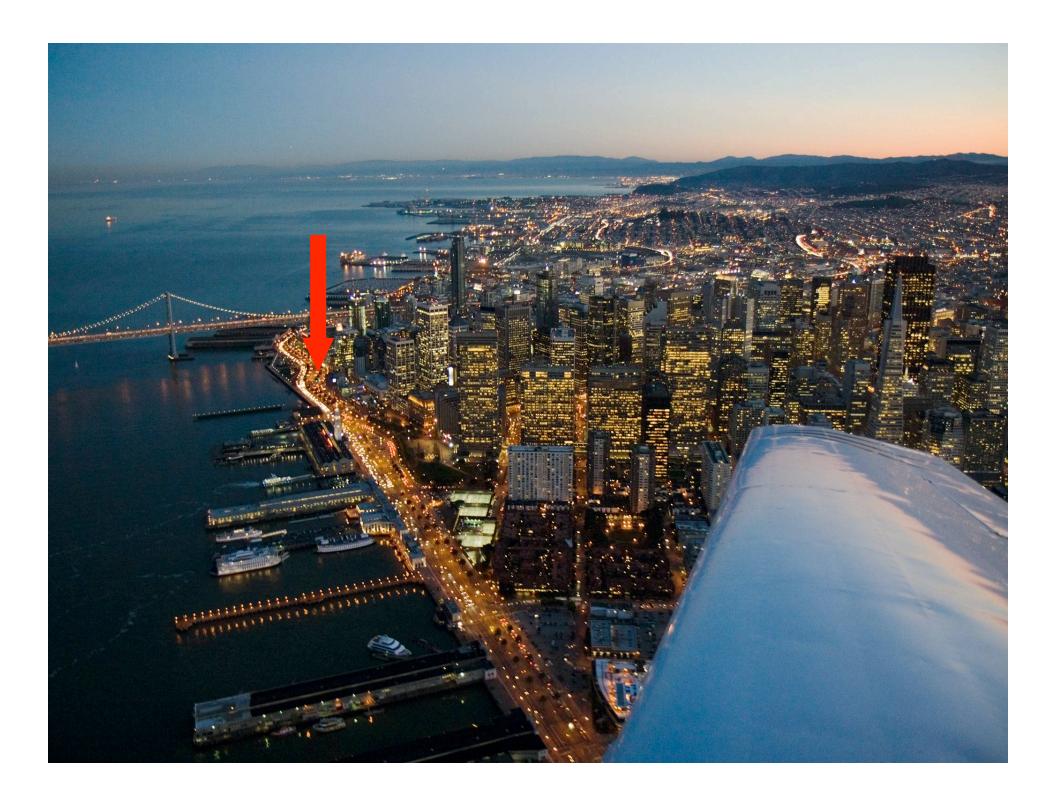
YEAR OF LIVING DANGEROUSLY

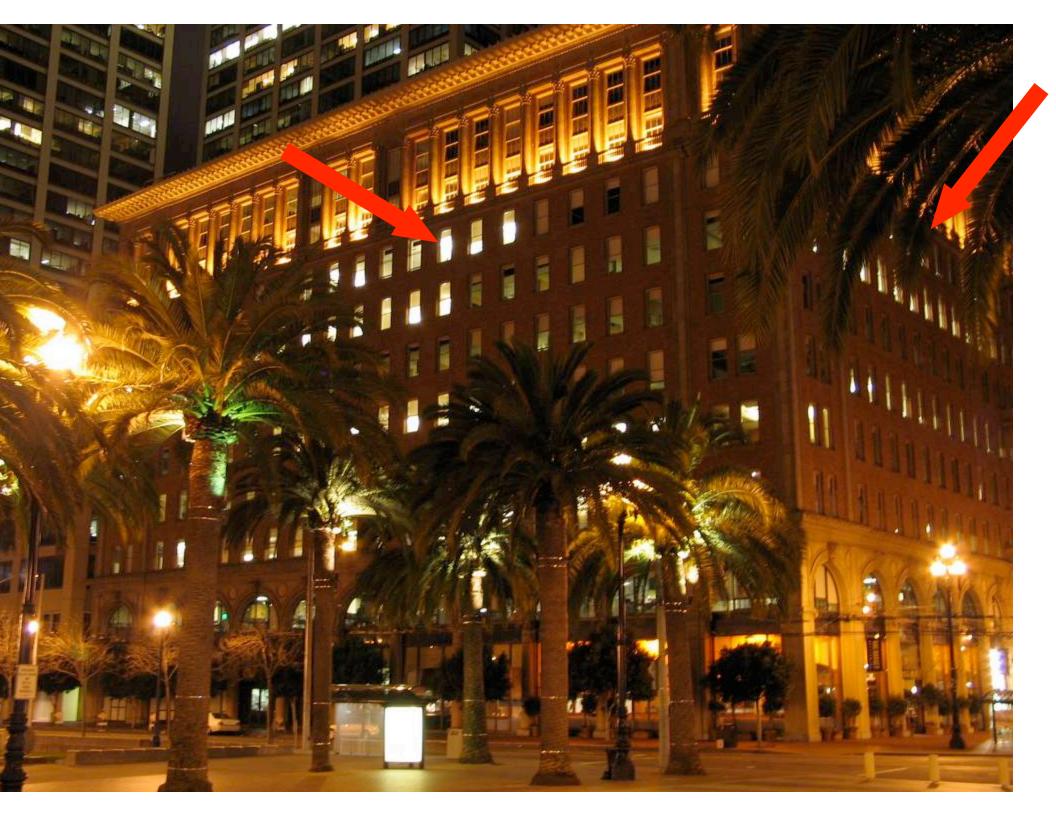
A Product Manager's Guide to Surviving the Transition to Agile Development

