

12.–15.09.2010
in Nürnberg



Herbstcampus

Wissenstransfer
par excellence

A12

Geschickt und gewandt

Agile Entscheidungen für agile Teams

Ralf Westphal



Agile Entscheidungen

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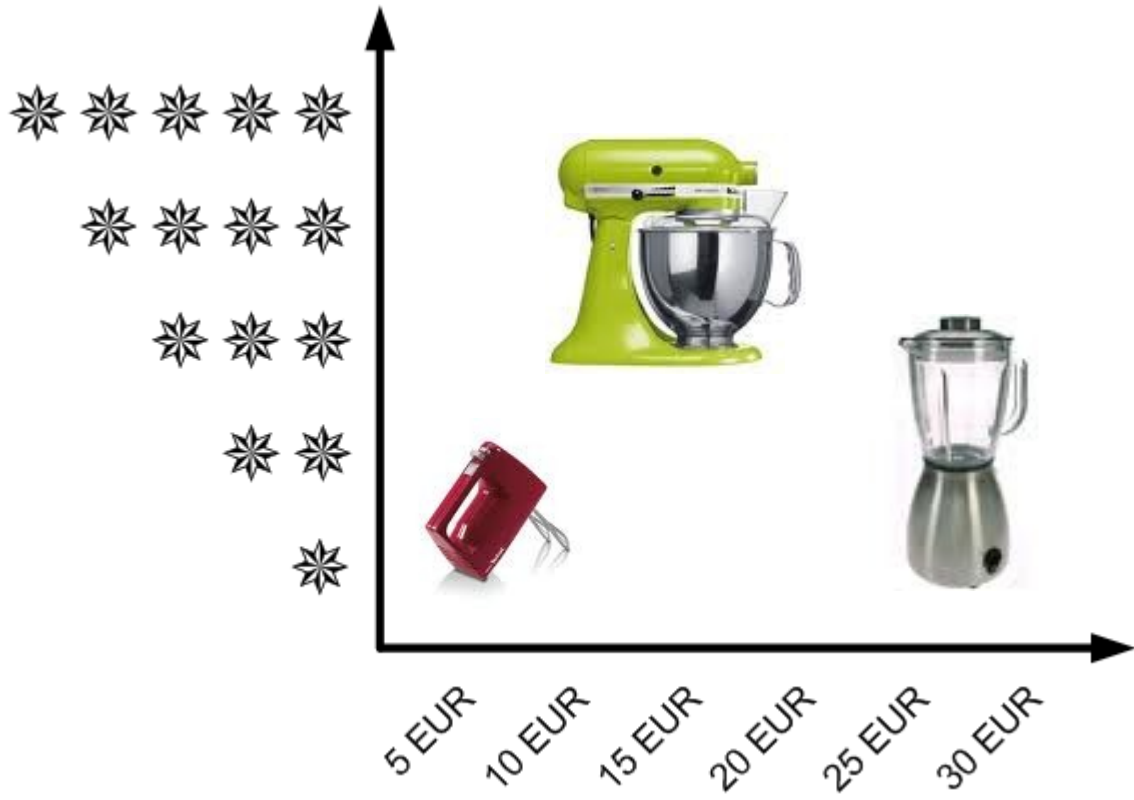
Flexibilität

