

# Observing best practices to address recurring concerns of product managers and product owners in large-scale agile development

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Motivation

**Why** to work on this thesis?

Introduction

What work has been done in advance?

Goal of this thesis

**What** will this thesis deliver?

Research Approach

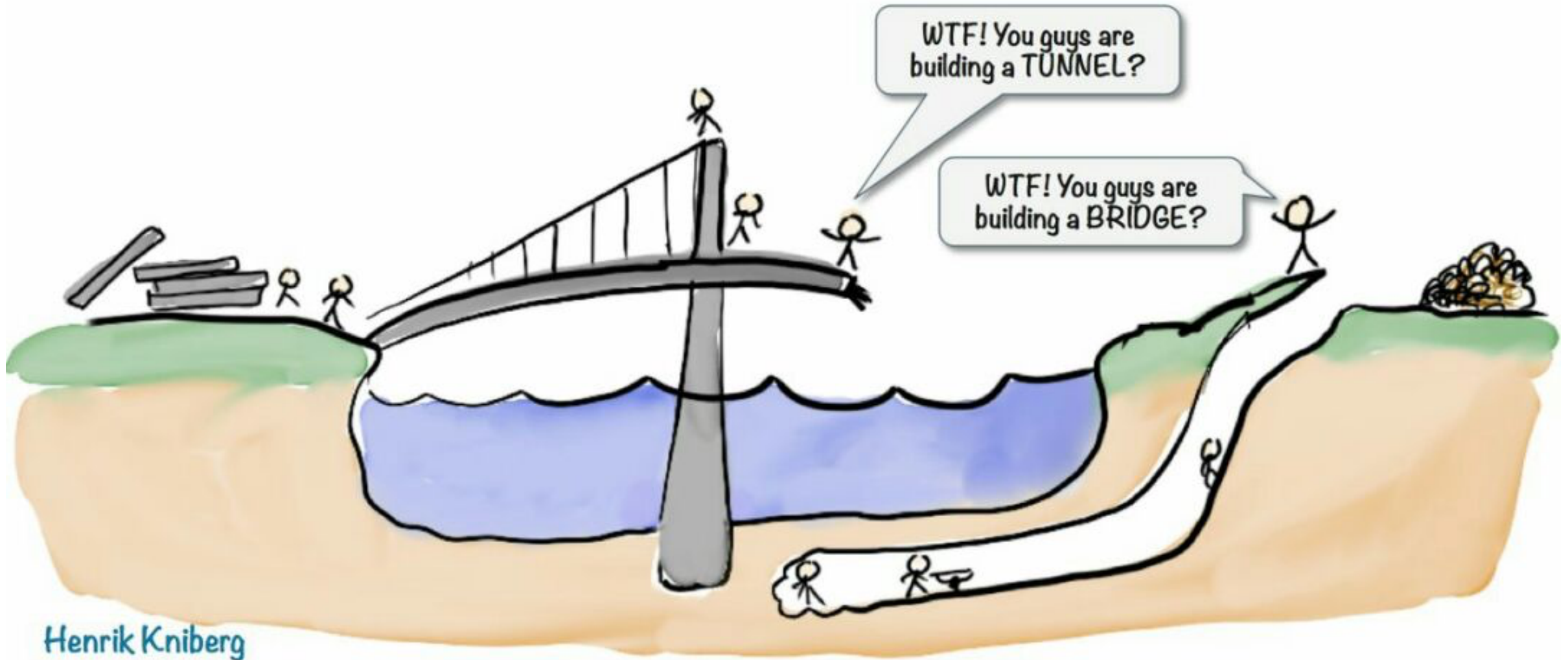
**How** will I reach this goal?

Roadmap

**When** will I be doing what?

Collaborations

With whom have I collaborated so far?



[6]



## Agile

Agile development has been a proven concept in small companies for many years, bringing them various benefits. [3]



## Large-Scale

Many agile teams working on a project or product in a large scale sets a new form of complexity. [1,2]



## Patterns

Patterns are one way to ensure relevance of the research outcome, relating the findings to real concerns in the industry. [5]