Silicon Valley Product Management Association July 2nd - 2008

Rasmus Mencke









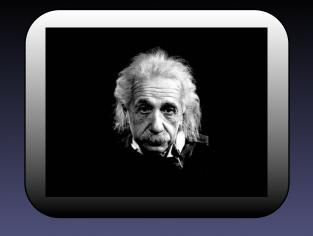


Age of Salesforce in years

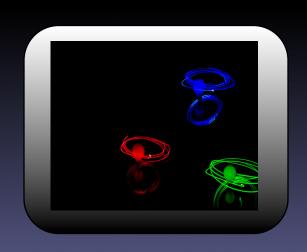
from the beginning



Number of people in R&D







smart

fast

innovative



Number of Major Releases per year

7 years later



41,000+

Customers

1,000,000+

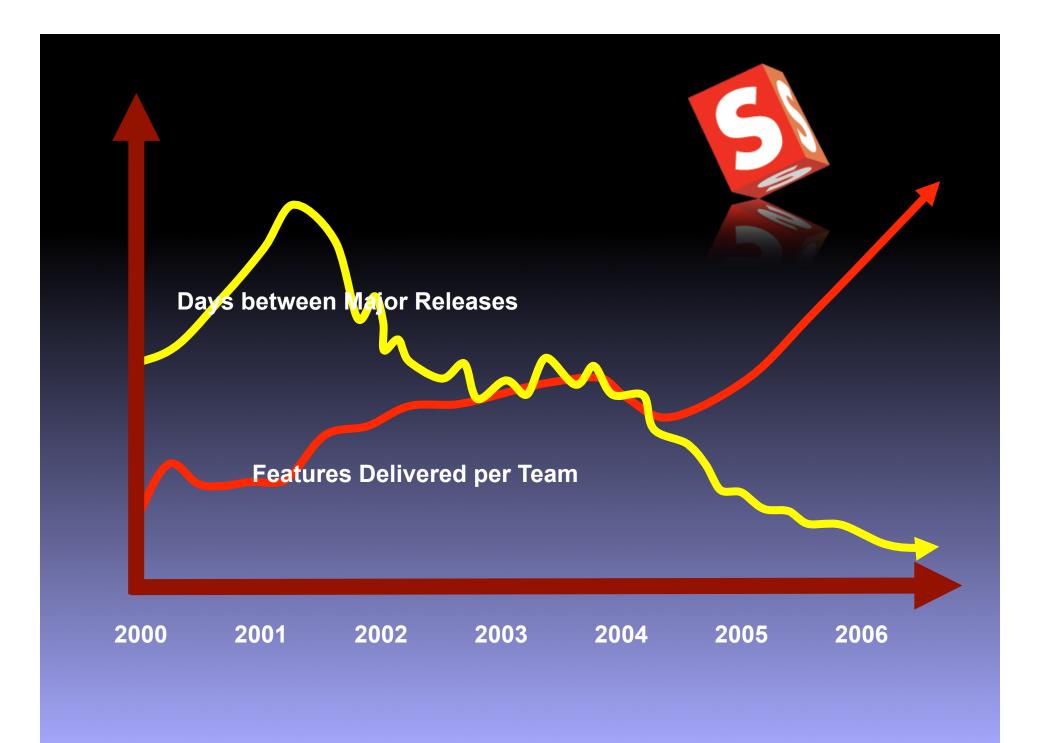
Subscribers

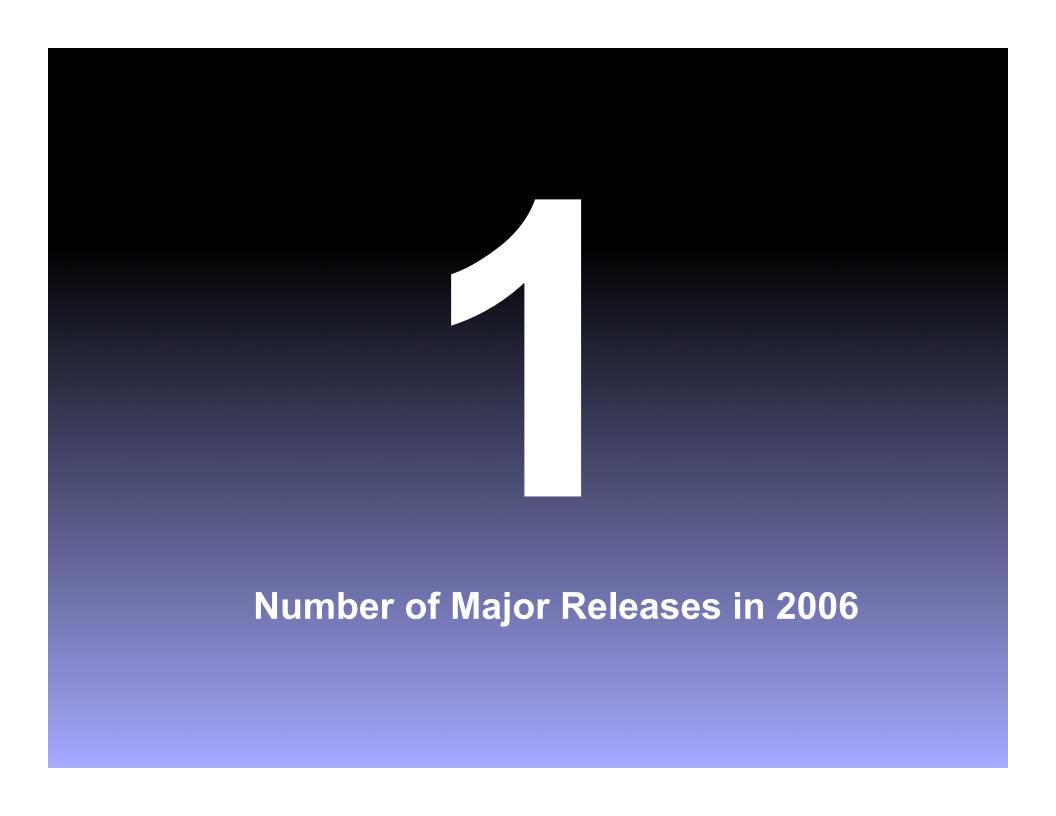
150 Million

transactions per day

people in R&D







Yep, that's it.