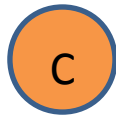
Geschwindigkeit **Effizienz**

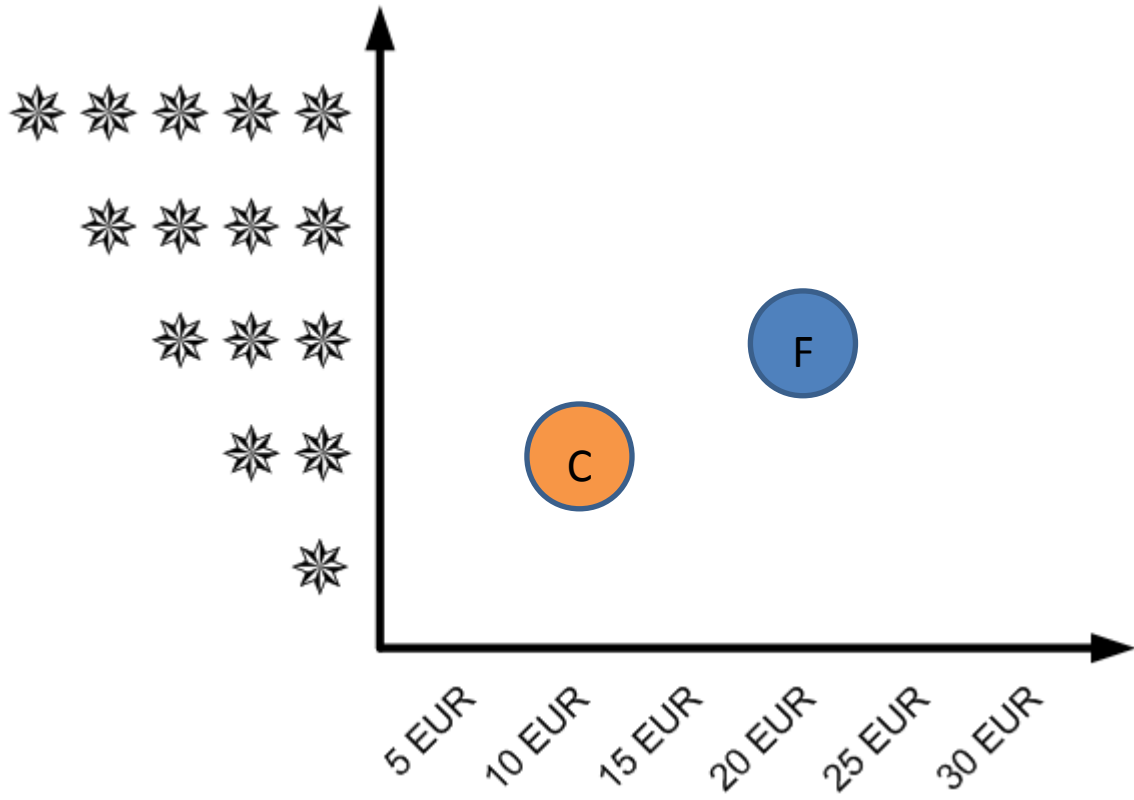
Effektivität Reaktionsfähigkeit

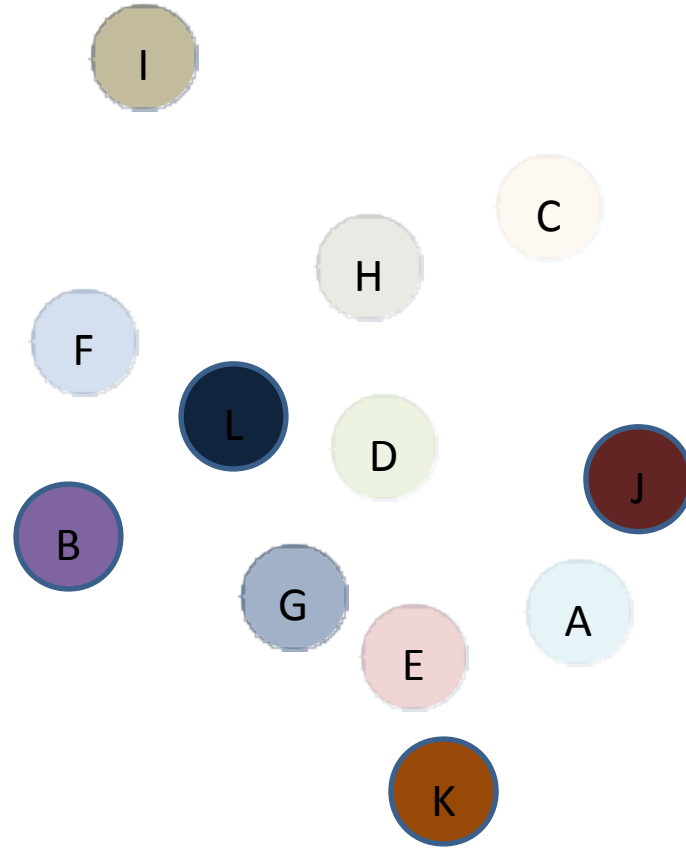
Entscheiden im Überfluss

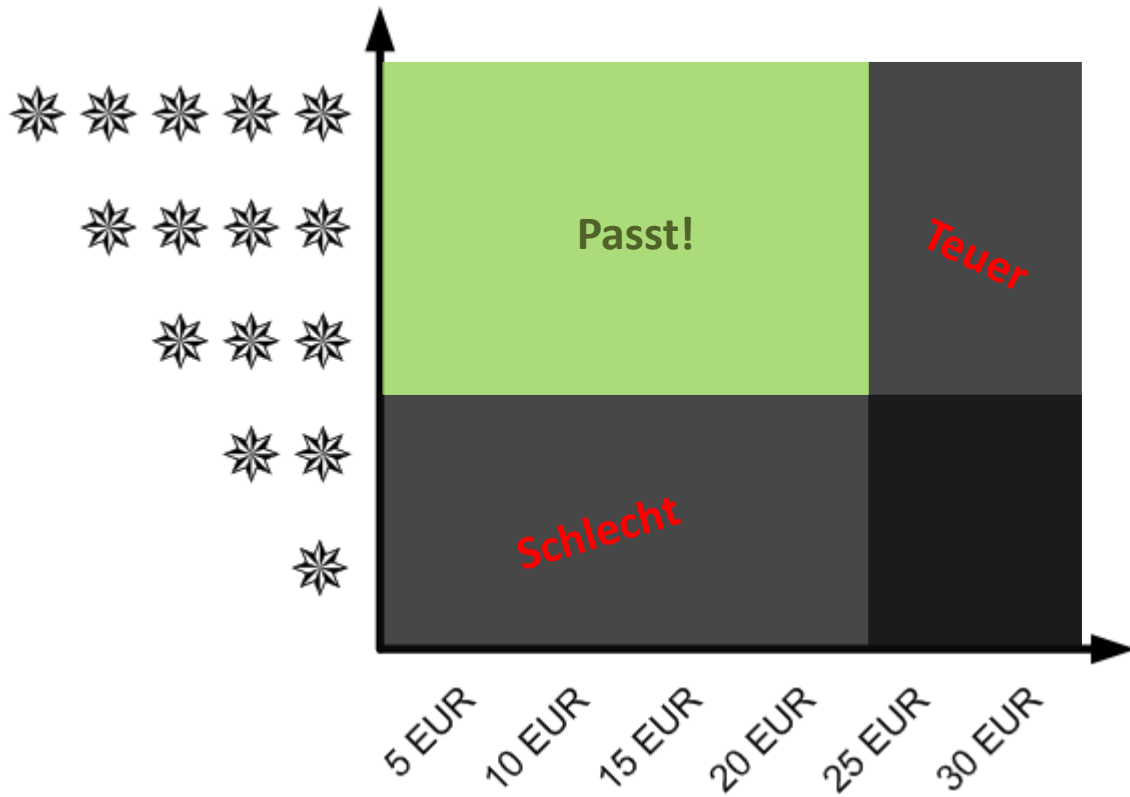


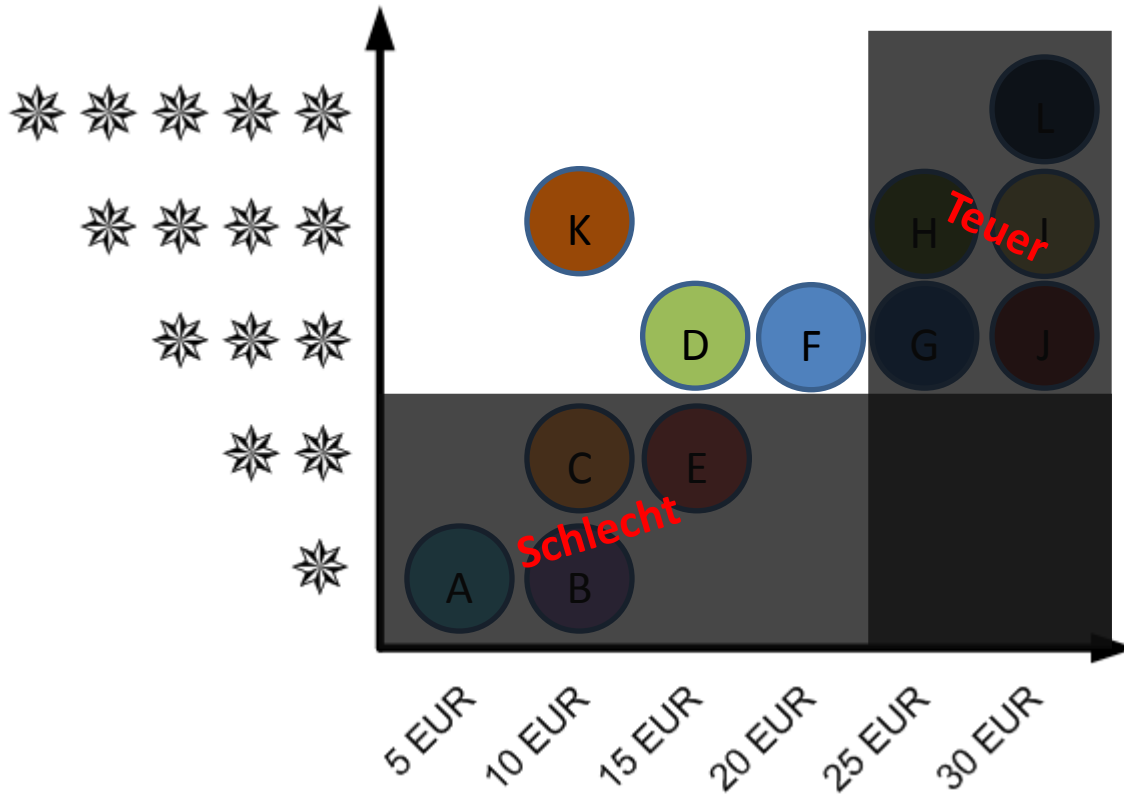


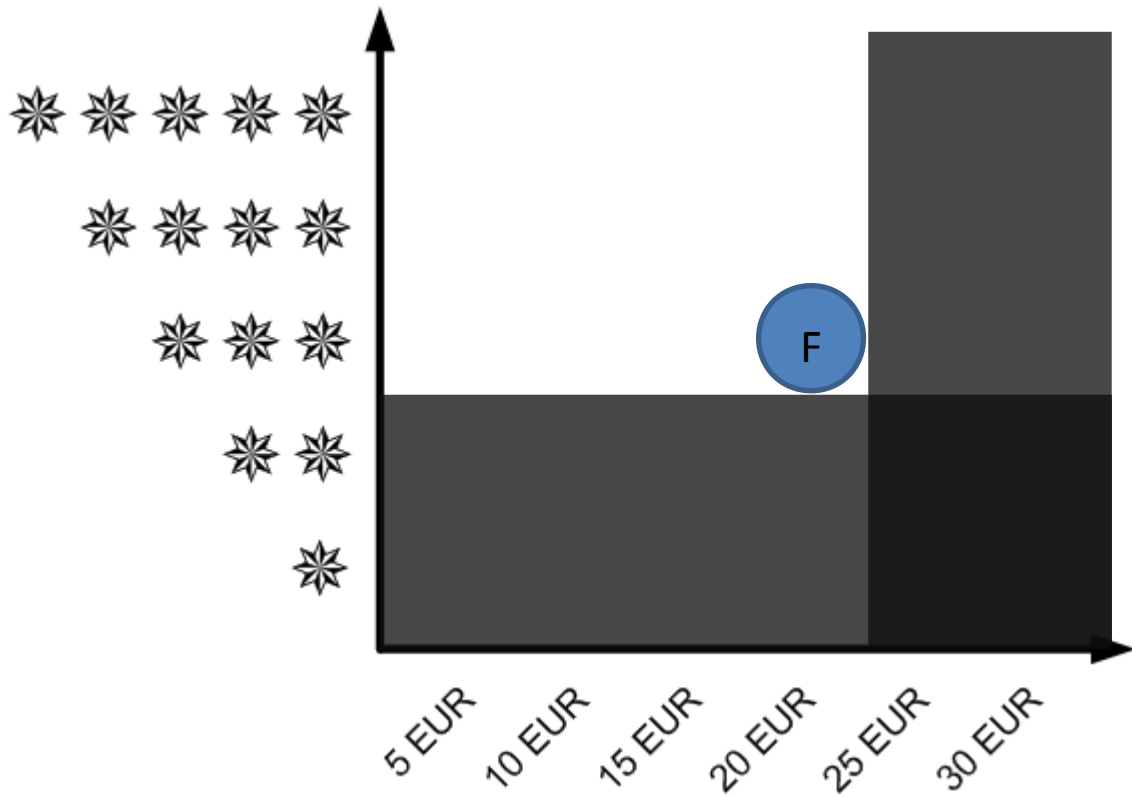


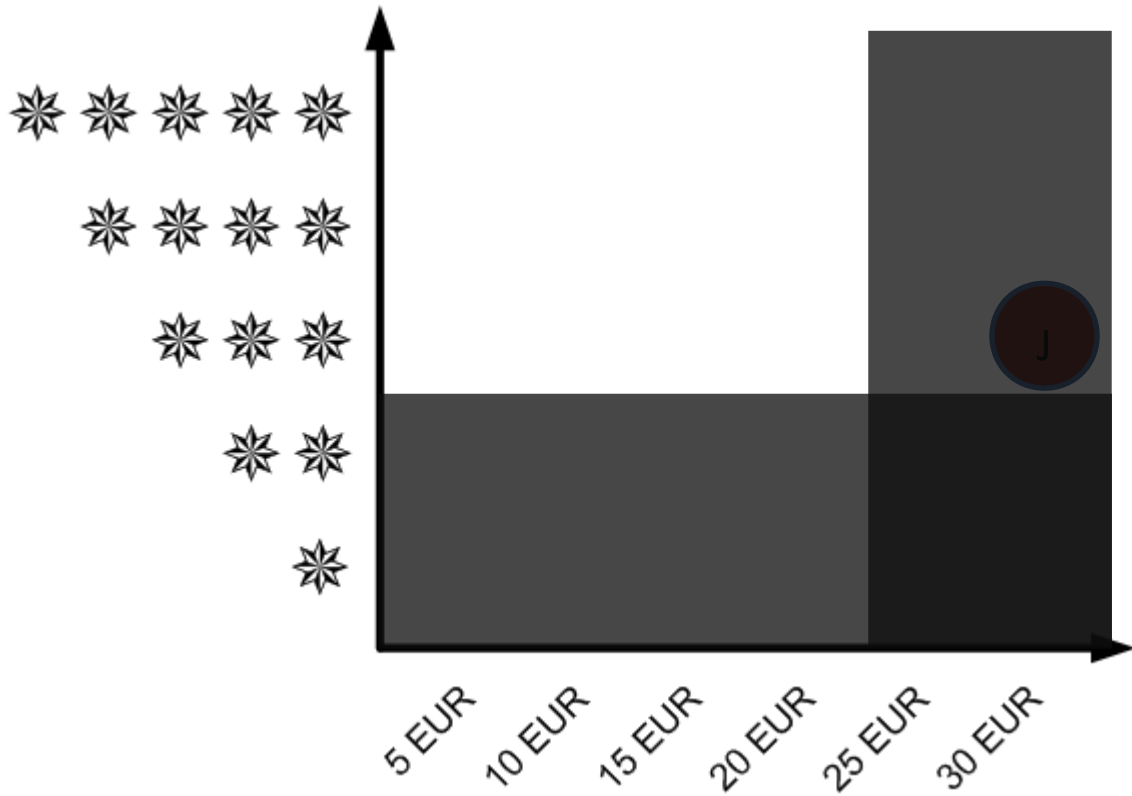


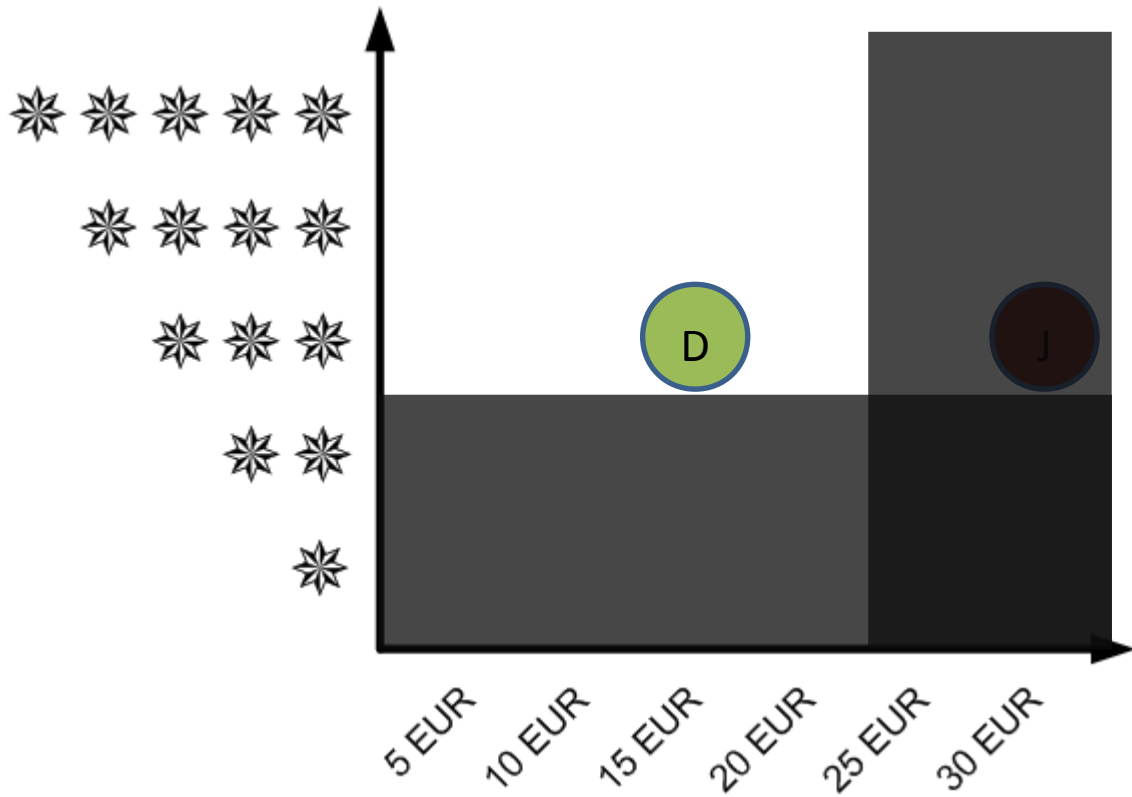


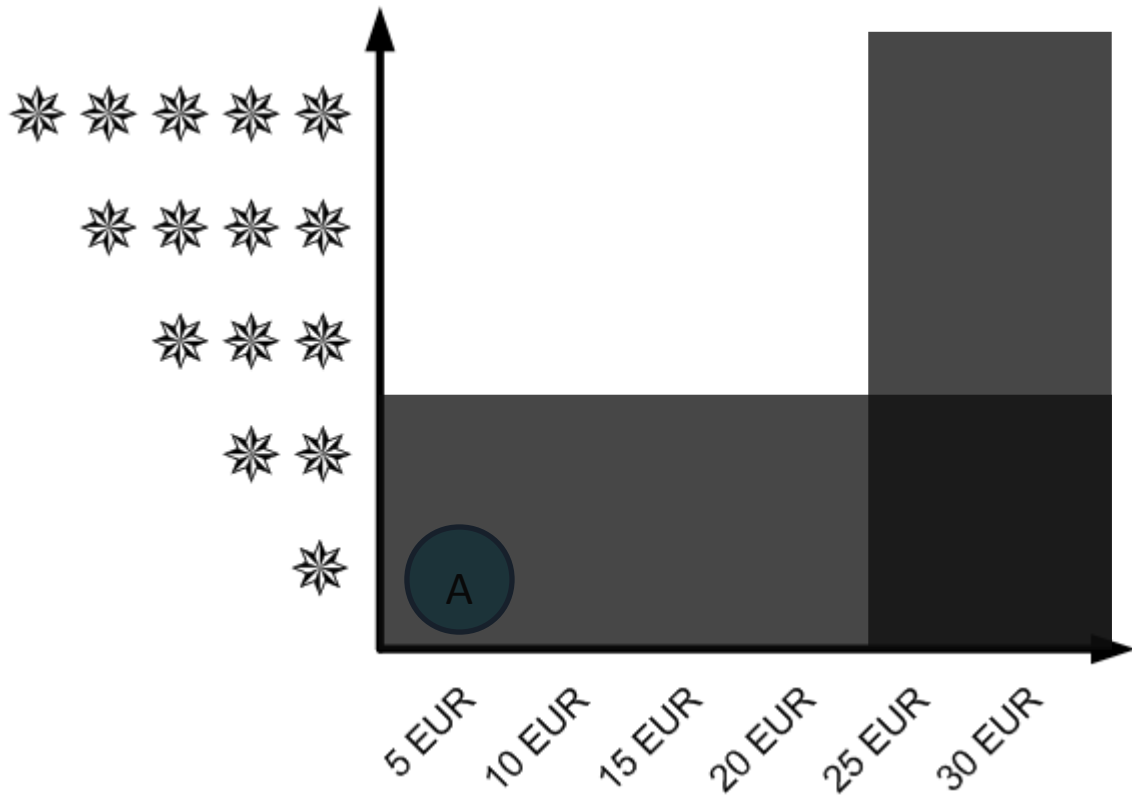


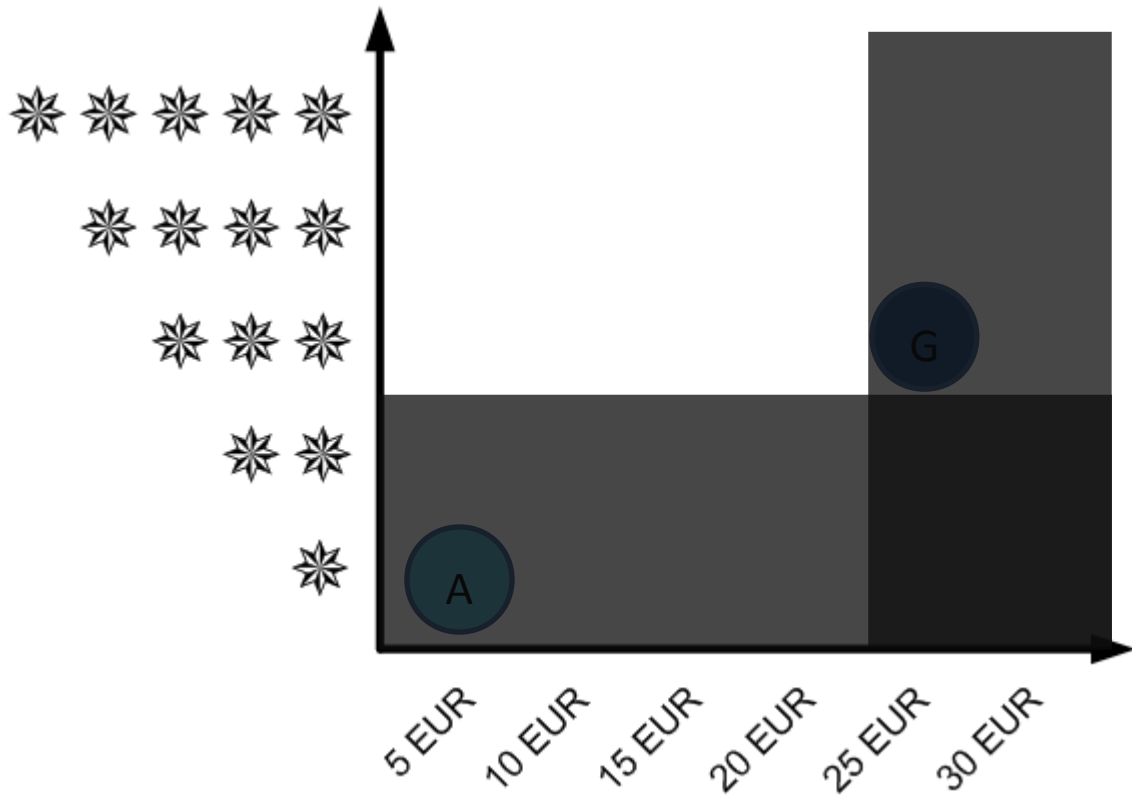


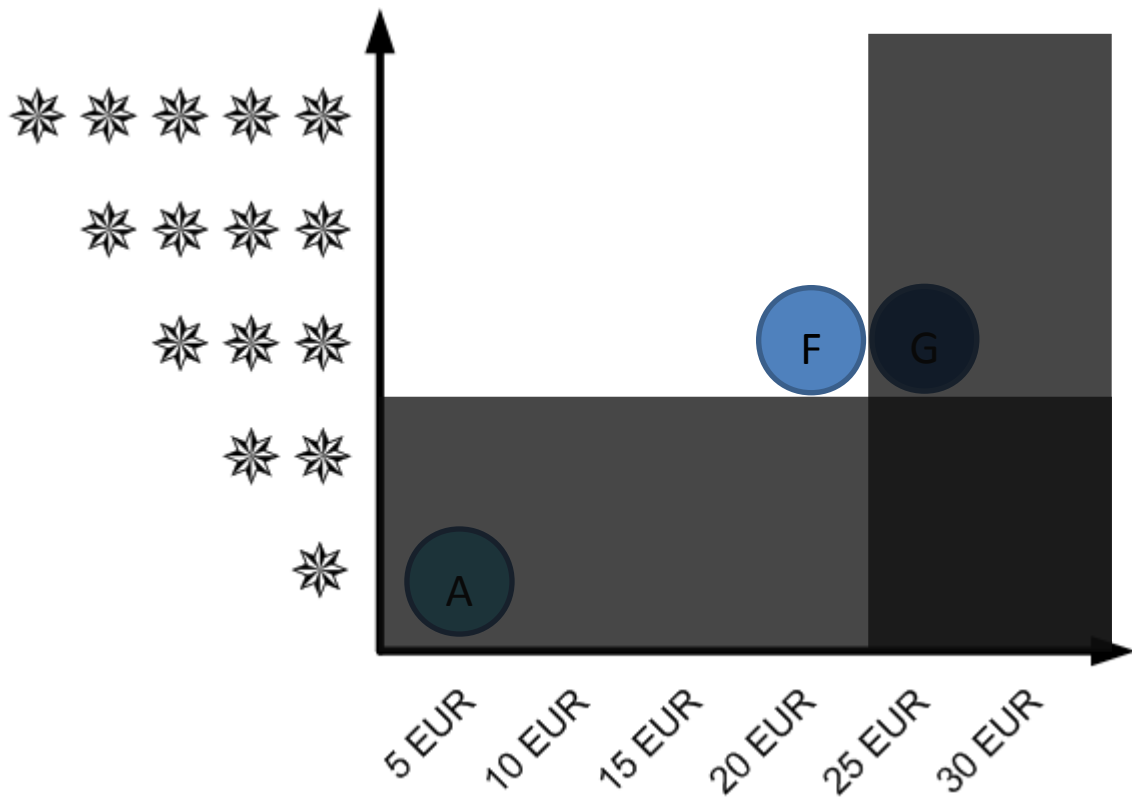


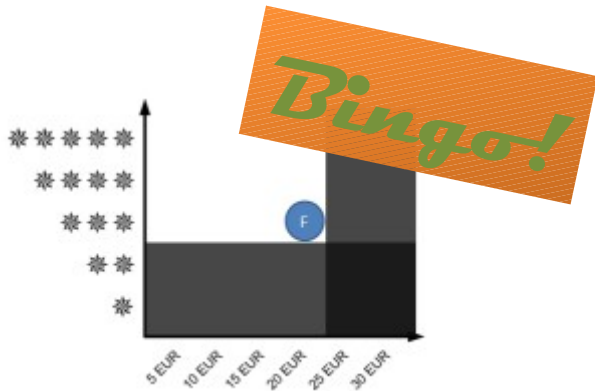
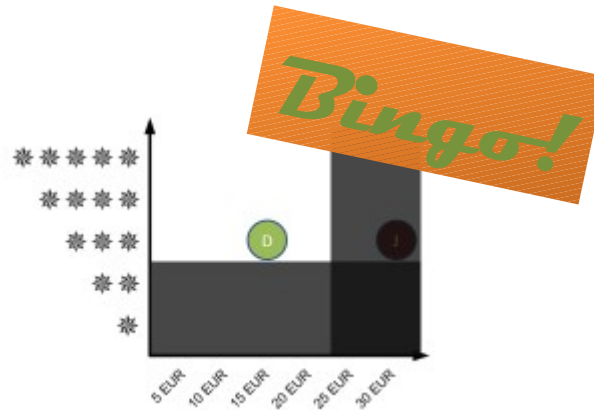
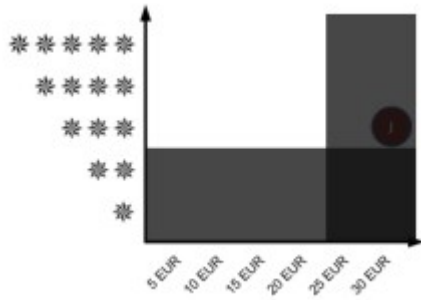
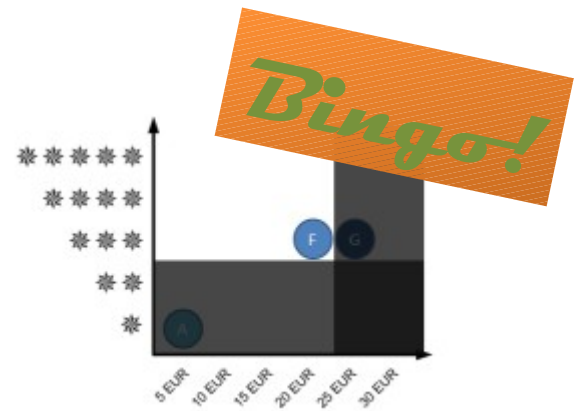
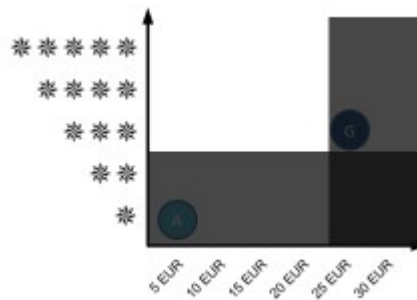
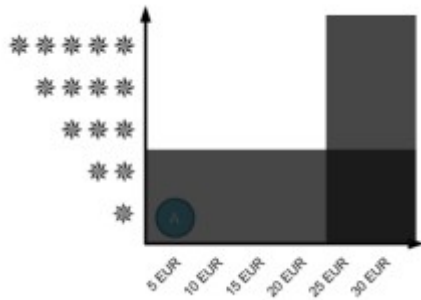












Satisficing



<http://www.blendtec.com/willitblend/>

Entscheiden in der Komplexität



Kompliziert?

Denken hilft!

Komplex?

Denken hilft nicht!

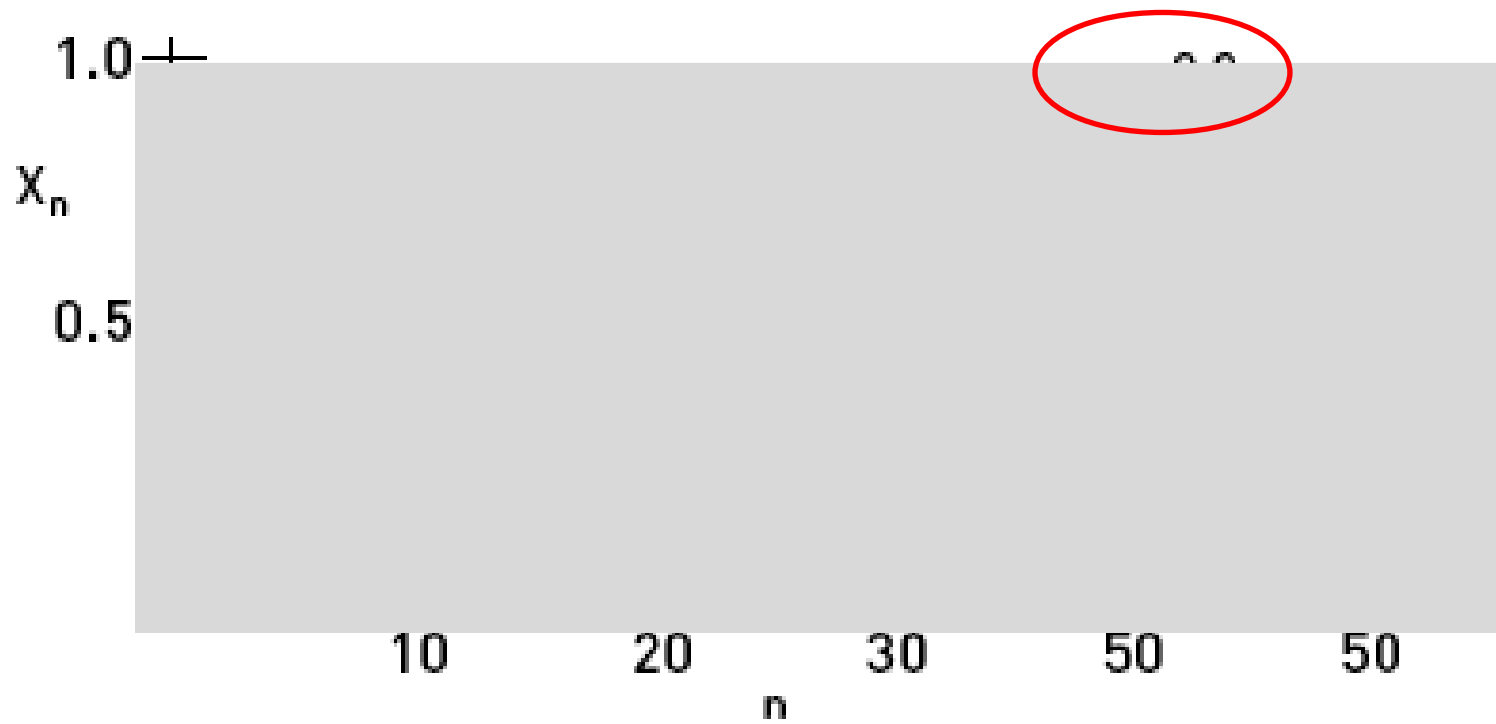
Nicht linearer Zusammenhang zwischen Ursache und Wirkung