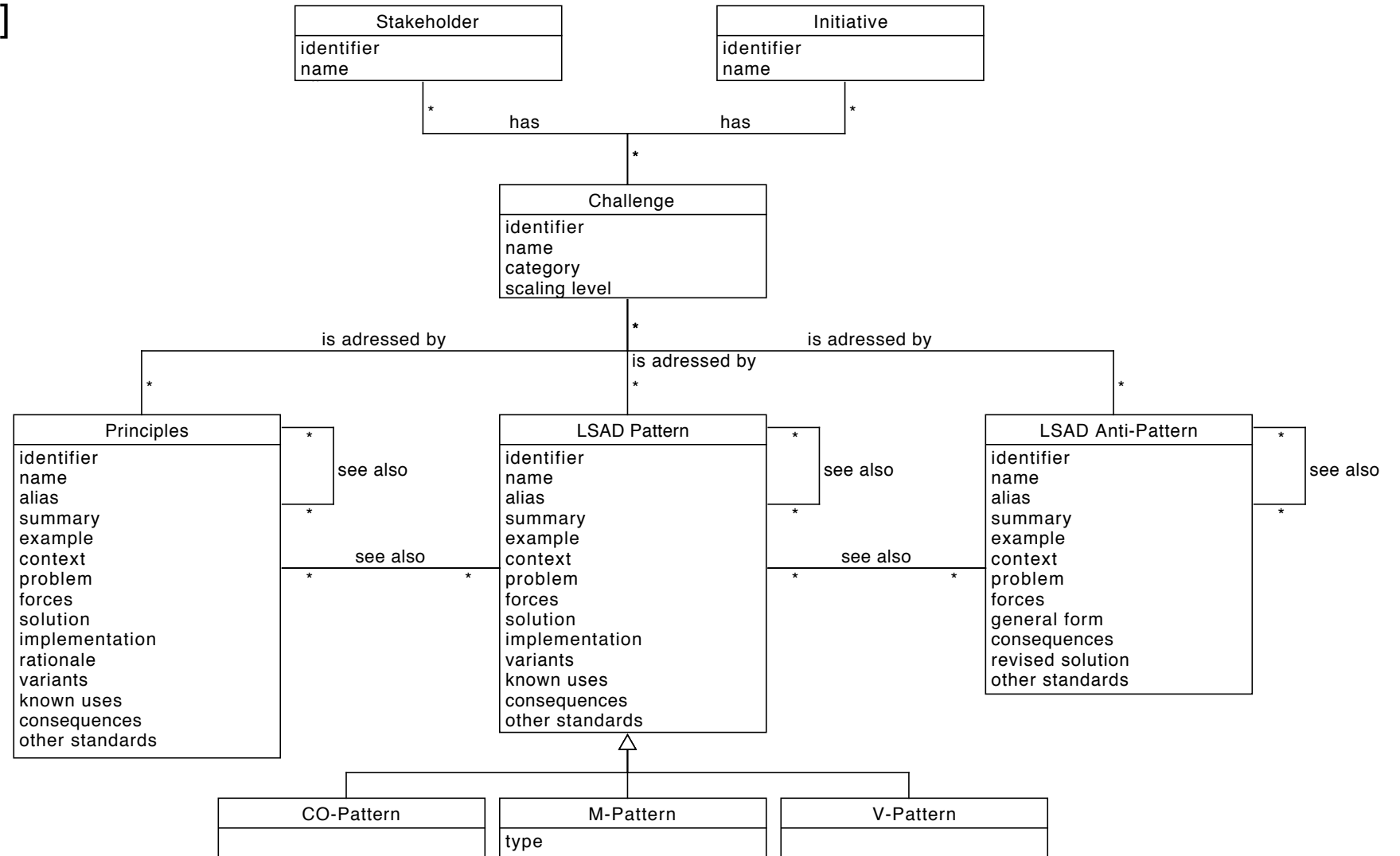


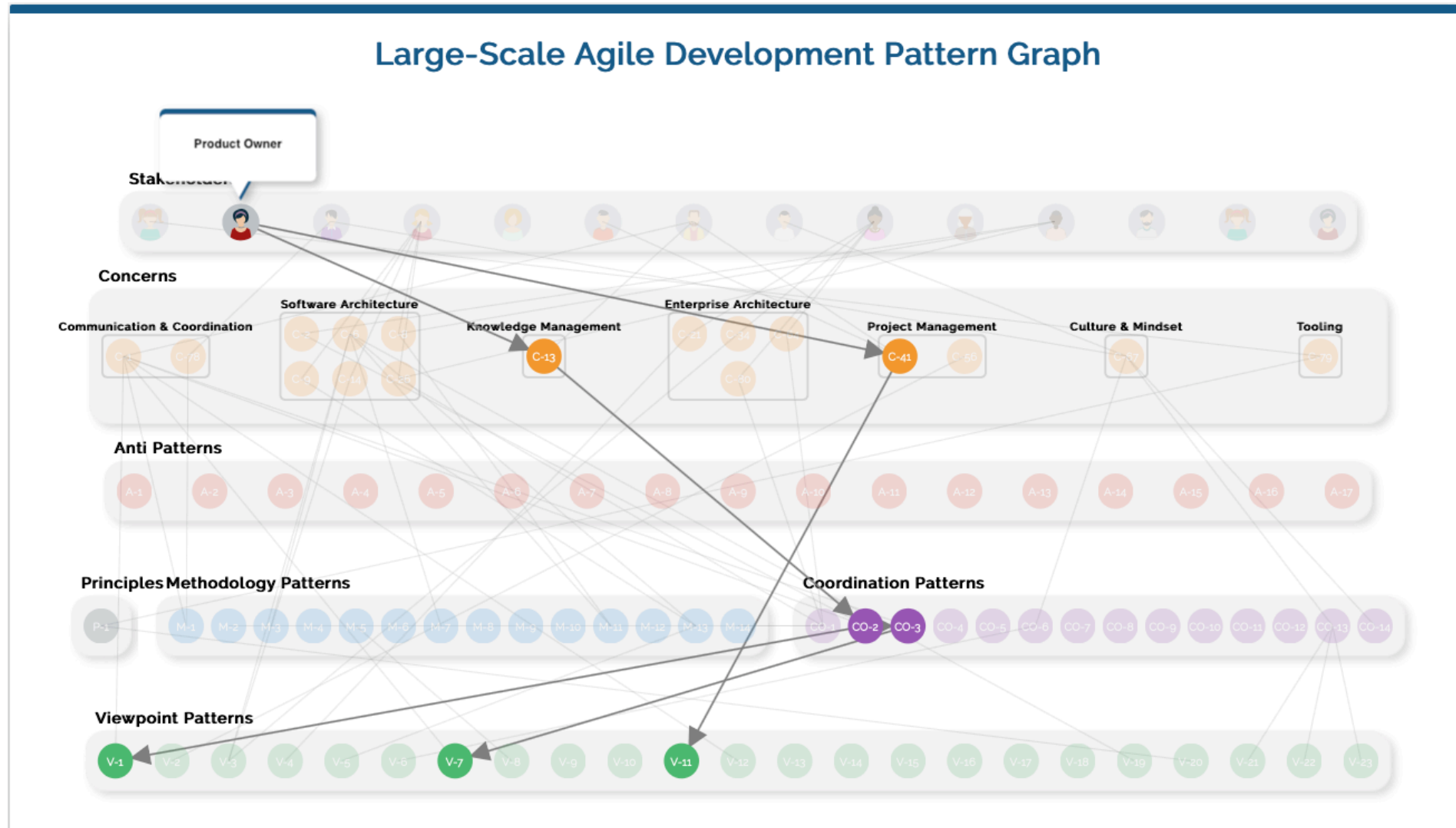
## Mindset & Culture

Agile methods will not be successful by simply changing the process. It requires a cultural change which can be very challenging. [3]



A proven pattern template. [4]