(just one release all year)







Lack of visibility at all stages in the release

Late feedback on features at the end of our
release cycle

Fixed feature sets





Long and unpredictable release schedules





Gradual productivity declined as the team grew

What did we do about it?

Major enterprise-wide Agile Transformation to ADM

in just 3 months

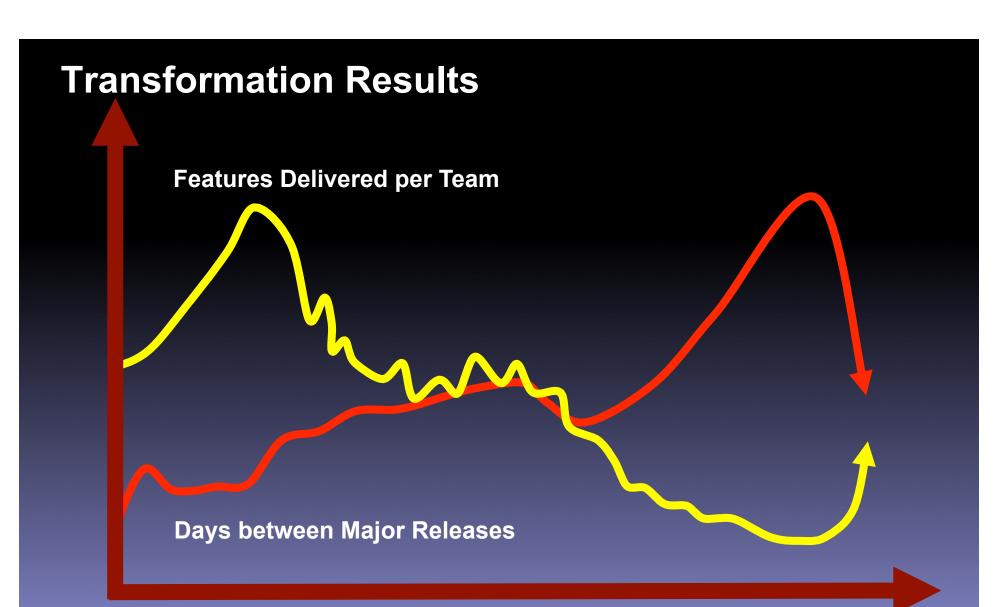
+

another 18 months of continuous improvement

66 I knew we needed radical change to get us back on track to regular releases and agile delivered. 99

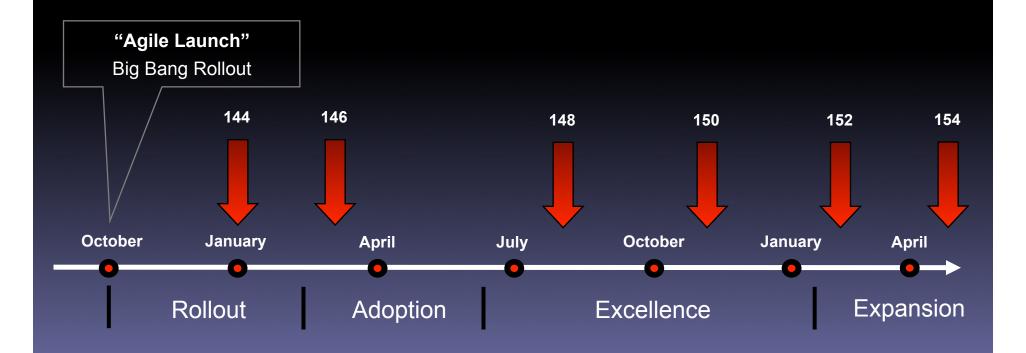


Parker Harris
Founder and Executive Vice President, Technology
Salesforce.com