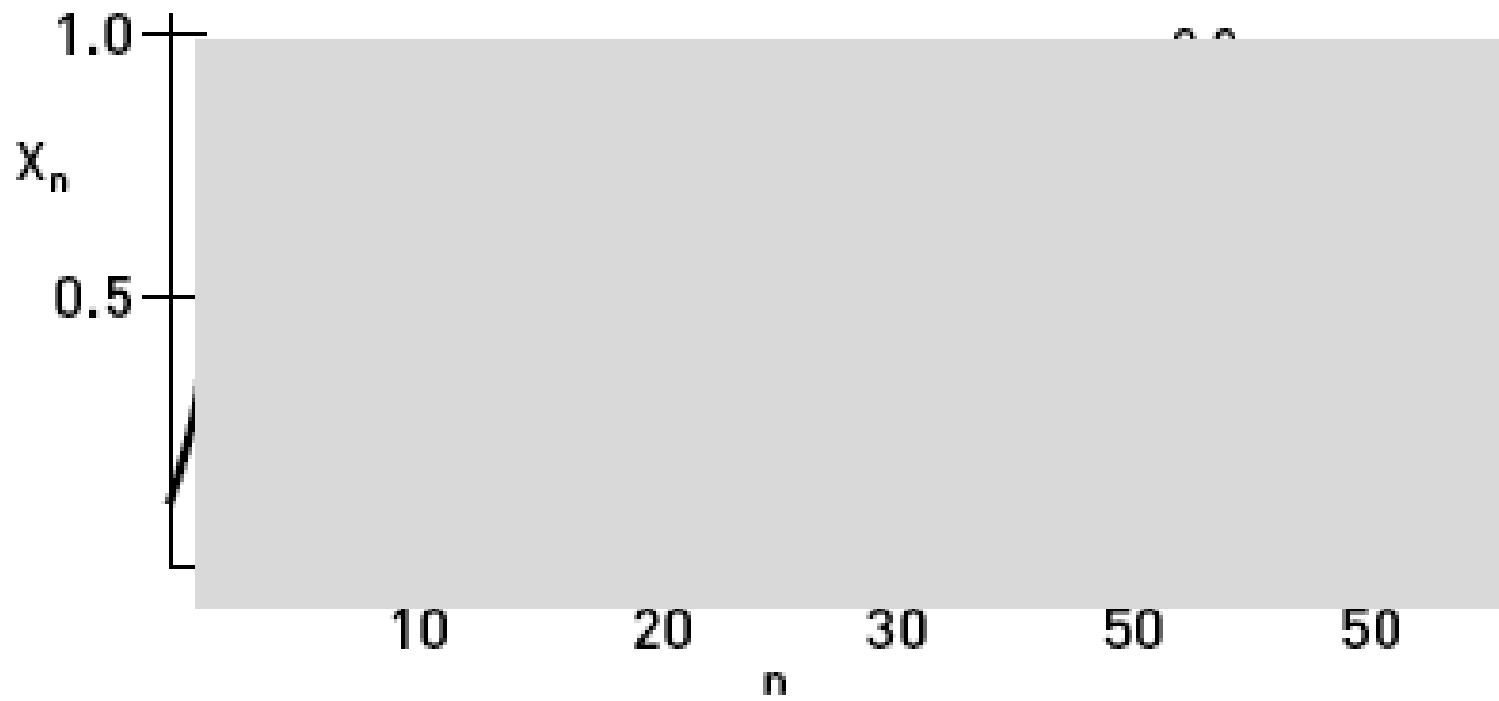


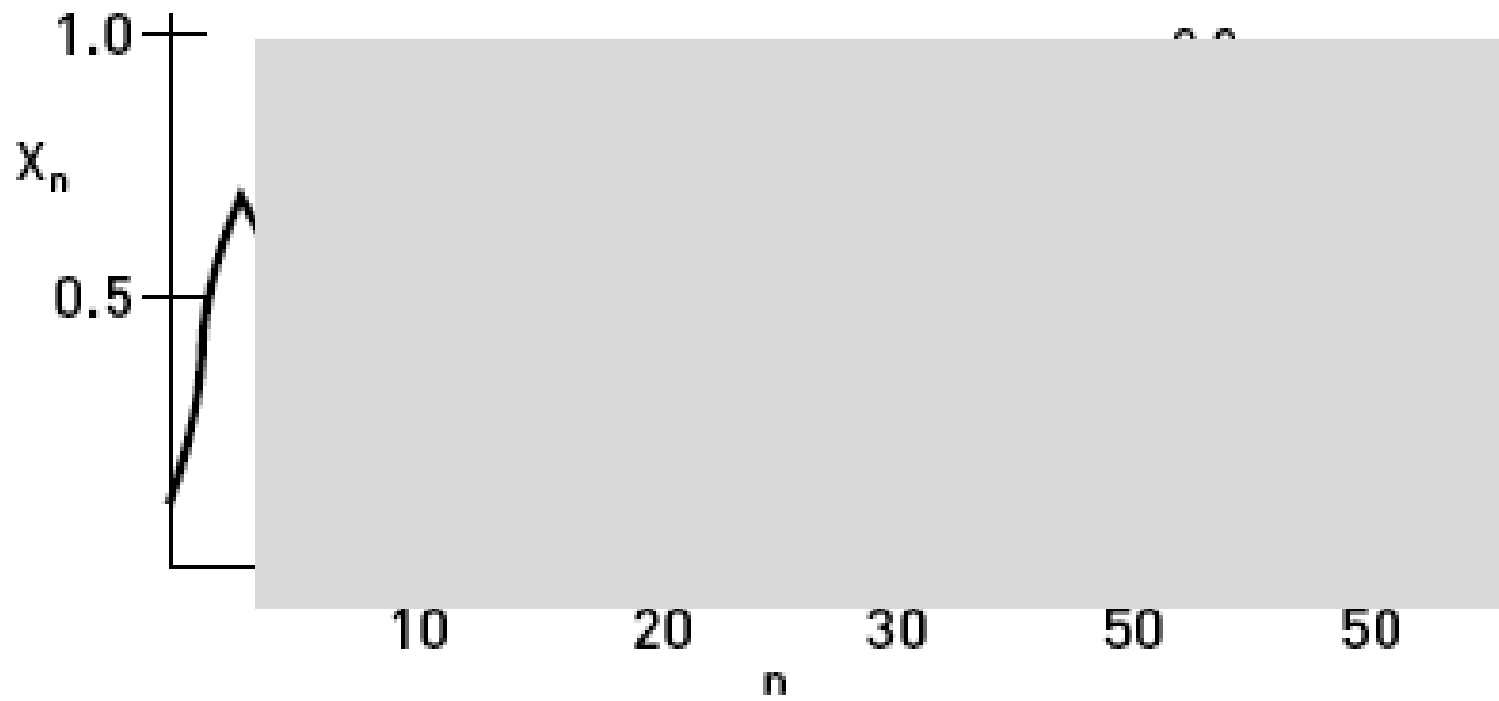
Eine einfache Funktion: die Logistic Map