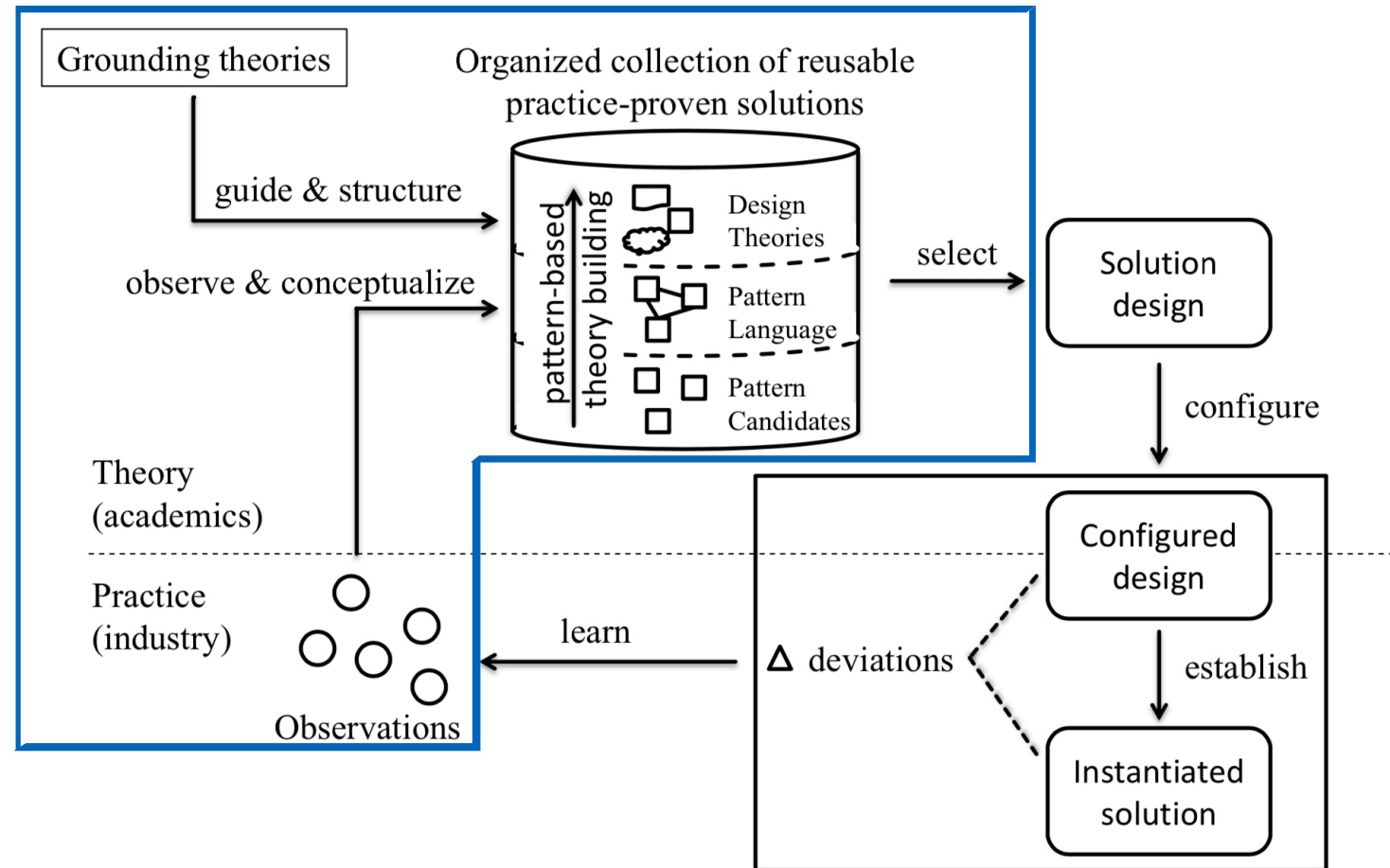
## Research Question 1

What are **recurring challenges** of Product Managers and Product Owners in Large-Scale Agile Development?

## Research Question 2

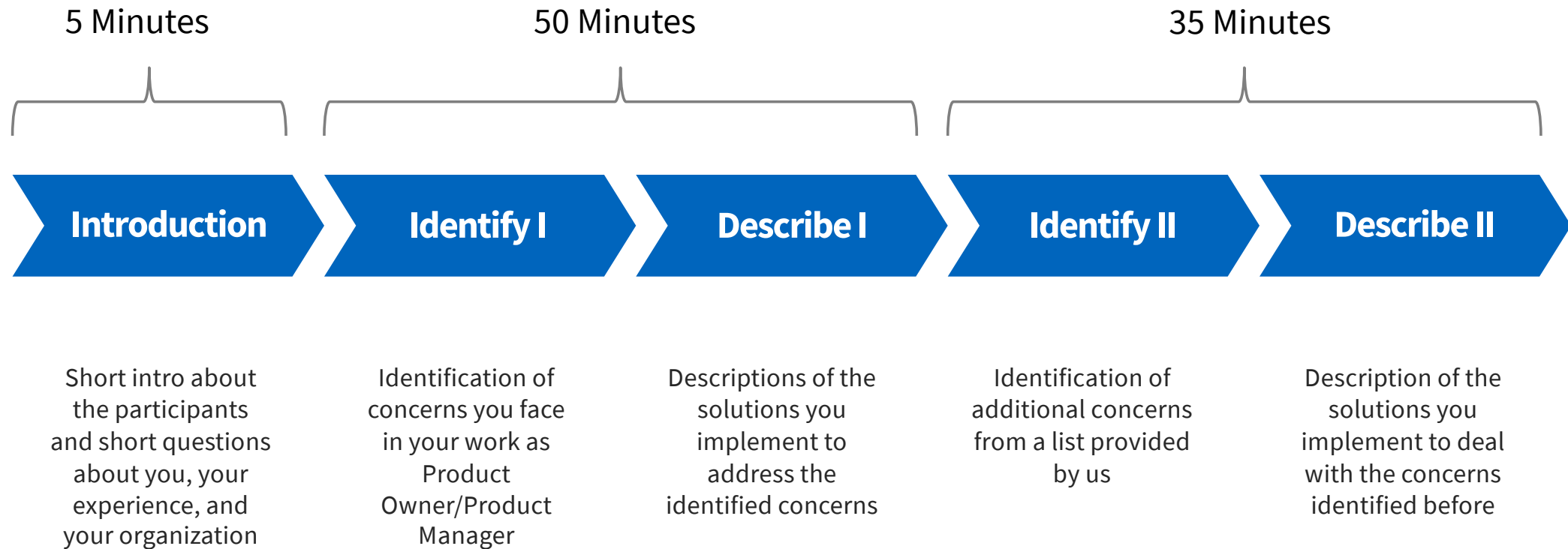
What are **best practices** for addressing recurring challenges of Product Managers and Product Owners in Large-Scale Agile Development?