2000 2001 2002 2003 2004 2005 2006 2007

Agile Transformation Timeline



Customers



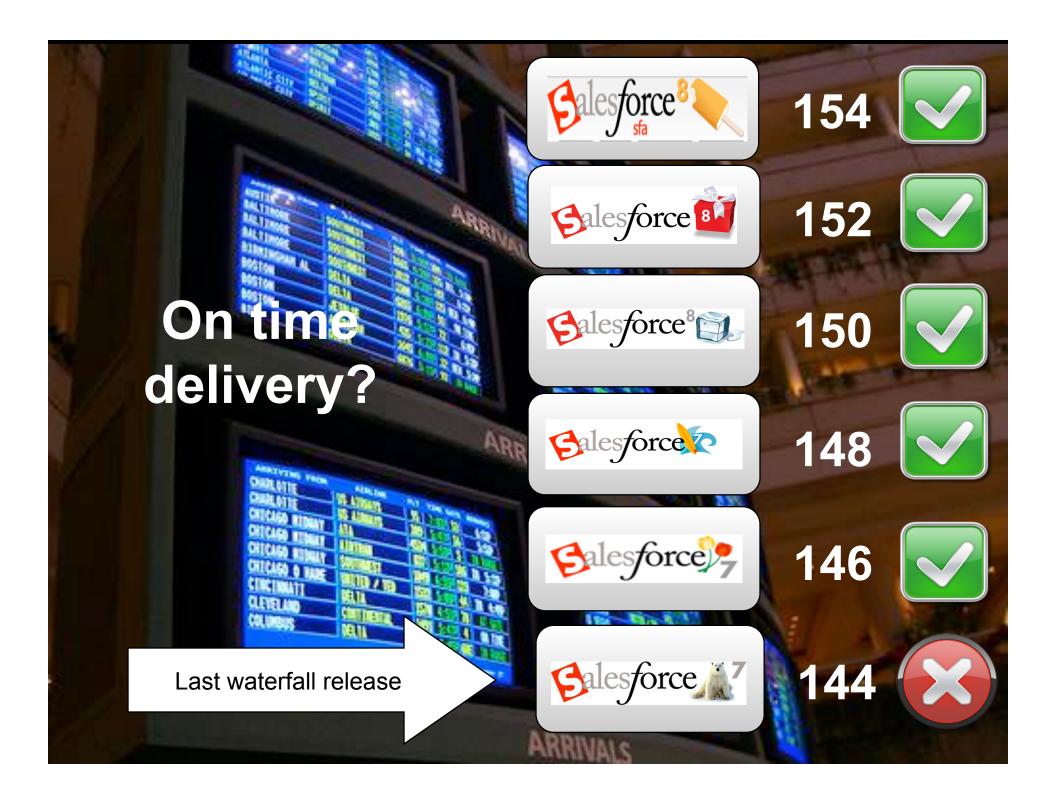


Our customers are happy...

66 ADM has delivered total visibility, total transparency and unbelievable productivity... a complete win! 99



Steve Fisher Sr. Vice President, Platform Division Salesforce.com



No really. Every agile release has been deployed on-time

(down to the exact minute)

66 Since implementing our iterative development methodology which enables us to deliver more frequent releases, we have seen statistically significant improvements in our satisfactions scores across our service attributes from our features to our platform.