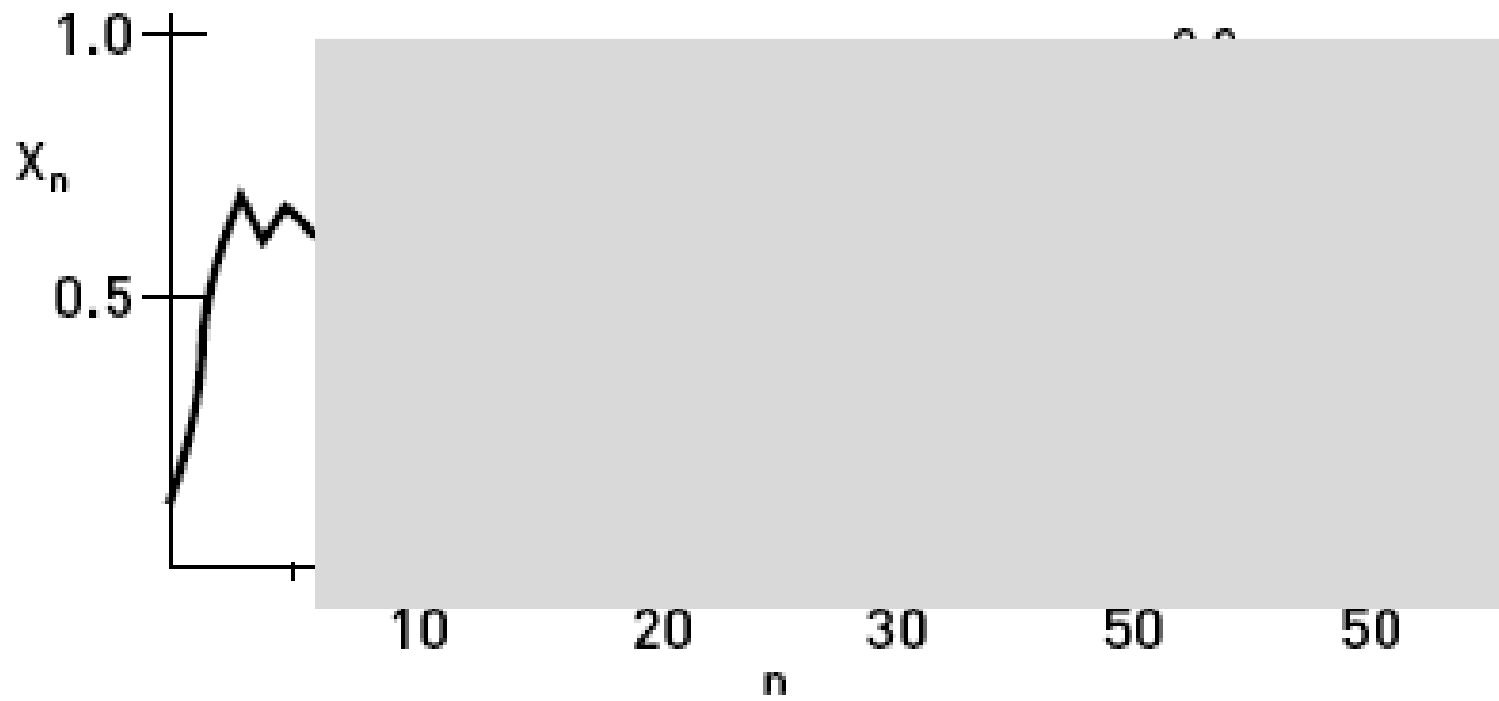
$$p_{n+1} = r p_n (1 - p_n)$$

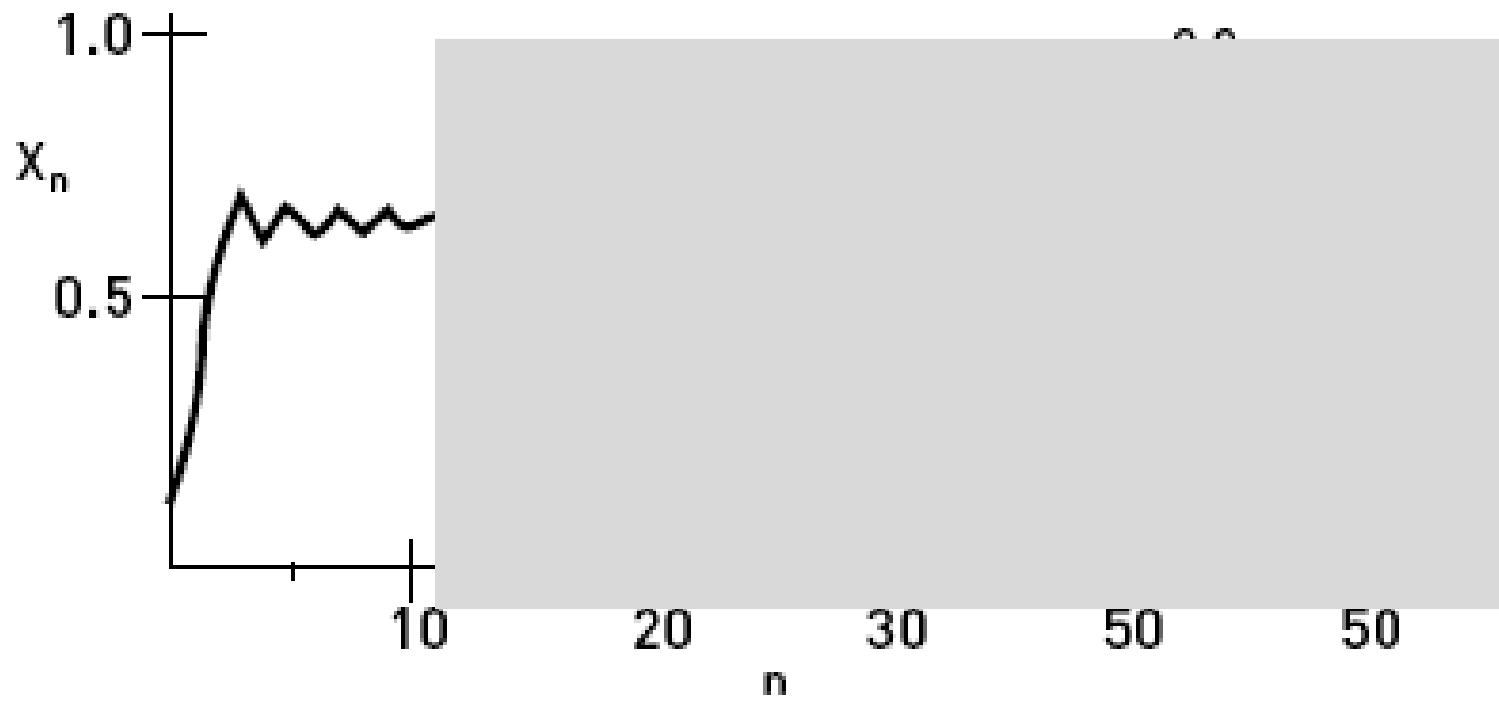
$$p_{n+1} = r p_n (1 - p_n)$$

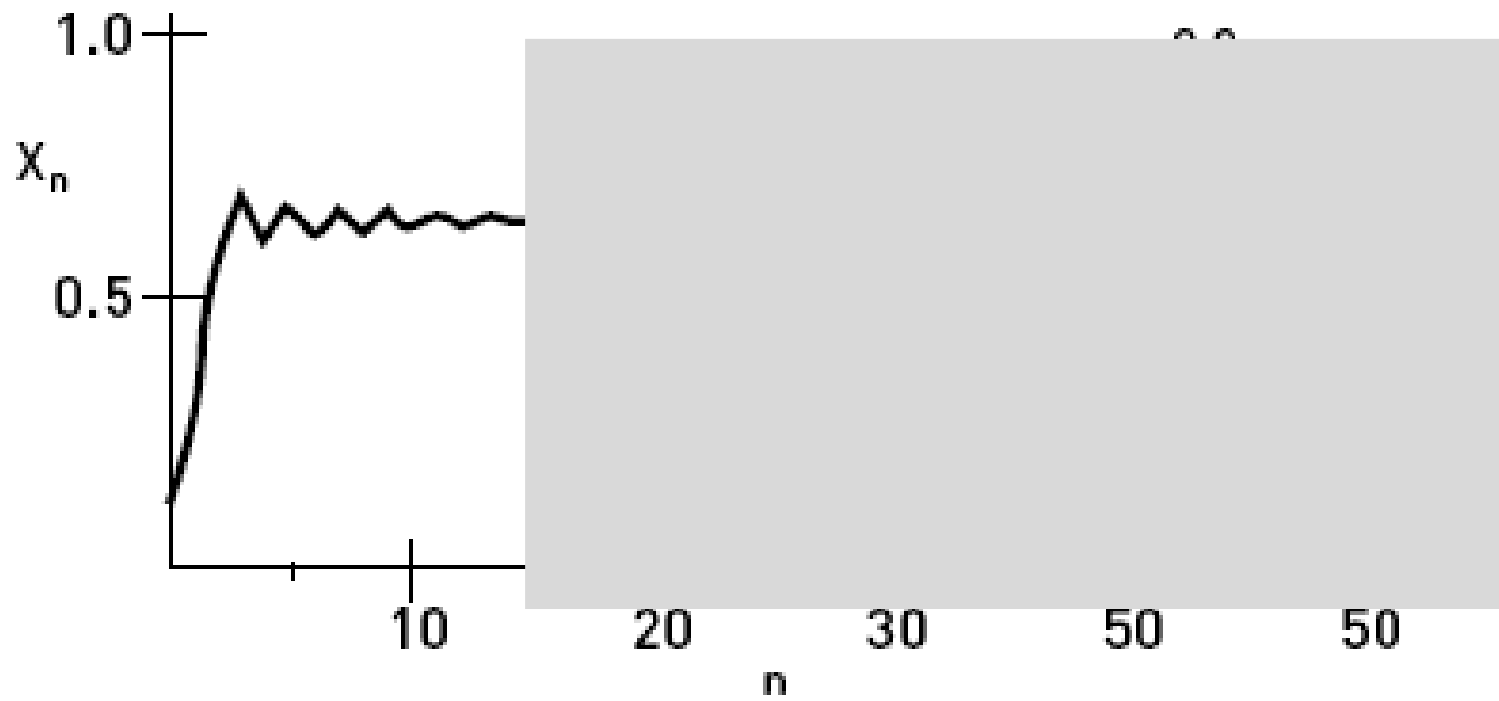


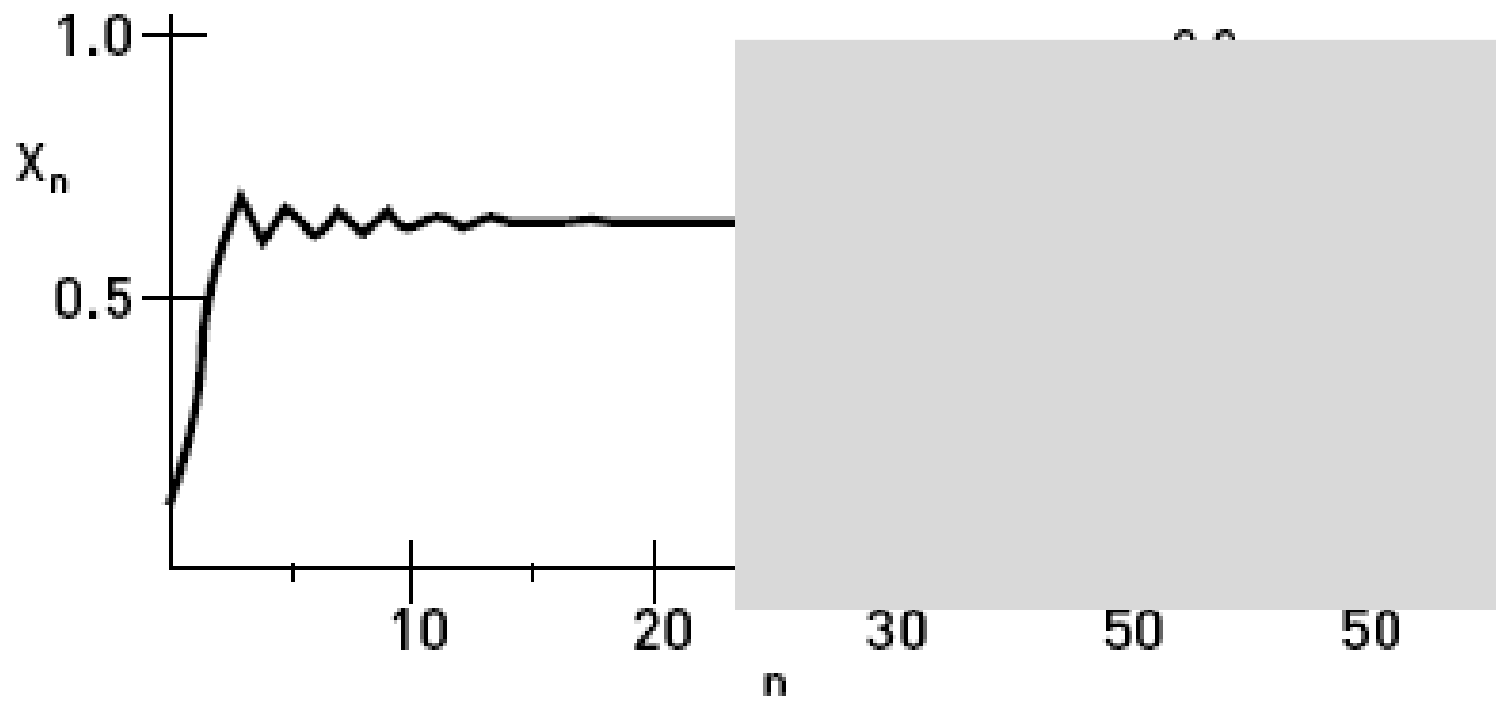


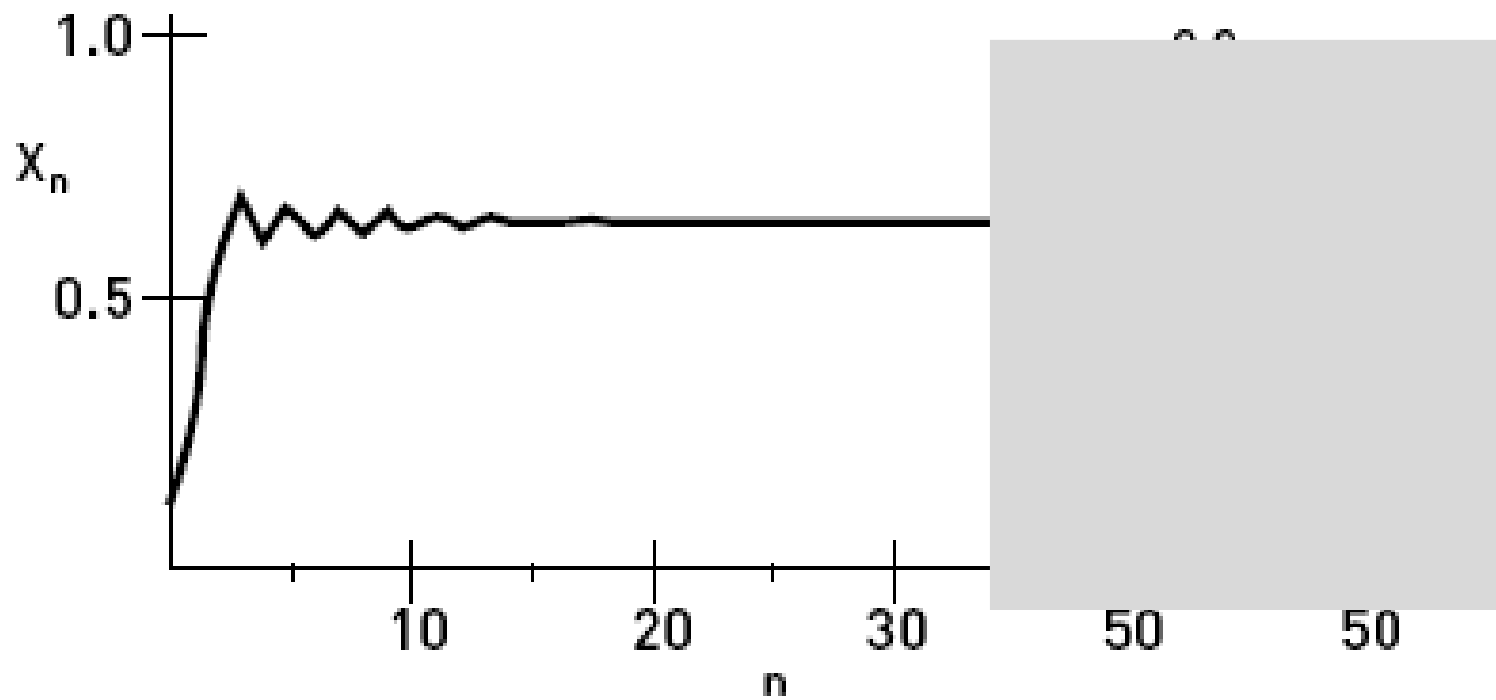


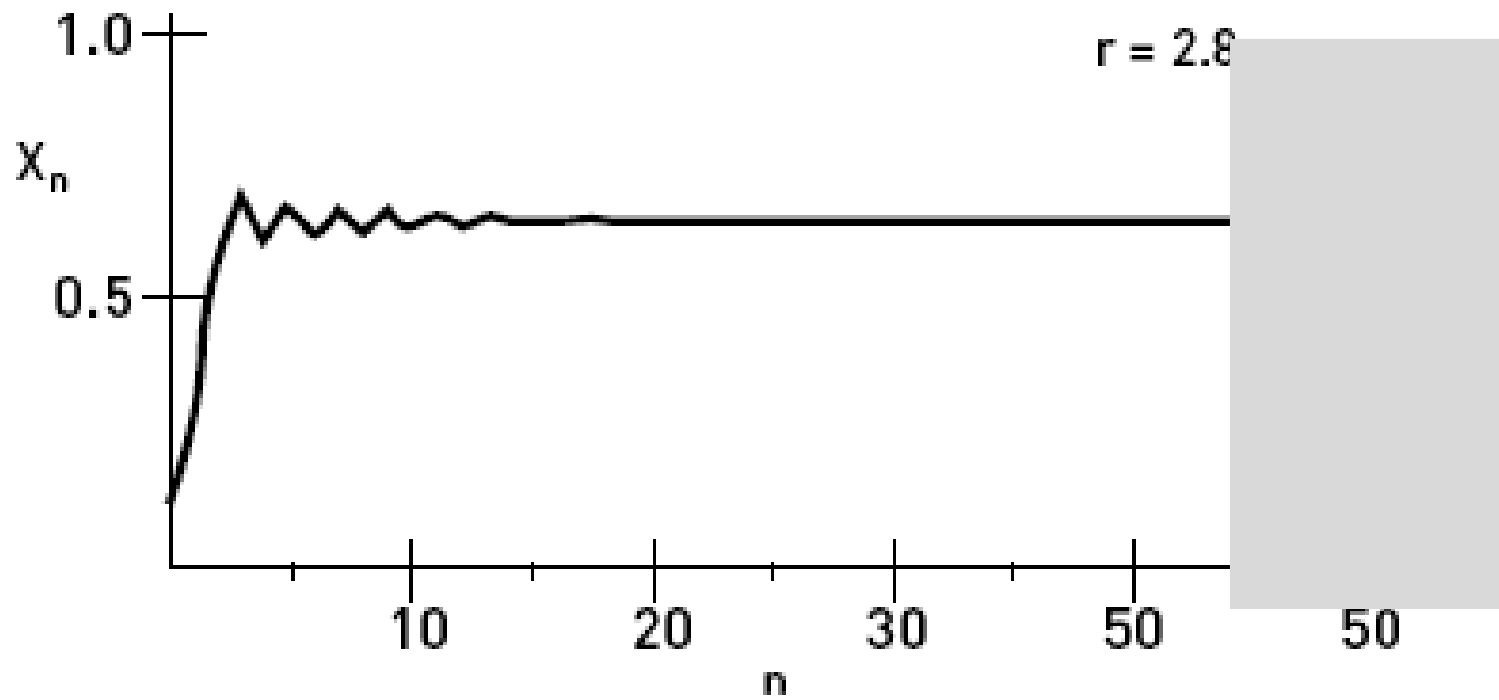