## Pattern-Based Research Design [5]

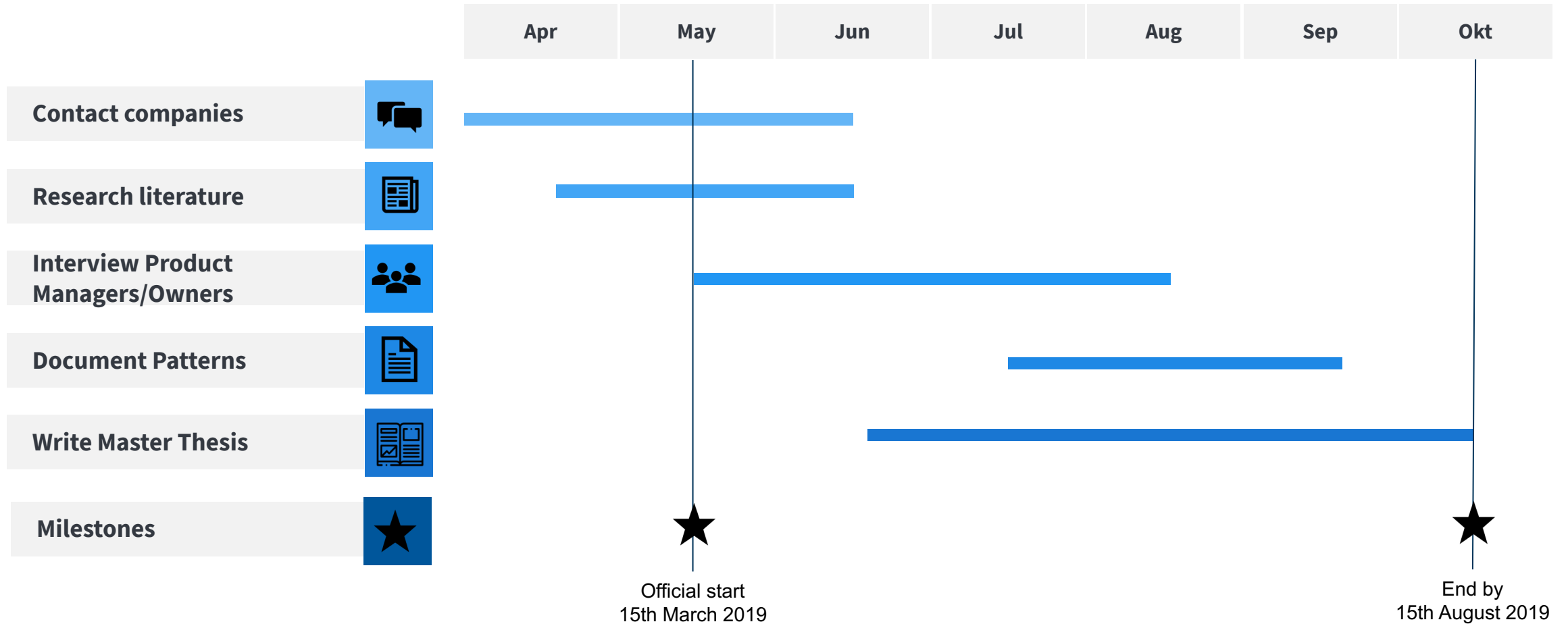




# Research Approach – Structured Interviews



# Roadmap





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- [2] Dikert, K., Paasivaara, M., & Lassenius, C. (2016). Challenges and success factors for large-scale agile transformations: A systematic literature review. *Journal of Systems and Software*, 119, 87-108.
- [3] Laanti, M., Salo, O., & Abrahamsson, P. (2011). Agile methods rapidly replacing traditional methods at Nokia: A survey of opinions on agile transformation. *Information and Software Technology*, 53(3), 276-290.
- [4] Stepney, S. (2012, September). A pattern language for scientific simulations. In *Proceedings of the 2012 workshop on complex systems modelling and simulation, Orleans, France*.
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- [6] Henrik Kniberg (2016). Spotify Rhythm. Presentation at Agila Sverige.



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