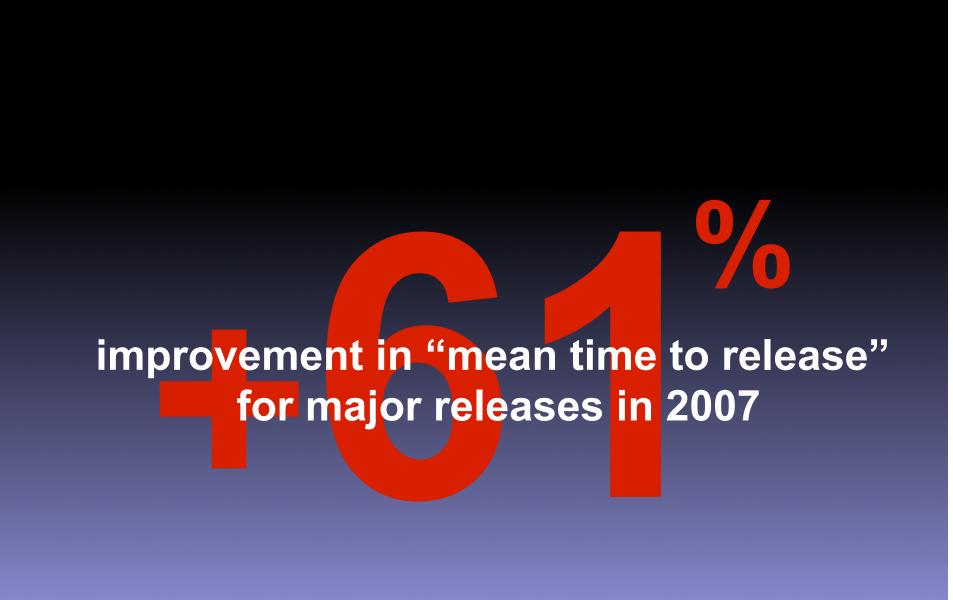


Salesforce Customer Satisfaction Survey
Sr. Manager Product Marketing
Salesforce.com

(Source: Salesforce.com Relationship survey, conducted by independent third party CustomerSat Inc., July 07 and Feb. 08. Sample size equals 4000+ randomly selected worldwide respondents from all size companies and industry sectors.)



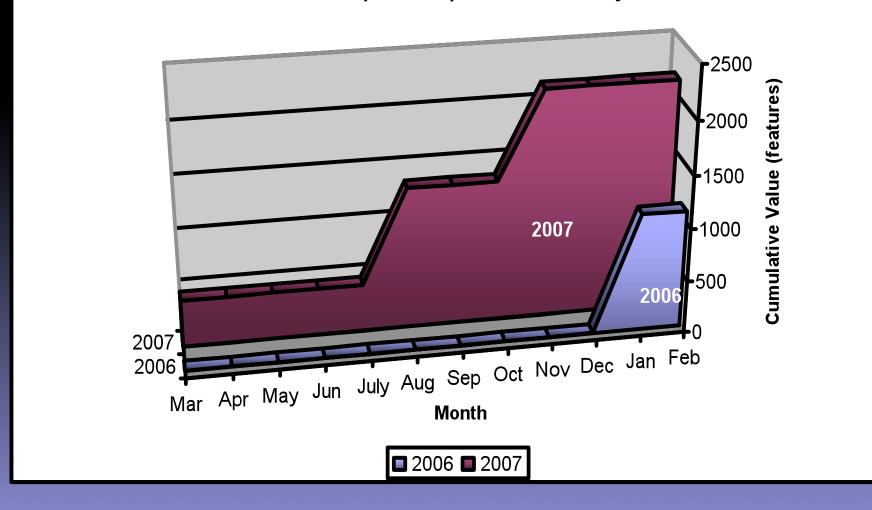
* Source: Salesforce.com Relationship survey







Cumulative Value (features) delivered in Major Releases



+568%



Our teams are happier...

