



# Agile Test and Engineering Workshop

Technical contributors - from a team or other related group - learn the Agile thinking that leads to quality software.

## Overview

Successful Agile teams combine practices to achieve two complementary goals: 1) building the right software, and 2) building the software right. Agile project and requirements management practices help with the first goal. Agile test and engineering practices help achieve the second.

## Advantages

This workshop is focused on helping the Agile delivery team:

- Maximize benefits from investments in testing
- Improve the speed and quality of design feedback
- Increase predictability of development progress
- Work collaboratively across diverse skill areas

## Approach

The Agile Test and Engineering workshop is typically a 2 to 3-day engagement that combines a little teaching with a lot of mentoring to drive immediate practice improvements.

The engagement starts with a half-day overview of principles and practices to level-set on core concepts.

Next follows a series of 3 to 4-hour break-out sessions in which the Agile Coach works with one to three technical contributors at a time. This time is spent in the context of the group's work, with their tools, examining their practices and building on them. This mentorship-style learning- working within real project objectives- is the most effective way to begin applying these techniques and overcome any impediments to progress.

Finally, a wrap-up session gives the group an opportunity to share learning and address issues that may have been discovered during the mentoring sessions. The group commits to immediate practice changes and builds an initial, ranked backlog of potential future practice improvements.



## On-Site Service Details

Coaches draw on an extensive variety of experiences, tools and techniques to maximize the effectiveness of the group. Rather than having a pre-set agenda, the coach will customize the depth and breadth of coverage on a variety of topics and select those areas of focus which are most relevant to the situation at hand. Topics are likely to include:

- Continuous Builds
- Continuous Integration
- Automated Testing
- Continuous Deployment
- Vertical Story Decomposition
- Collaborative Design
- Collective Ownership
- Pair Programming/Development
- Simple Design
- Code Smells
- Refactoring
- Legacy Code
- Dependency Injection
- Test-Driven Design/Development
- Domain-Driven Design
- Behavior-Driven Development/Testing
- Acceptance-Test Driven Development
- Definition of Done
- Zero-Defect Policy

## Pricing & Availability

Agile Test & Engineering is offered as an on-site engagement at a minimum of 2 days and a maximum of 4 days. Some attendees could be remote. The number of days will be determined in part by the number of technical contributors attending (and thus the amount of time required for mentoring sessions with all attendees). Note that other key stakeholders (such as Team Lead/ScrumMaster or managers) could also attend opening and closing sessions. For pricing and availability, please speak with your account representative.

## About Rally

Rally is the recognized leader in Agile application lifecycle management (ALM). We are dedicated to helping organizations embrace Agile and Lean development practices that increase the pace of innovation and improve product quality. According to a study by QSM Associates, software-driven companies that rely on Rally's Agile ALM products and services are 50% faster to market and 25% more productive than industry averages. The company's experienced services group, including training through Agile University, guides companies through the organizational change required to become innovative, Agile businesses. Together, Rally's Agile ALM platform and its leading Kanban-based project collaboration tool, AgileZen, support more than 9,700 corporate customers, 126,000 projects and 112,000 users in 101 countries. For more information, visit [www.rallydev.com](http://www.rallydev.com).