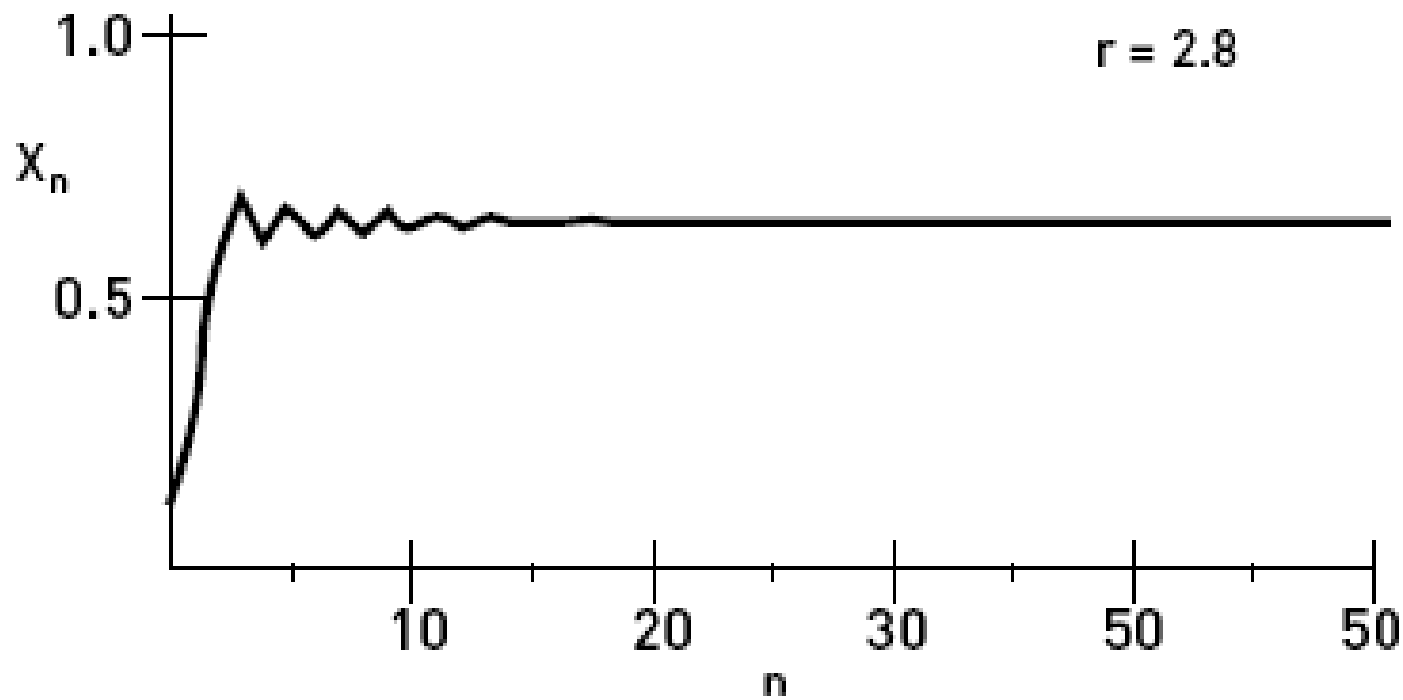




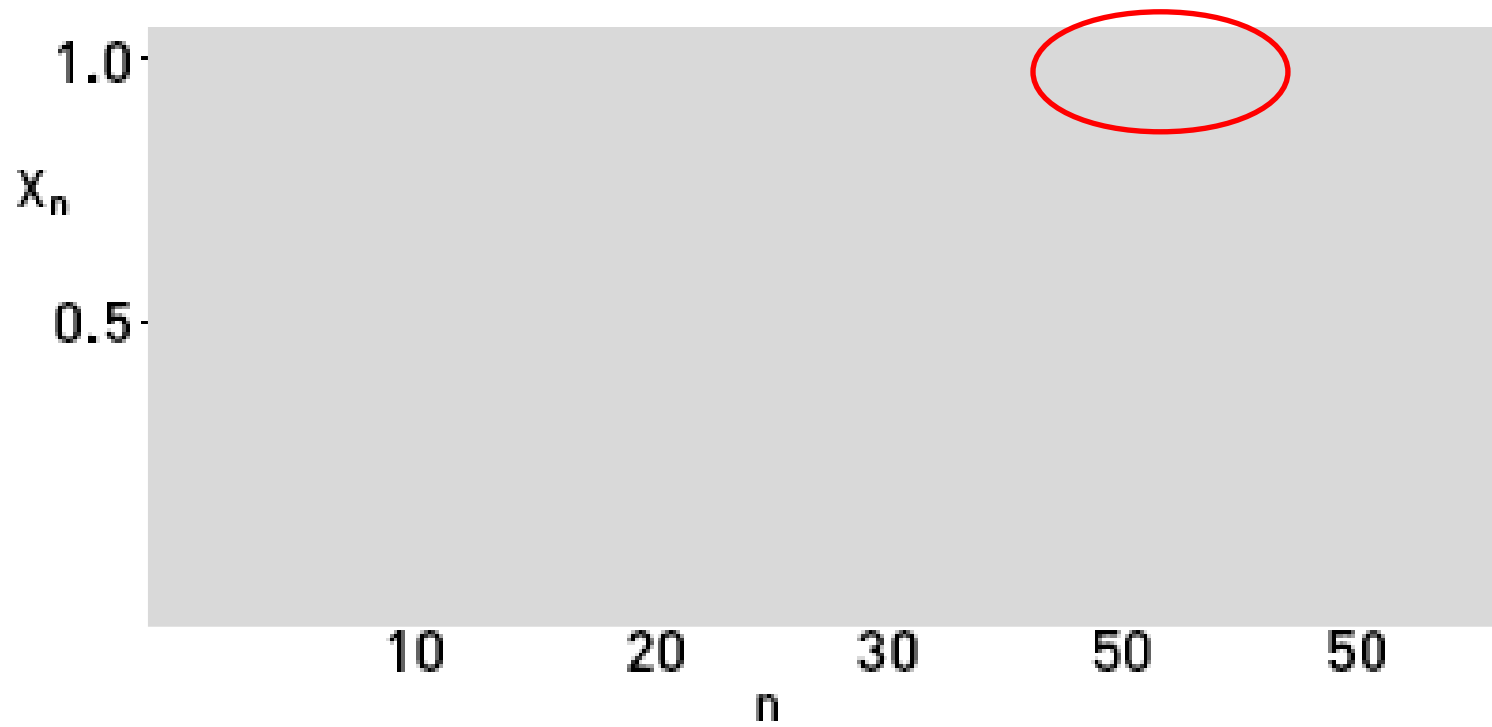


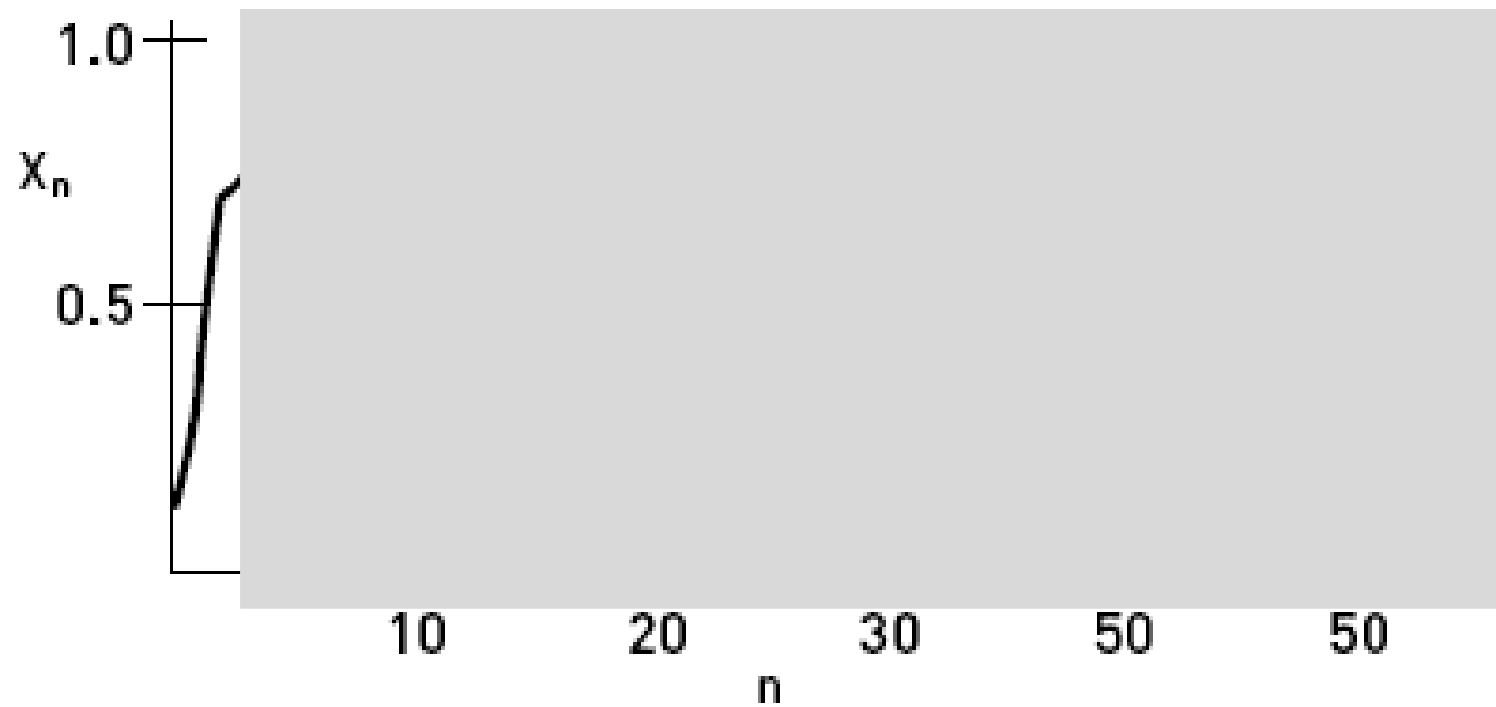


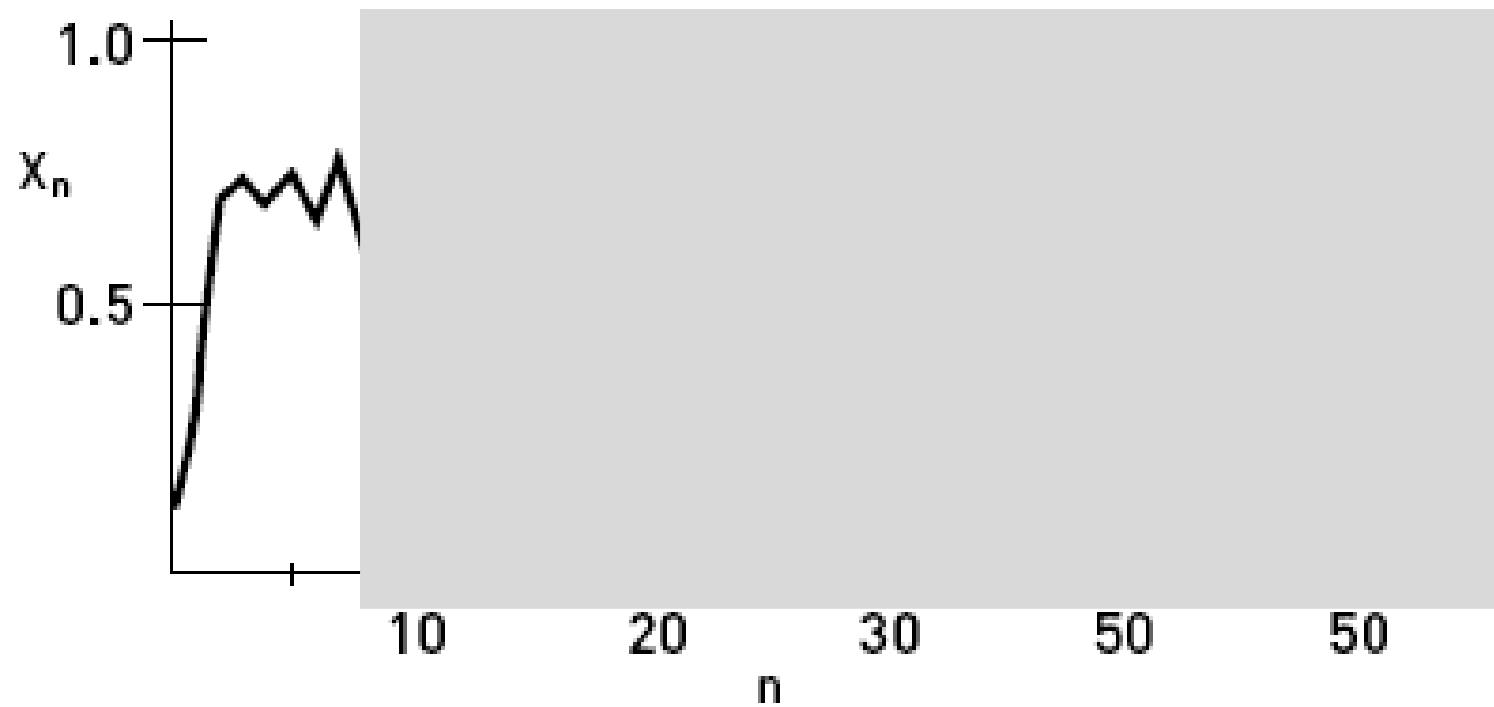


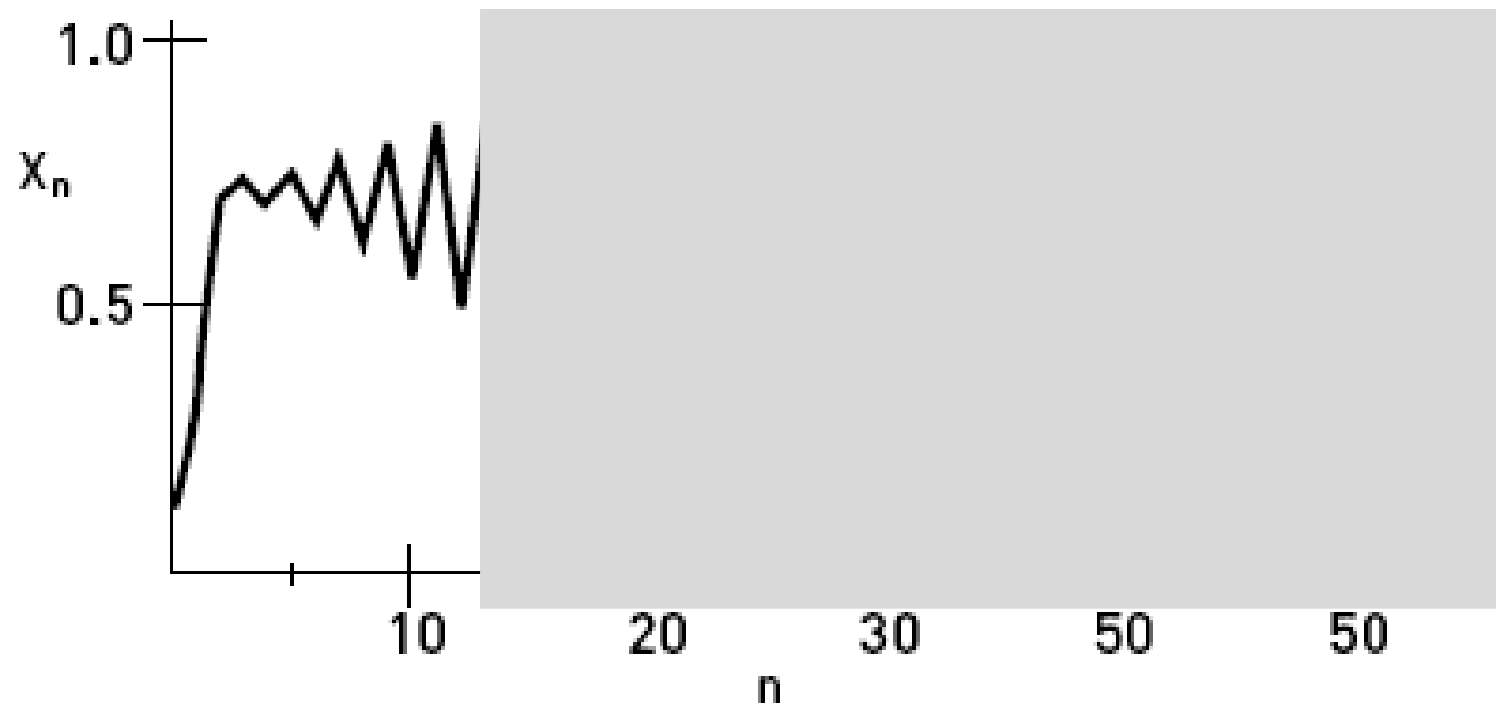


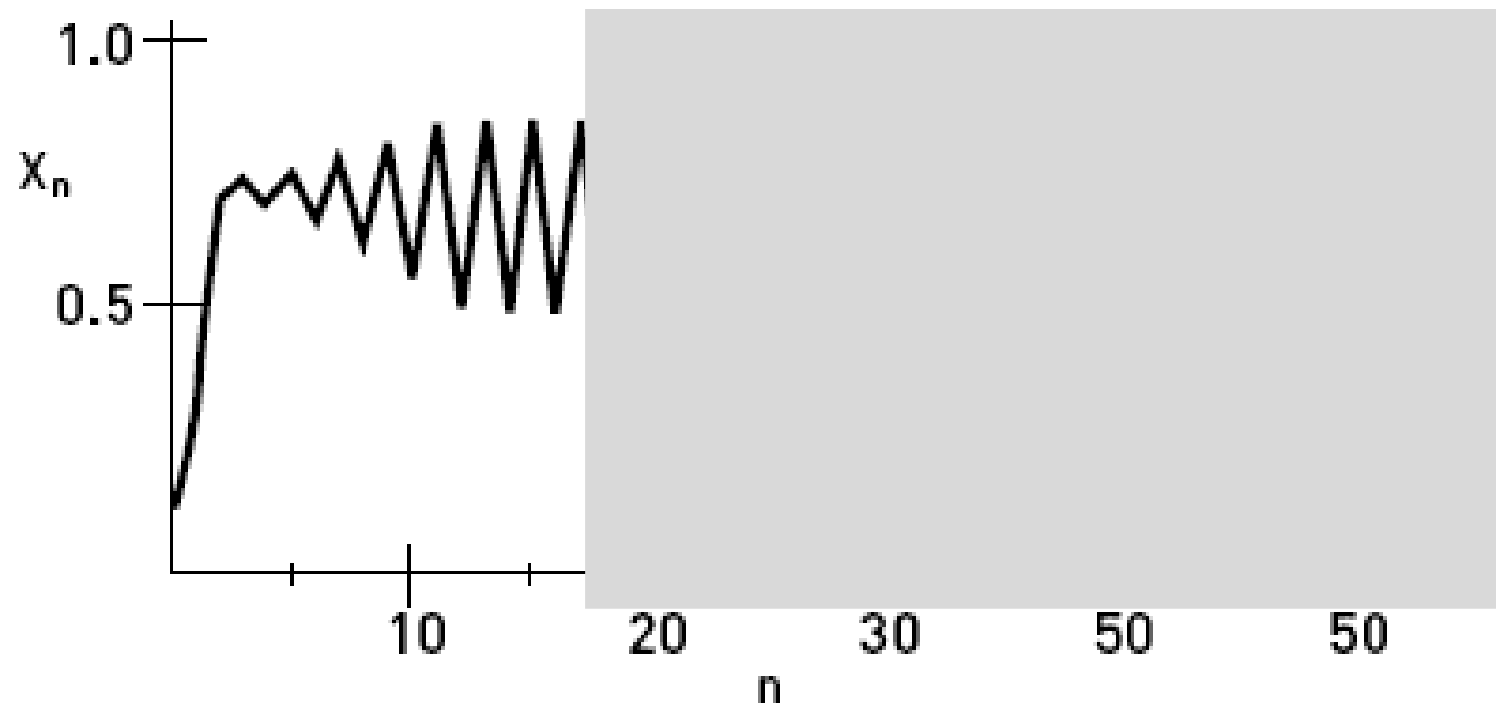
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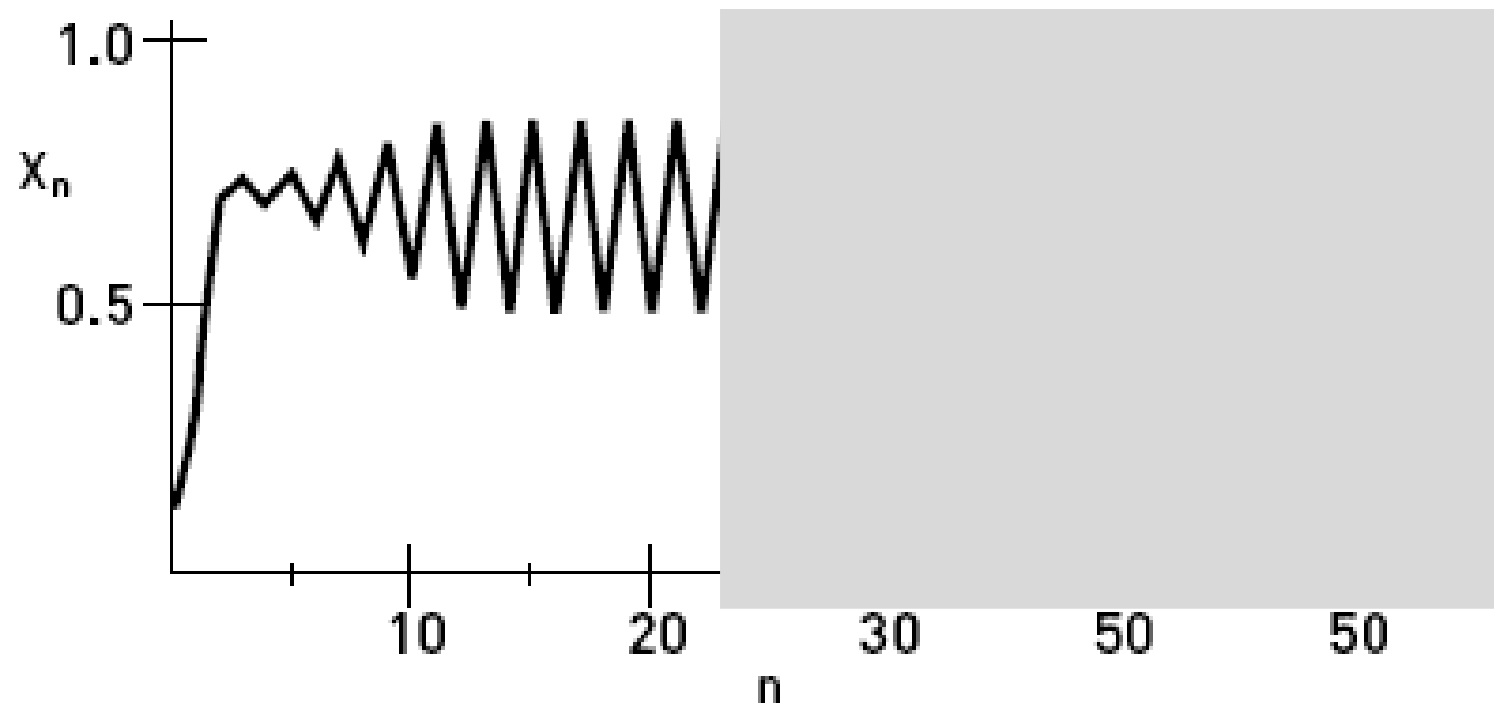