66 Simple is better. With our agile approach to product development we've put our amazing people in charge. They work as a team to do the right thing for the customers, their fellow employees and our shareholders. 99

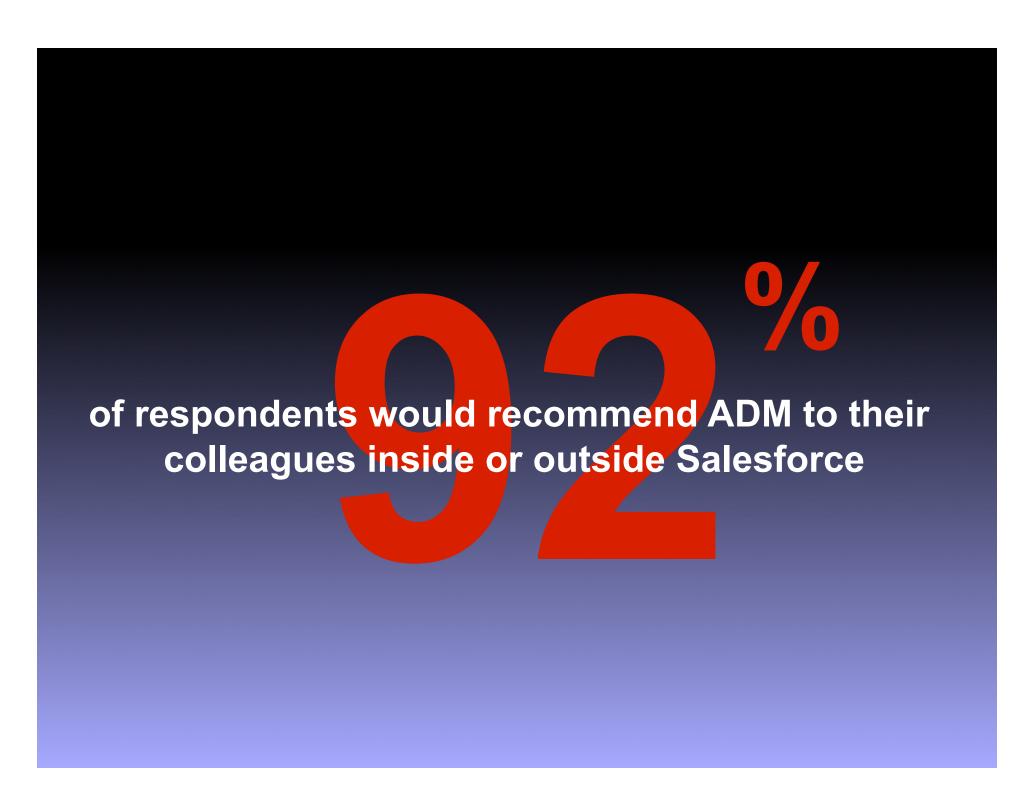


Sr. Vice President, Research & Development
Salesforce.com











How'd we do it?





Launched organizational change program





Created a dedicated, crossfunctional rollout team



Everyone jumped in together



TICORE VALUES

Positioned as a return to our core values







KISS

Listen to your customers

Iterate



Distributed Ken Schwaber's Agile book

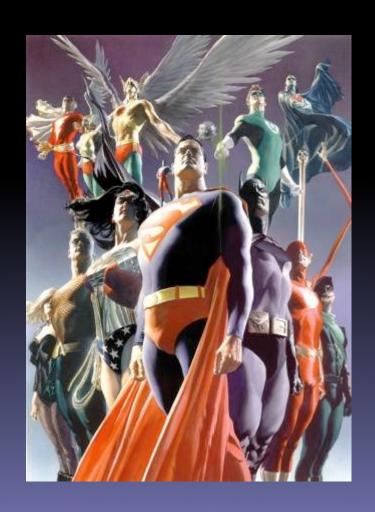
Developed 2-hour Agile overview – now a two day course



Sent 35 Product Managers to Product Owner Certification

Sent 30 ScrumMasters to ScrumMaster Certification





Created weekly Product Owner and Scrum master forums







Create new page

Edit page

More actions ▼

days until **Next ADM** Training -6/25-26

ADM Navigation

<u>Home</u> Sitemap

Training

ADM - 6/25-26 ADM - 7/24-25 ADM - 8/28-29



Open Space New! Spike New! Teamwork New! PTOn New!

