deloitte.com)