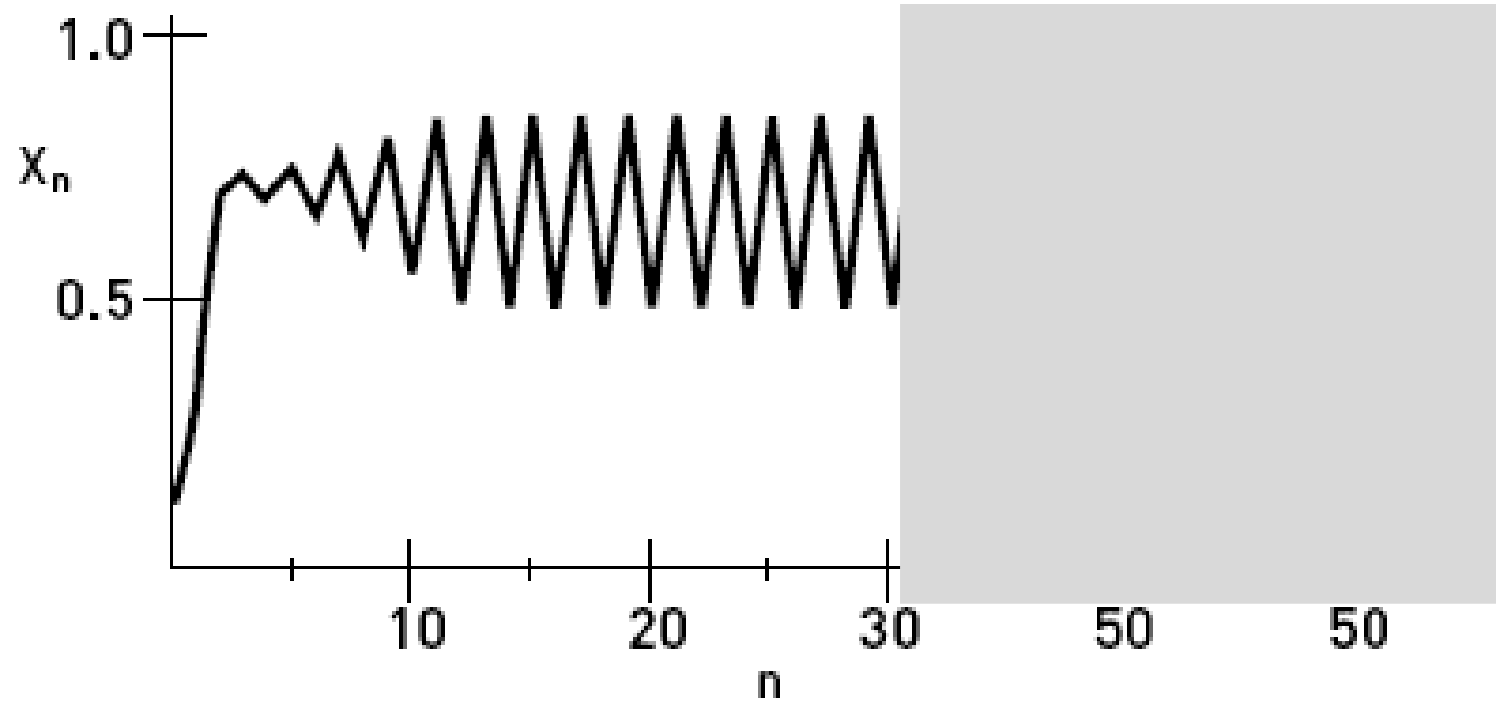


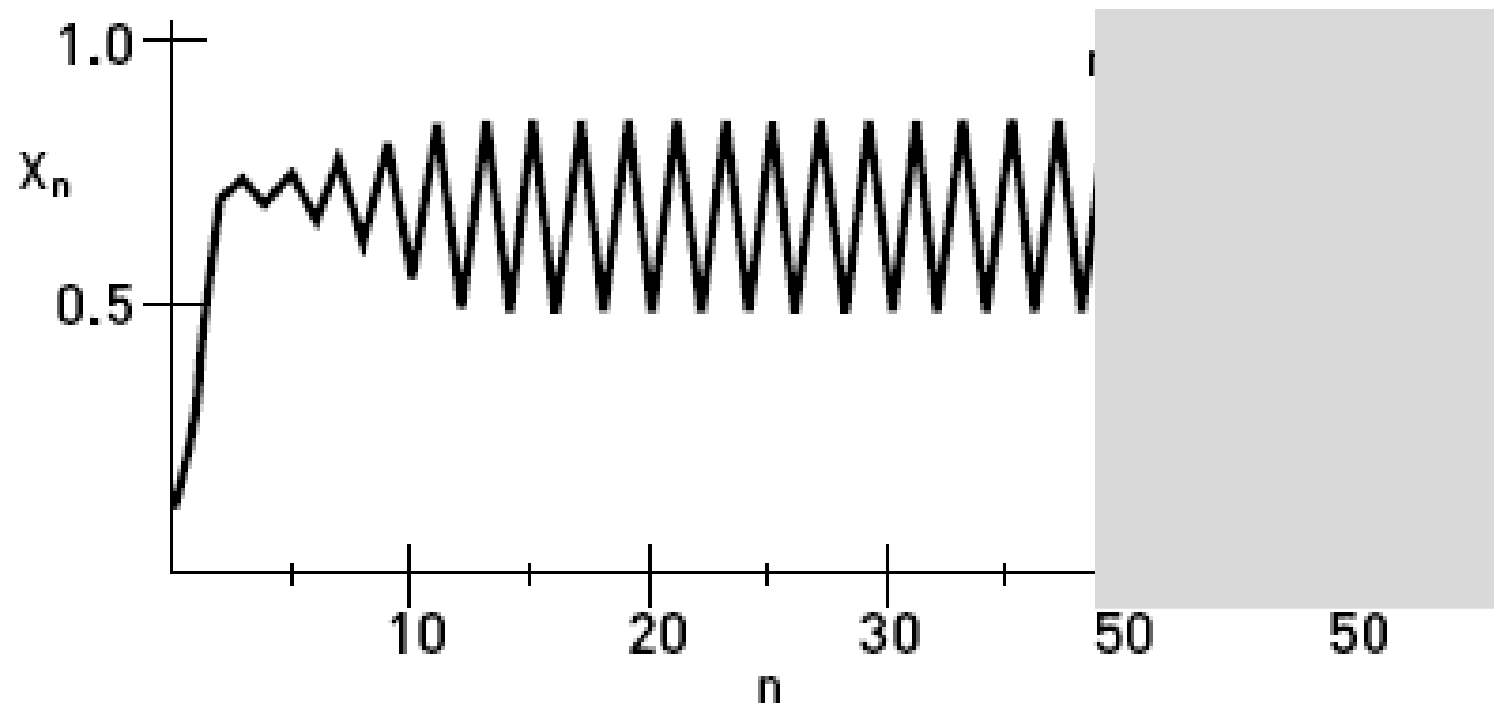


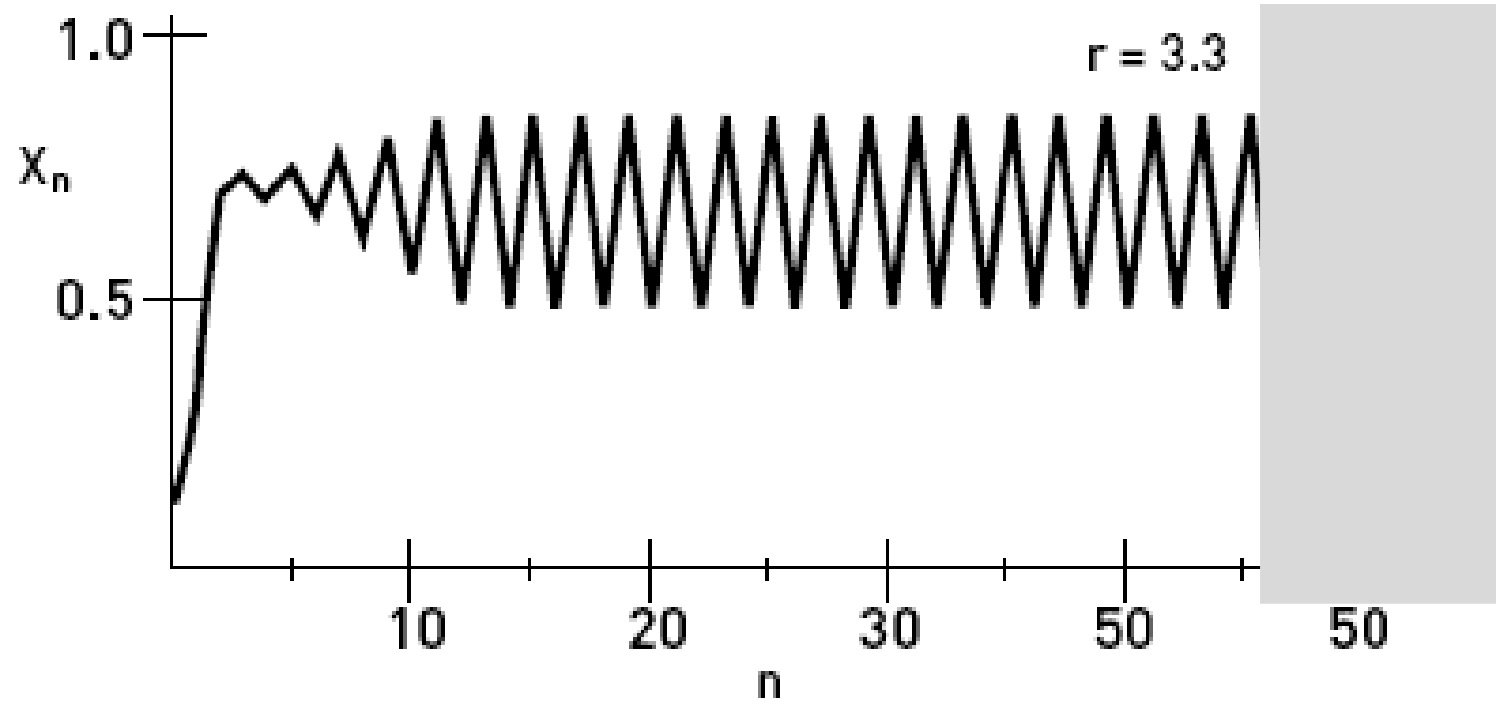


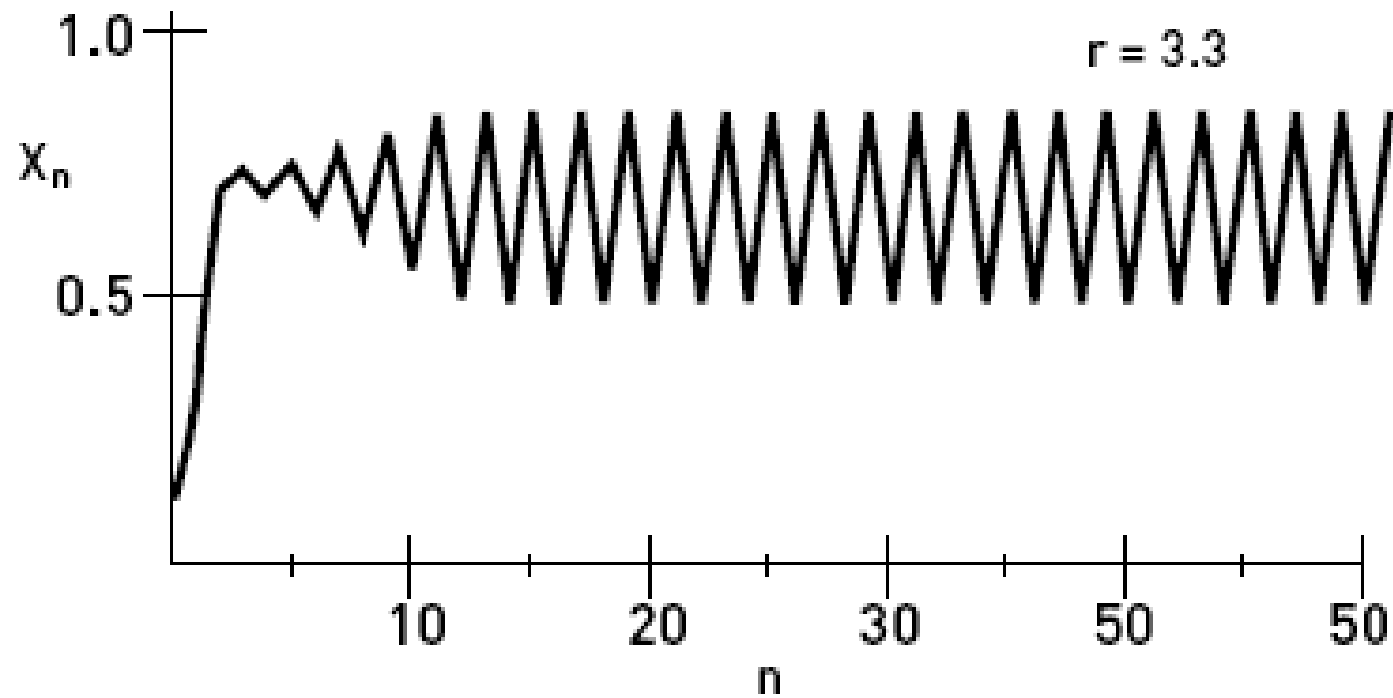




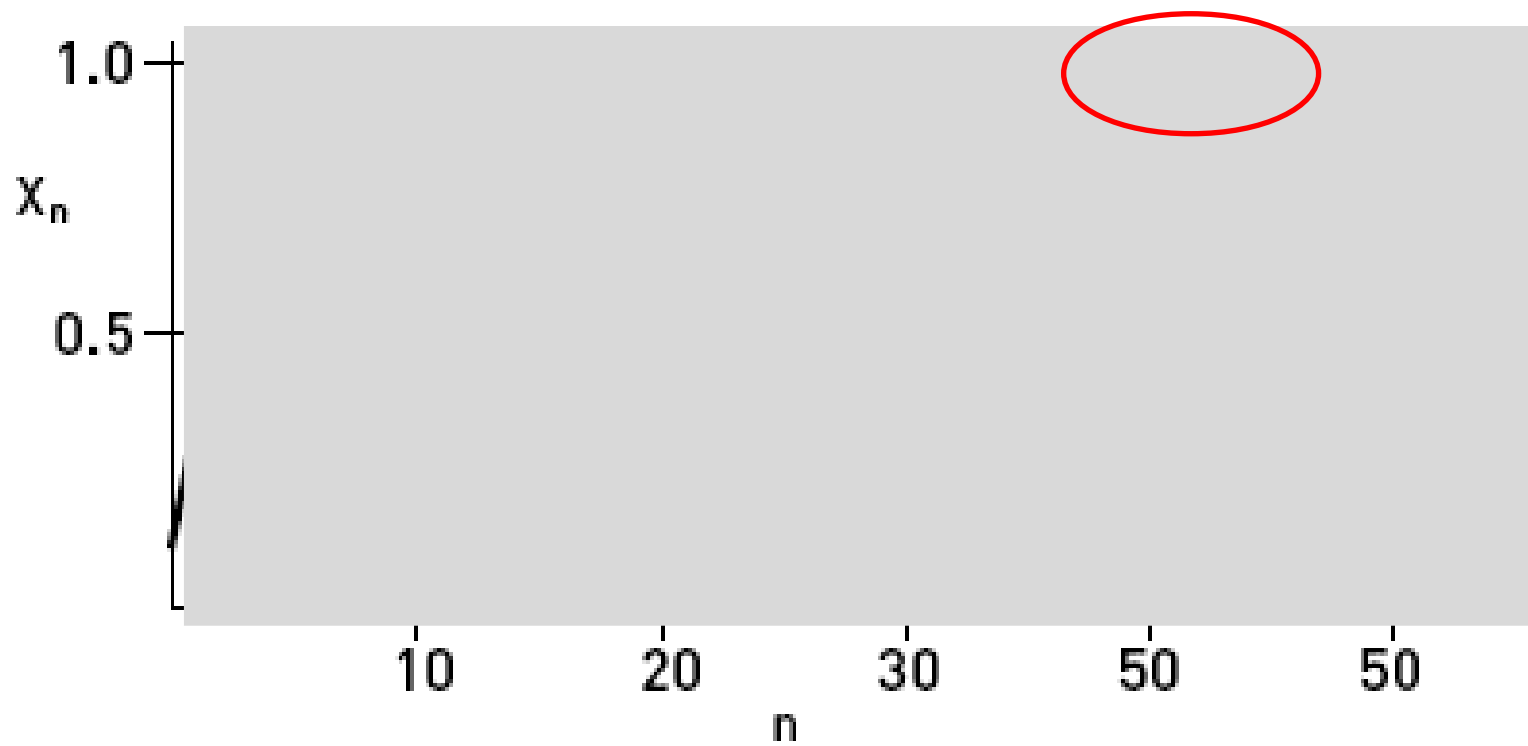


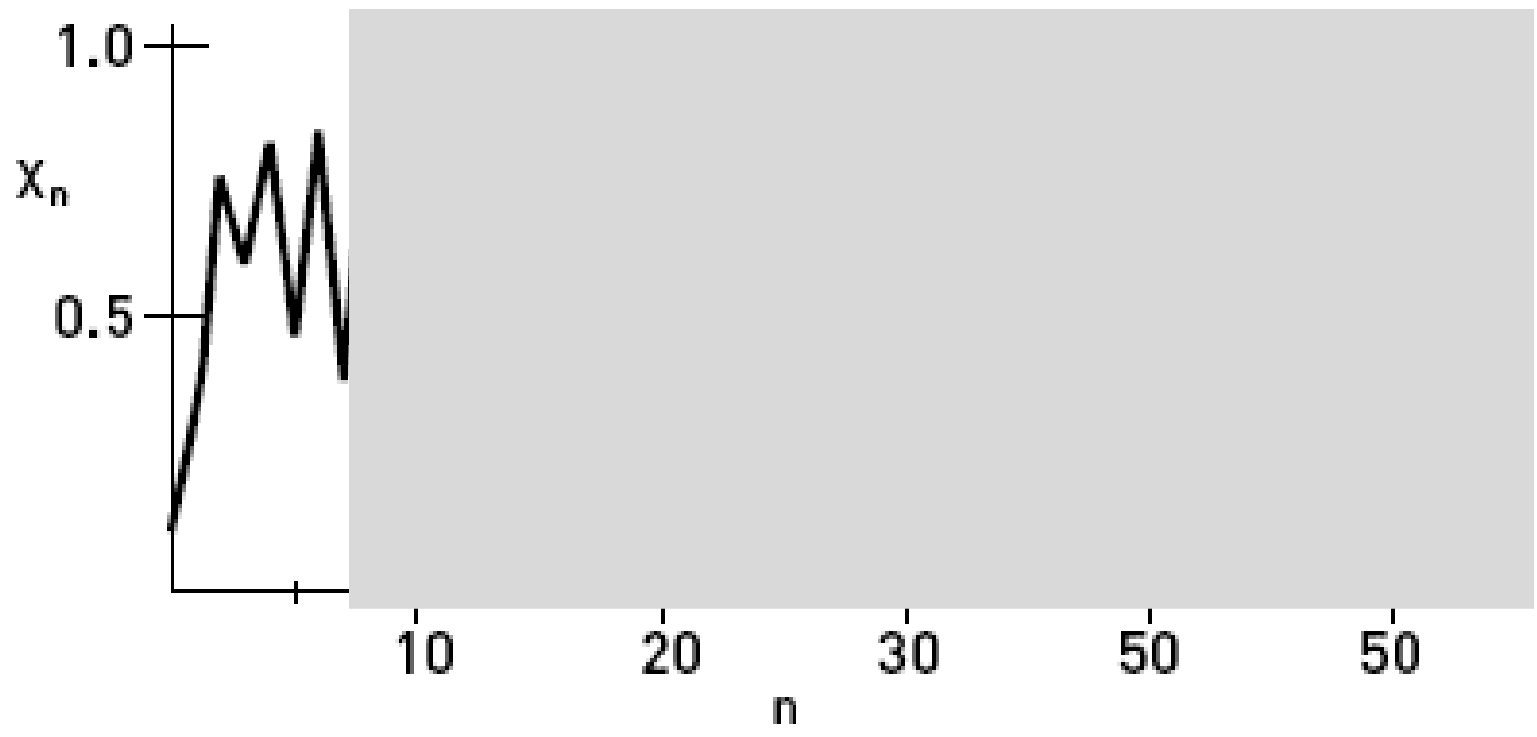


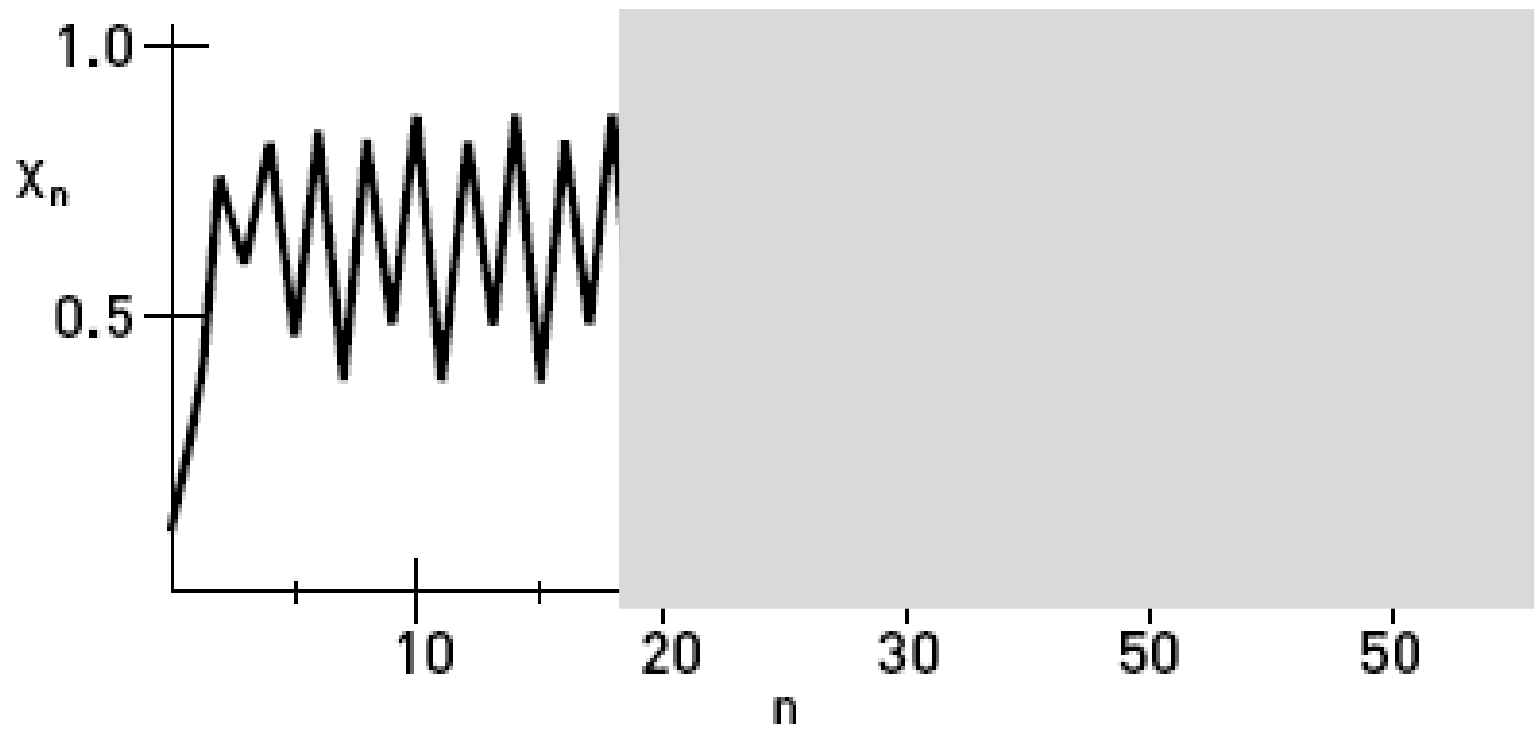


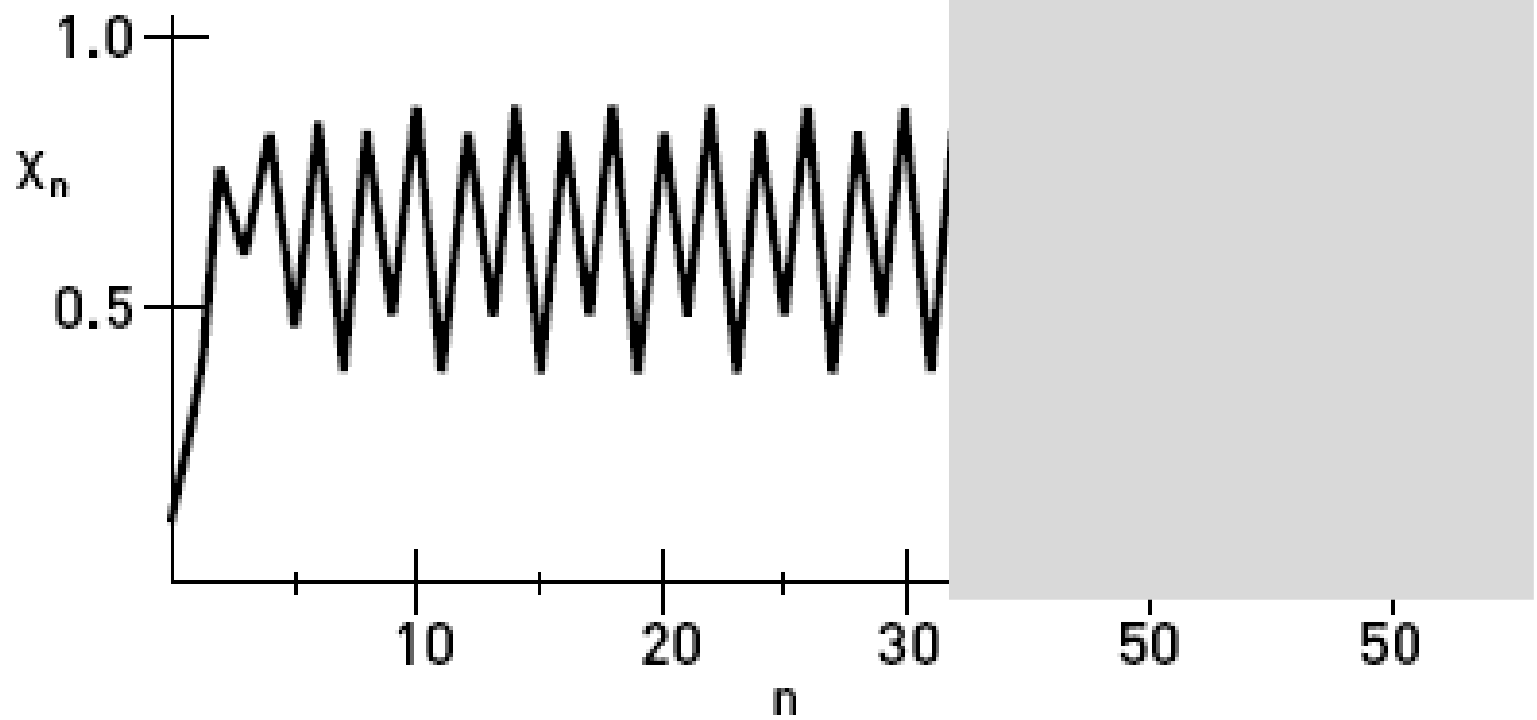


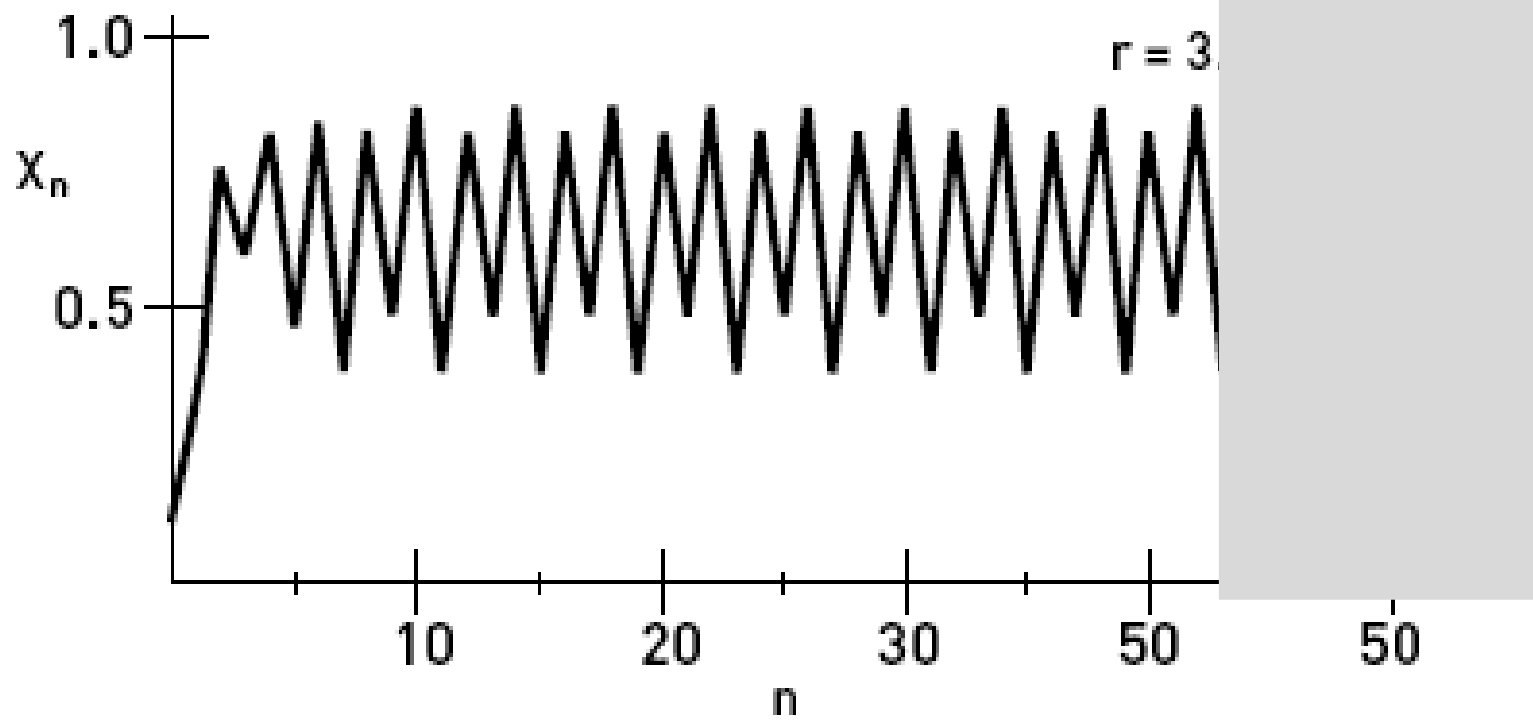
$$p_{n+1} = r p_n (1 - p_n)$$

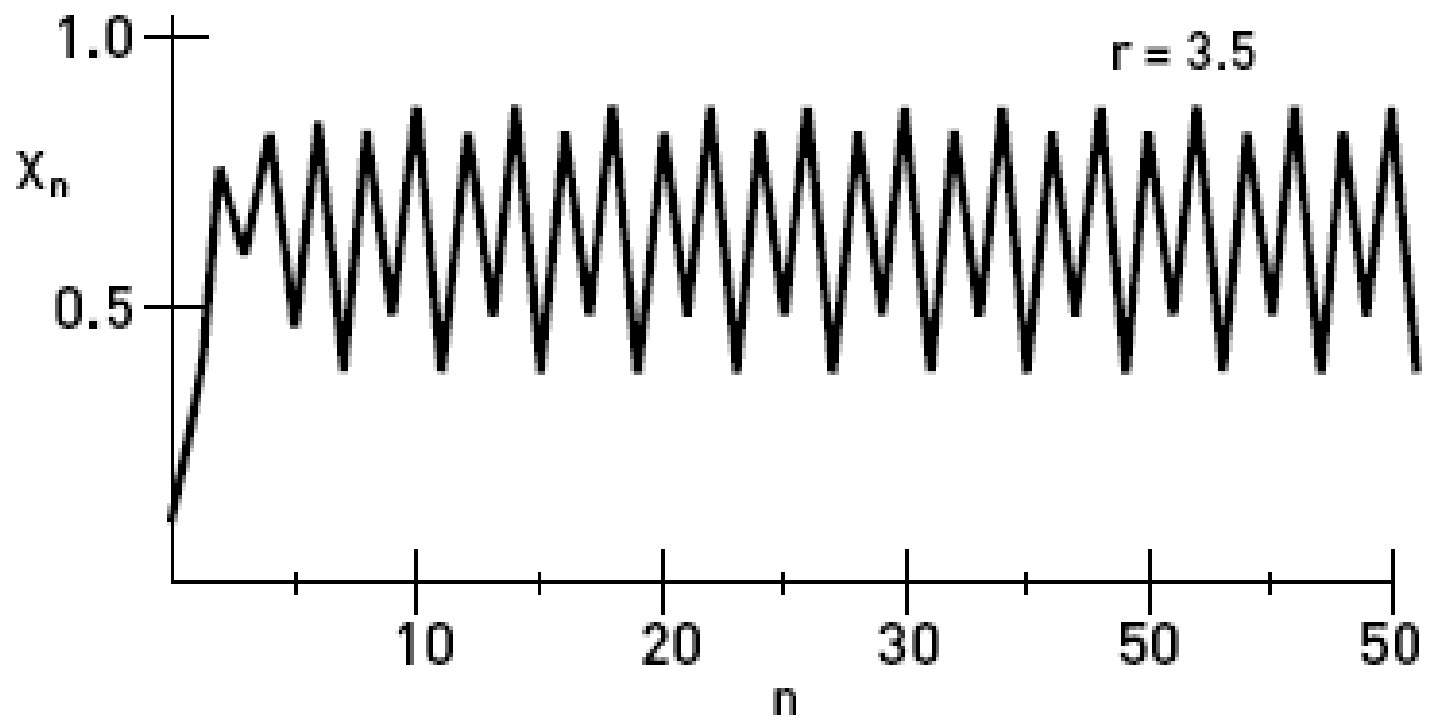




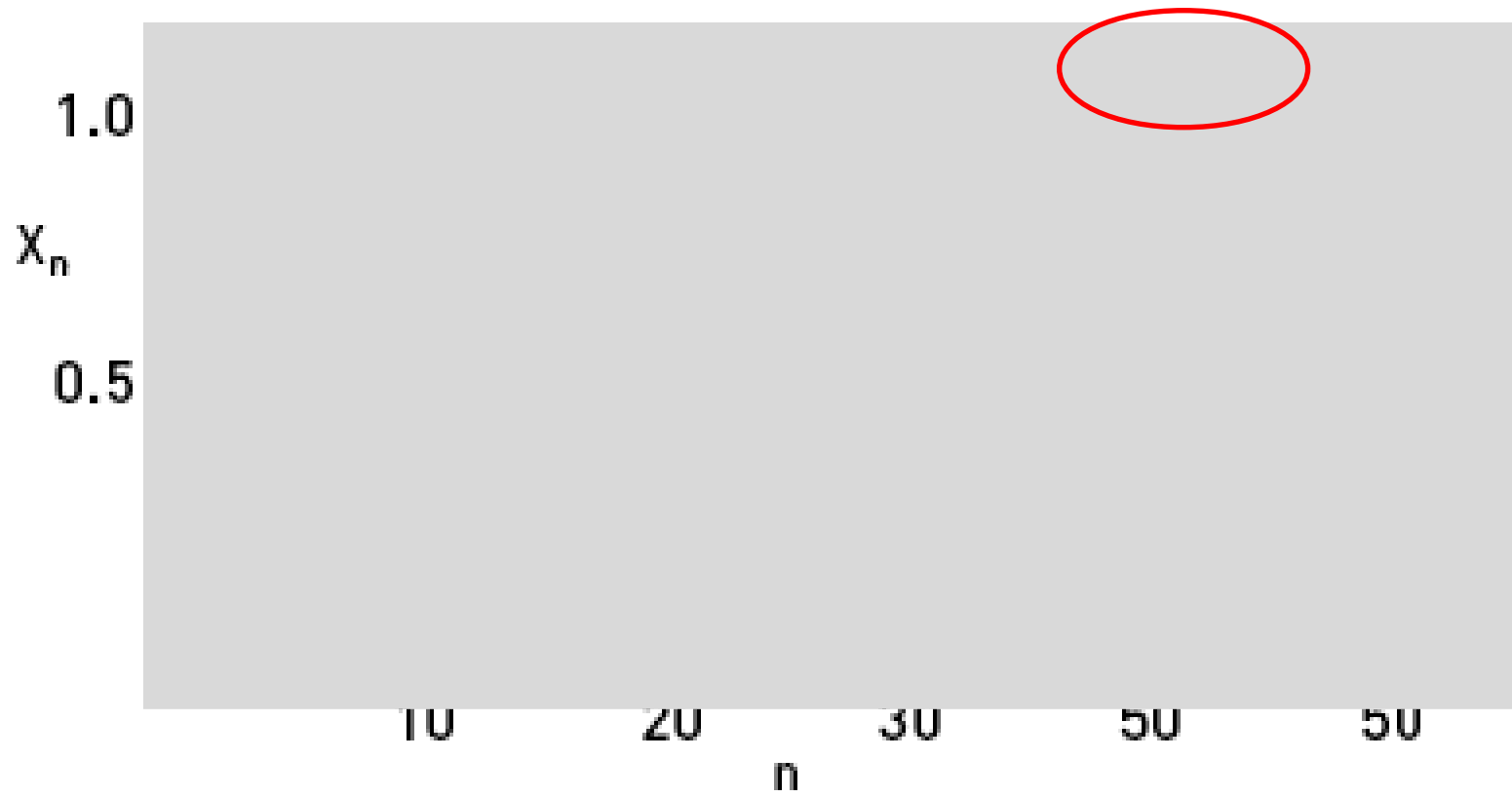


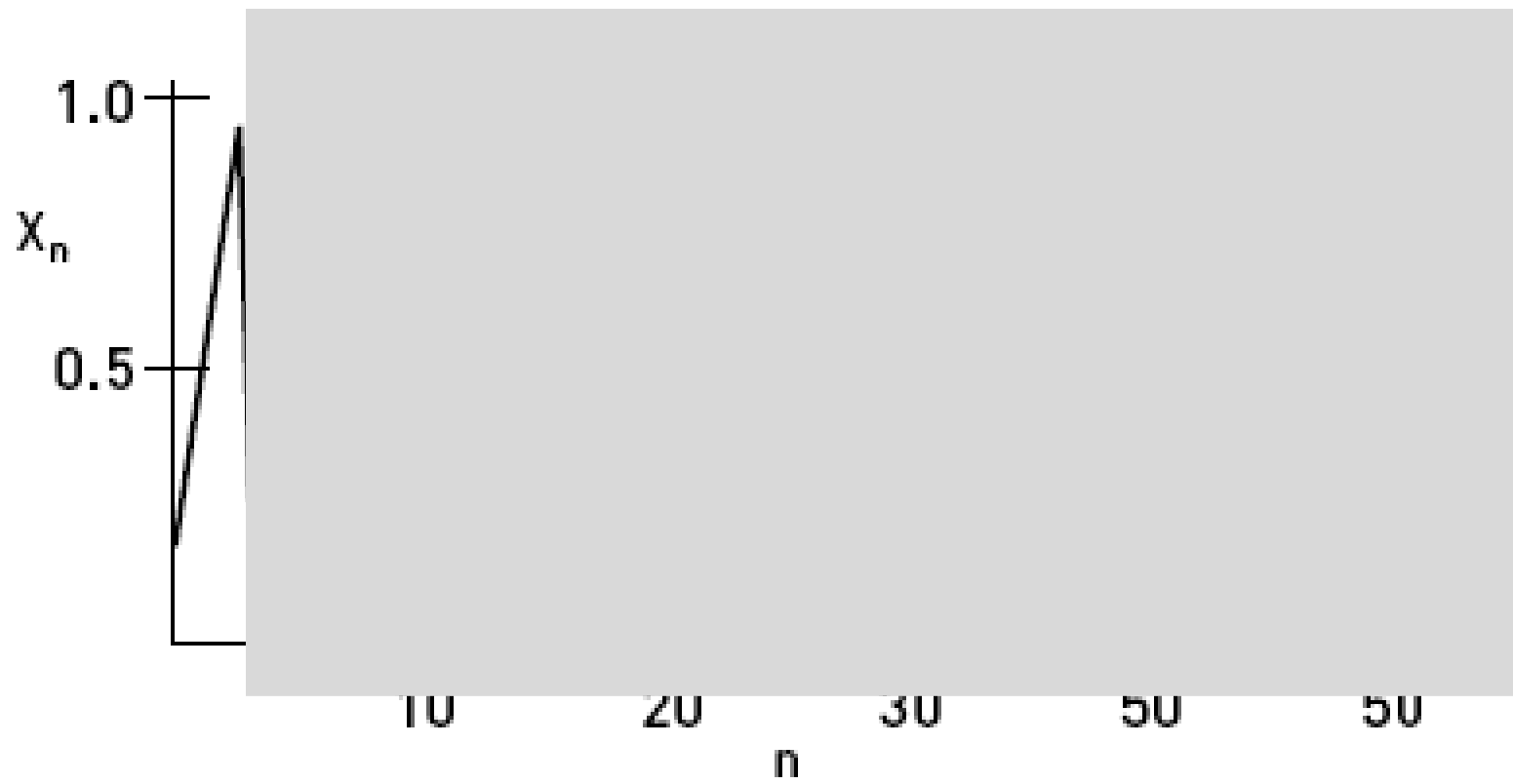


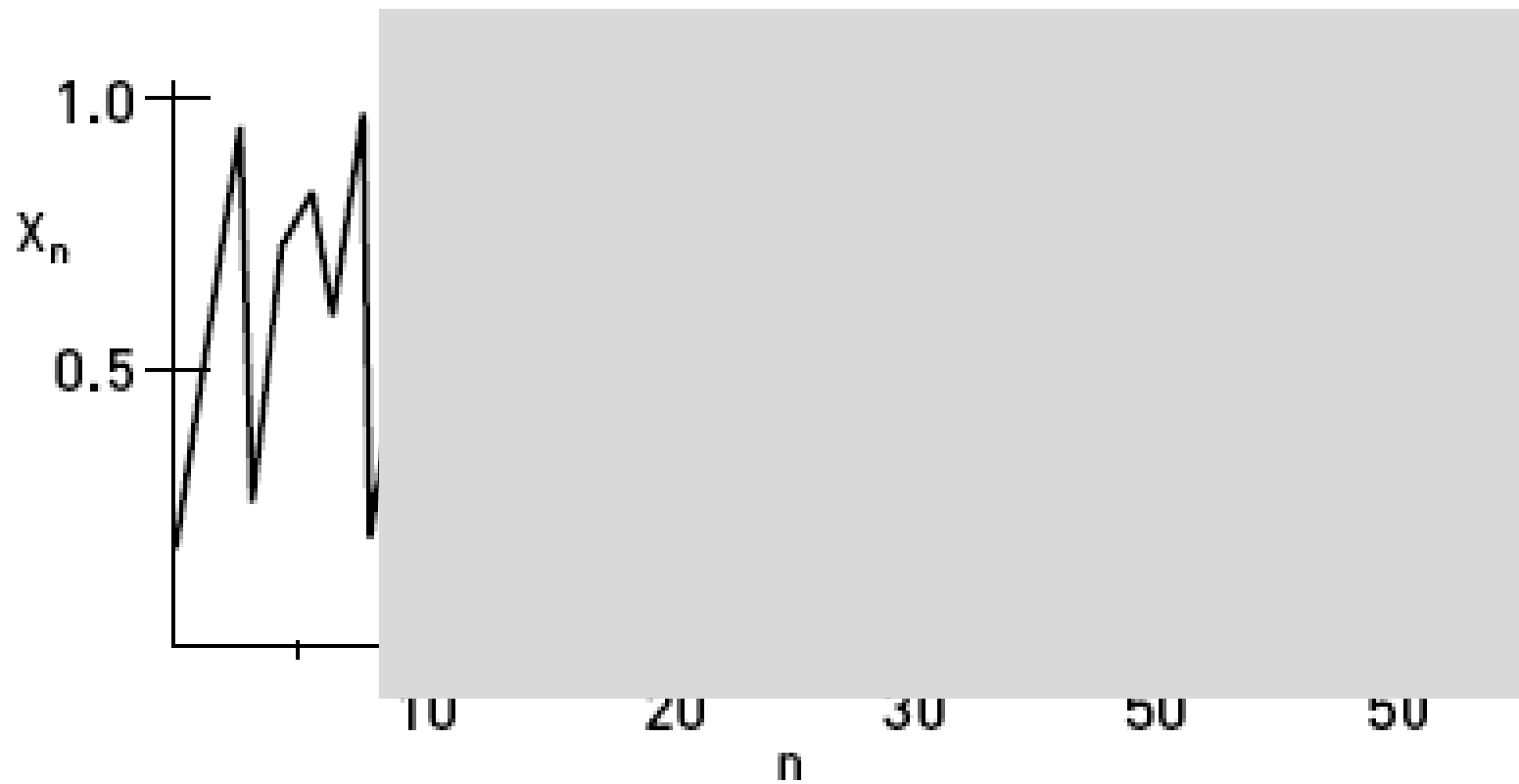


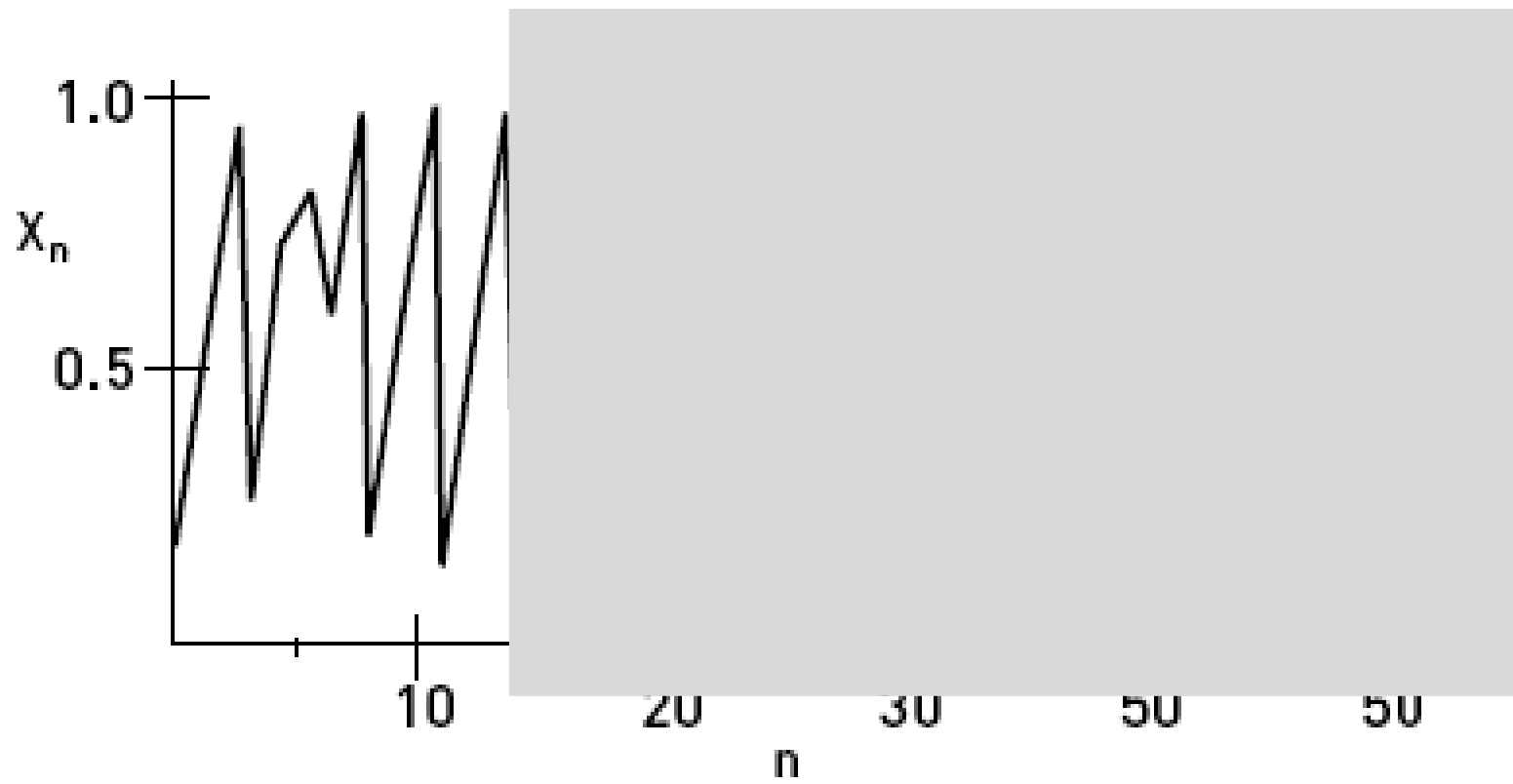


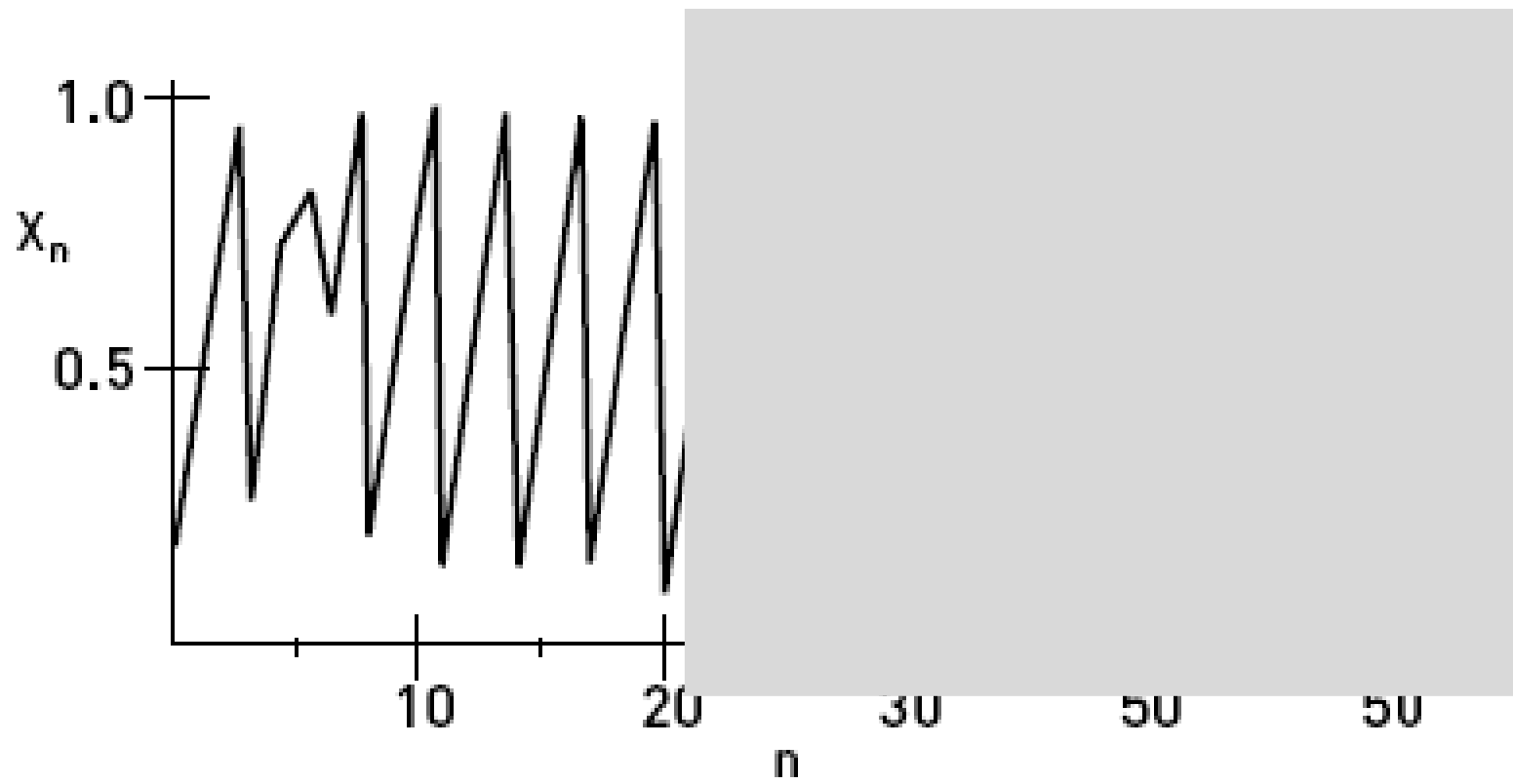
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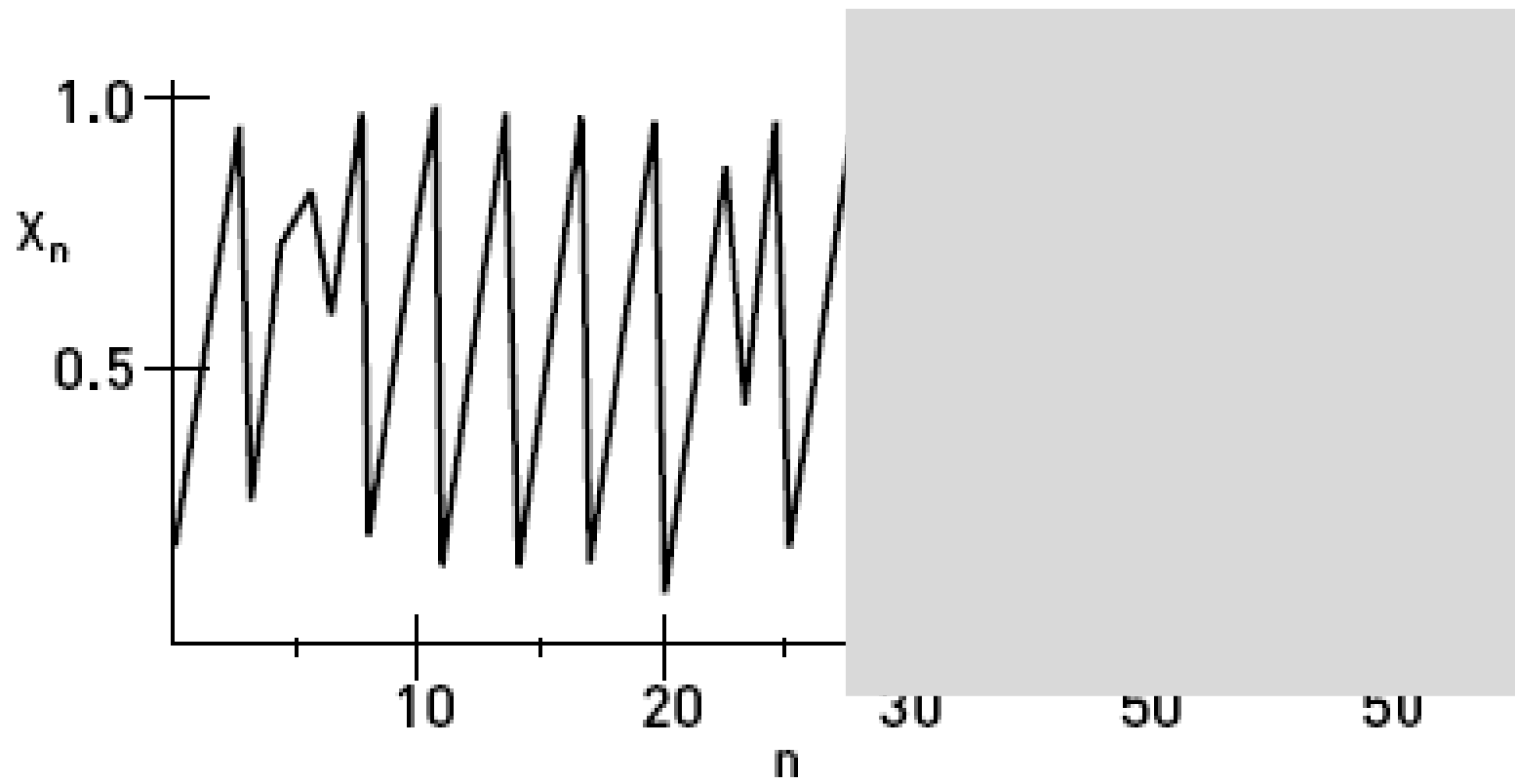


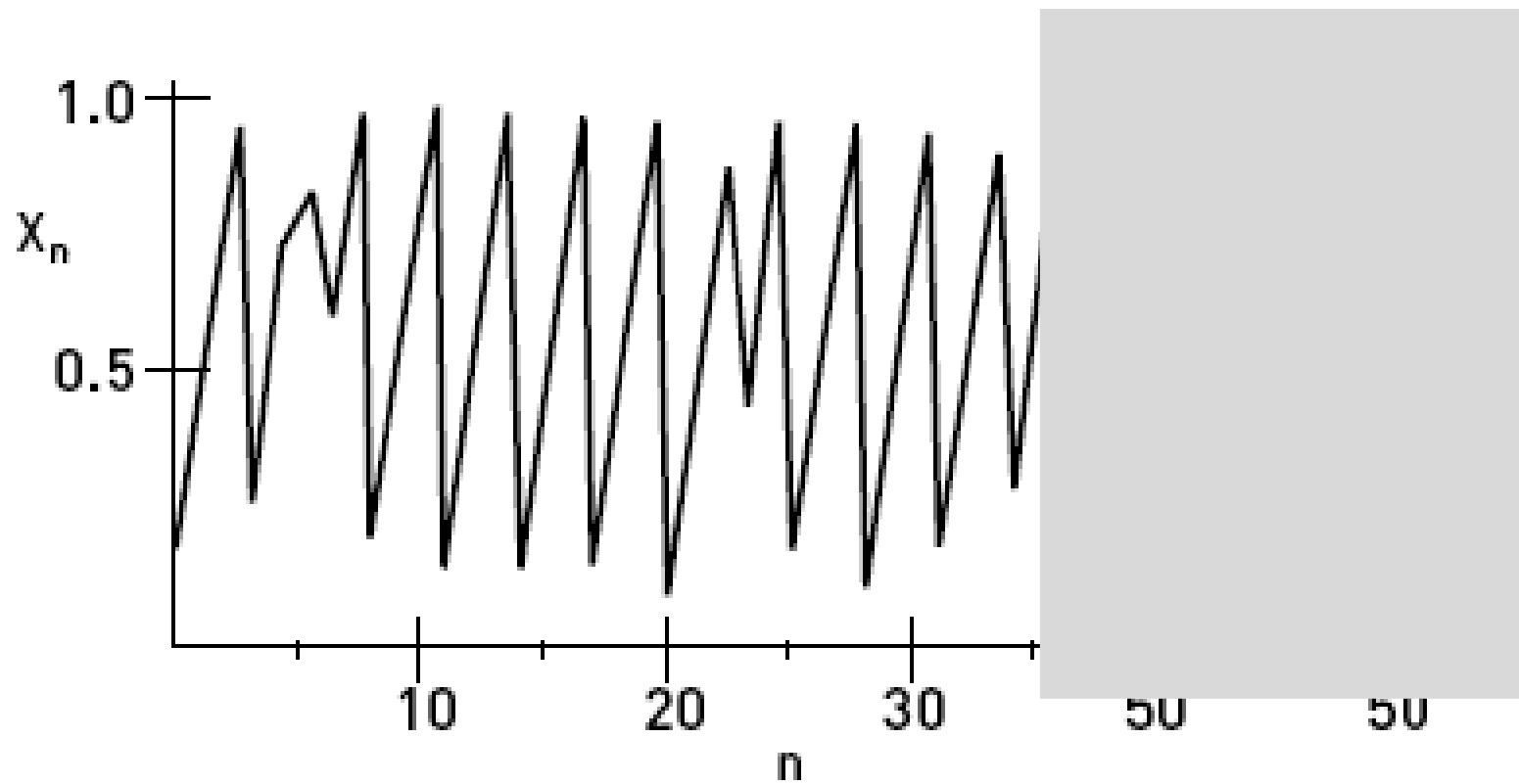


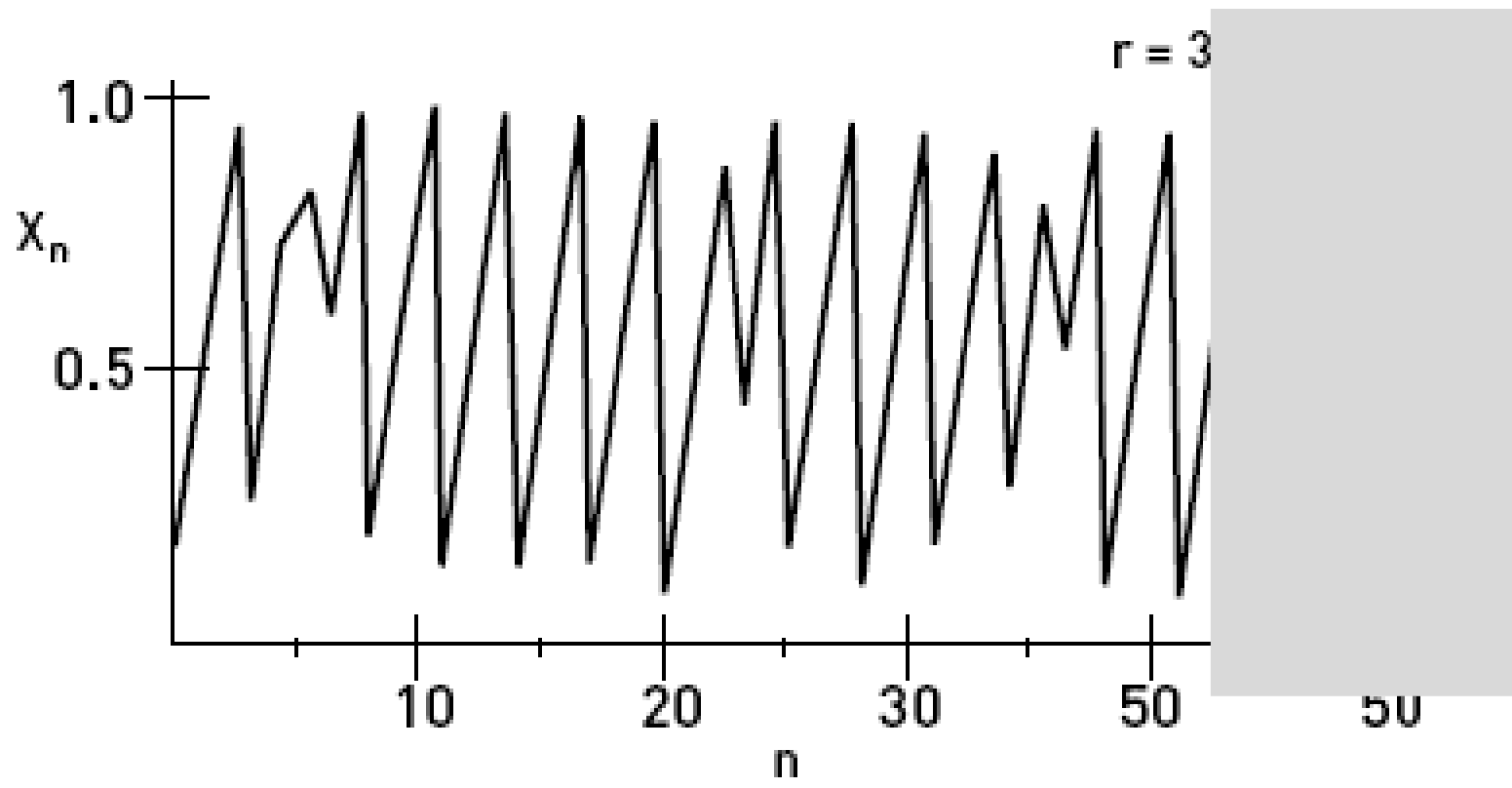


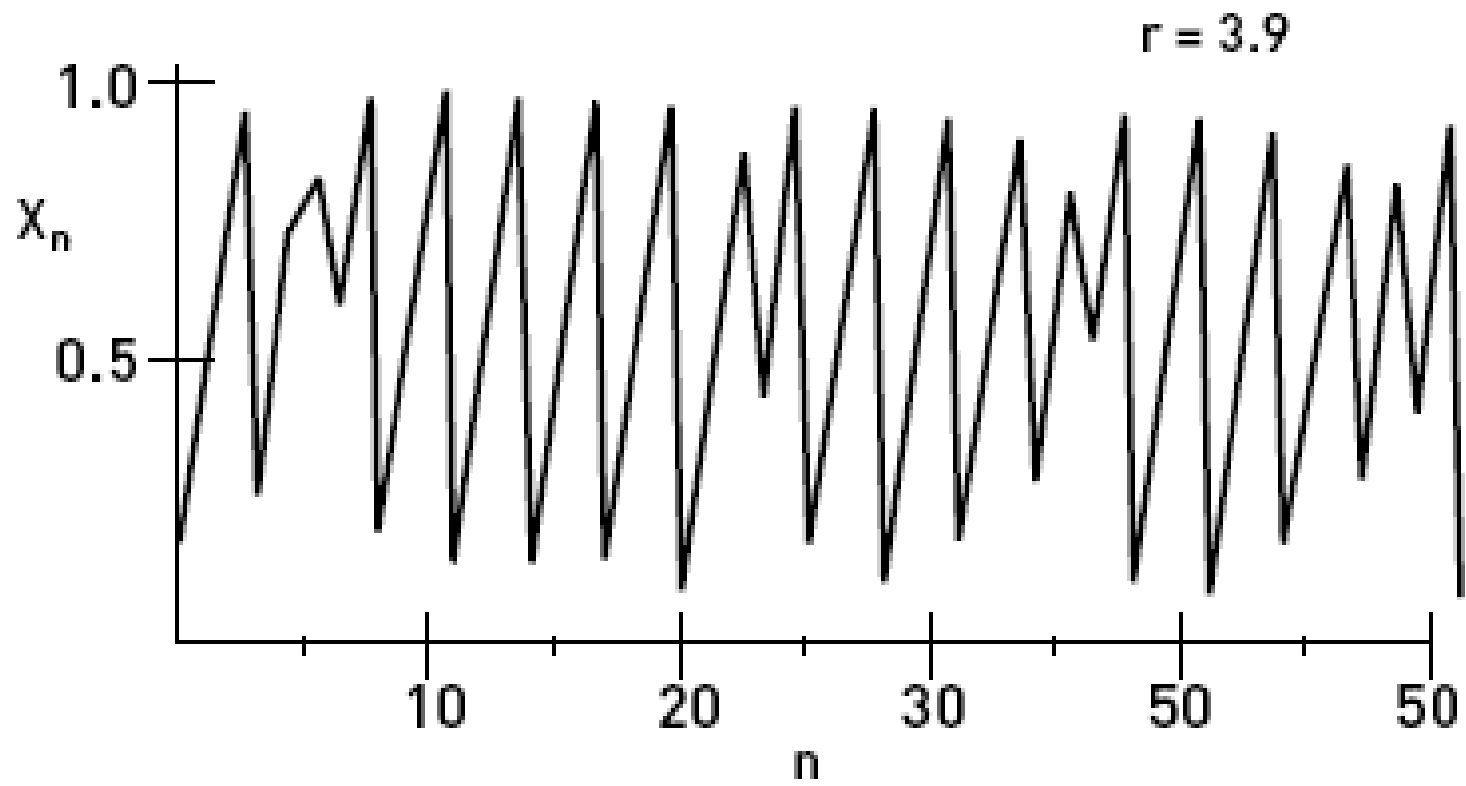




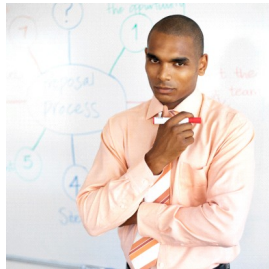
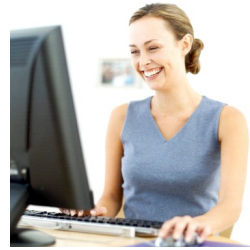












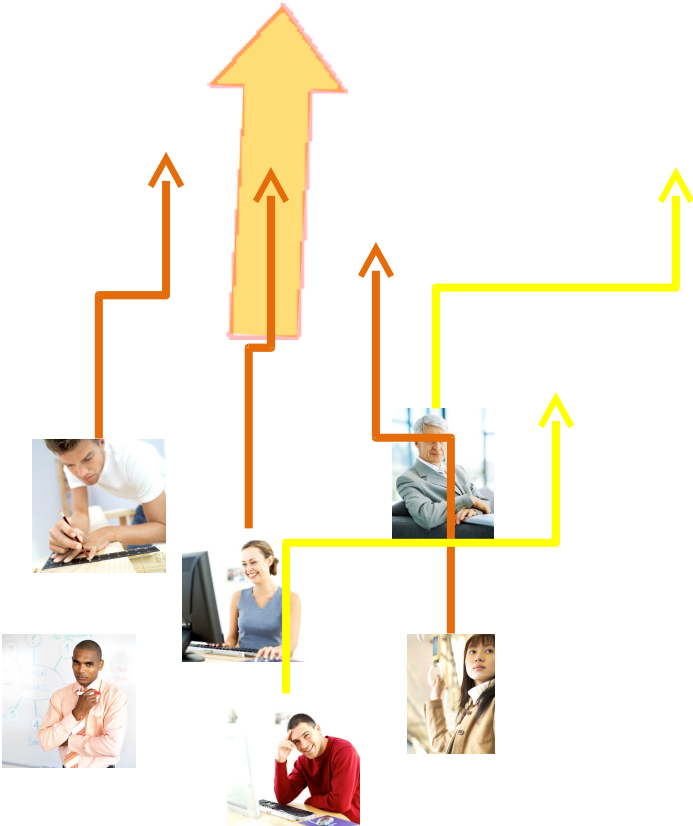
Effizient!

„Chefentscheid“



Gerecht!

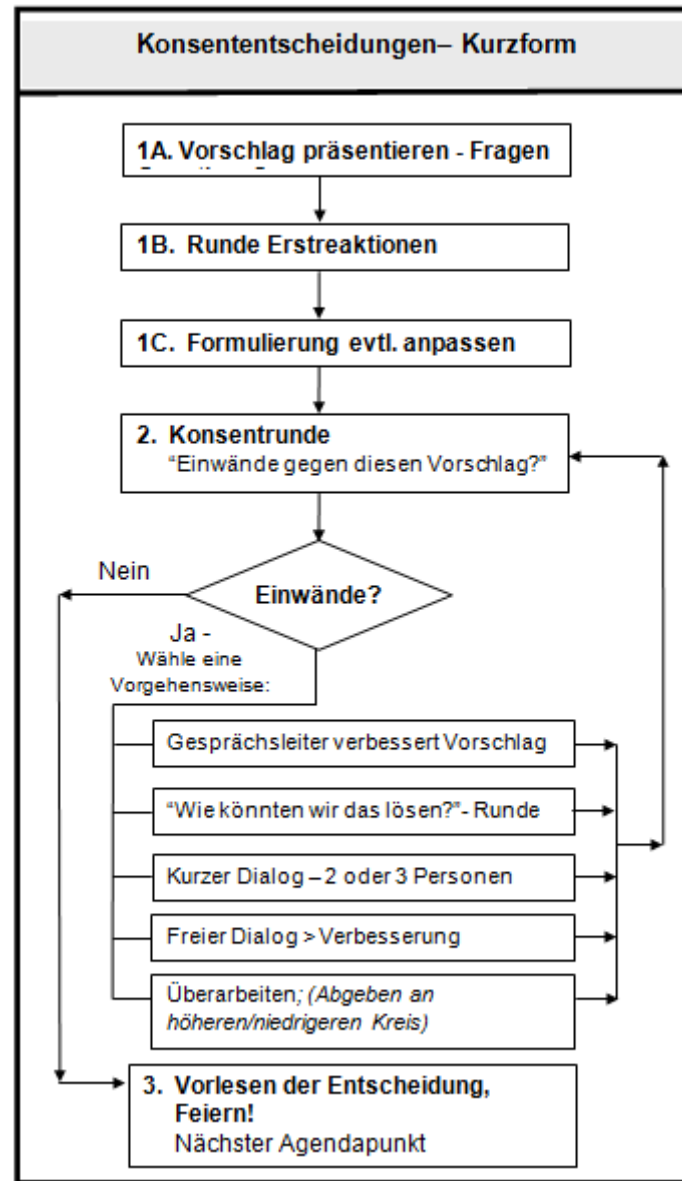
Konsens

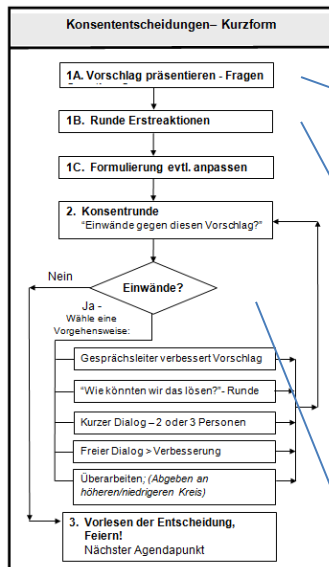


Herrschaft

des

 **Arguments** 





Bildformung Identifizieren der Kernfragen

1. Erkläre das Thema
2. Klärungsrunde (Worum geht es?)
3. Konsent zu den Kernfragen
(Ist allen klar worum es geht?)

Meinungsformung

Konkreten Vorschlag erarbeiten, der alle Kernpunkte umfasst

4. Erste Meinungsrunde
5. Kreatives Zusammenbringen
von Ideen; sich einlassen
6. Sicherstellen, dass alle
Kernfragen aus Schritt 3)
berücksichtigt sind

Konsentieren

Über einen Vorschlag entscheiden

7. Ausformulieren des Vorschlags
(siehe Kurzform 1A, B, C)
8. Konsentrunde
"Einwände gegen den Vorschlag?"
9. Beschluss verkünden; Feiern!
Nächster Agendapunkt.



Leben

in der

Vorläufigkeit

Ressourcen

- **Satisficing**, http://de.wikipedia.org/wiki/Satisficing_%28Entscheidungsfindung%29
- **Logistic Map**,
<http://www.learner.org/courses/mathilluminated/units/13/textbook/06.php>
- Ralf Westphal, **Konsent**, <http://soziokratie.blogspot.com/2009/08/konsent.html>
- Ralf Westphal, **Agil entscheiden**,
<http://ralfw.blogspot.com/2009/01/agil-entscheiden-soziokratie-statt.html>
- NVCWiki, **Konsent oder Konsens**,
http://de.nvcwiki.com/index.php/Konsent_oder_Konsens%3F
- Donna Freiermuth, **Sociocracy and Consent**
<http://www.cohousing.org/cm/article/sociocracy>
- Holacracy One, Integrative Decision-Making Process
http://www.holacracy.org/sites/default/files/resources/Handout_-_IDM_Process.pdf
- **PDCA (Deming Cycle)**
<http://en.wikipedia.org/wiki/PDCA>

Referent

- Ralf Westphal (www.ralfw.de) ist freiberuflicher Berater, Projektbegleiter, Autor und Trainer für Themen rund um .NET Softwarearchitektur. Er ist Autor von mehr als 450 Publikationen und Microsoft Most-Valued-Professional für Softwarearchitektur.
- Mit Stefan Lieser hat er die