Home

Getting Started FAQ Glossary XP Lean Books Video ADM Team ADM IT Adoption ADM TechOps Adoption



Latest News

- IT team Adopts ADM Beginning in June! The ADM IT Adoption Team is leading the IT ADM transformation. See details here!
- TechOps team Piloting ADM in June with the Internal Services team led by Tom Monaghan and Leilani Davidson.
- Agile 2008 Conference Submissions Accepted Eric Babinet and Rajani Ramanathan will talk about Dependency Management in a Large Agile Environment, Ian Swinson, Jason Winters and Peter Roessler will give a variety of talks on design-related issues Success Centered Design: Prototypes with a Story, Success Centered Design: The Elevator Pitch, and Postcard Patterns: An Agile Pattern Creation Process, Andrea Leszek and Catherine Courage will talk about The Doctor is "In" - Using the Office Hours Concept to Make Limited Resources Most Effective.

New to Salesforce?

12 Hot Tips to Get Your Scrum Team Started! New!

Wanna adopt ADM for your team? Check out these simple 12 hot tips of things to do before getting your team started that will make sure they get off on the right foot to success!



Updated

Created internal, wiki-based website as a reference for team members

Just get started.

(the rest will come later)

Change isn't easy.

(get ready to be hated)

"Scrum doesn't account for the fact of the reality of the waterfall. You cannot deny this by superimposing scrum over it."

"Management is not proactive as we wait for decisions from management. Scrum gives me the feeling that Big Brother is watching and monitoring everything we do..."

"It seems like we spend more time talking about scrum...than we spend time talking and working on salesforce.com."

"In many ways, scrum seems like an inflexible, bureaucratic process akin to something at the Department of Motor Vehicles."

"...ditch the stupid annoyingly dumb excel spreadsheet."

They don't like us.

(and may never like us again)

Team is effective but productivity is lower

"Stop trying to implement scrum, and look at how many releases we can really do in a year."

Lack of innovation. No innovation. I can't innovate. I am at the mercy of my product owner, who cares not for innovation, only the chirpings of customers...

"We've managed to take a lightweight process and attach enough ... to it to make it just as bad as our previous process, good job!"

"Scrum does not meaningfully affect the team's effectiveness; it is structure and process that often distracts the team from their goal, and can be used to micromanage the team."

"The lingo is ridiculous"

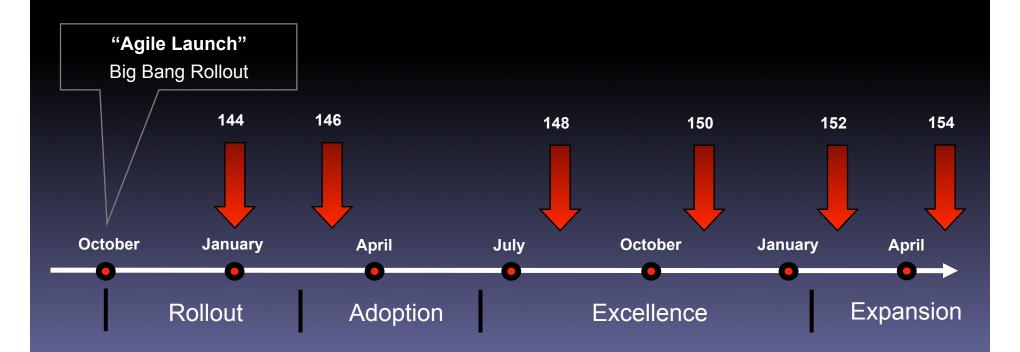
But, they got over it.

And. Finally. The rollout is over!

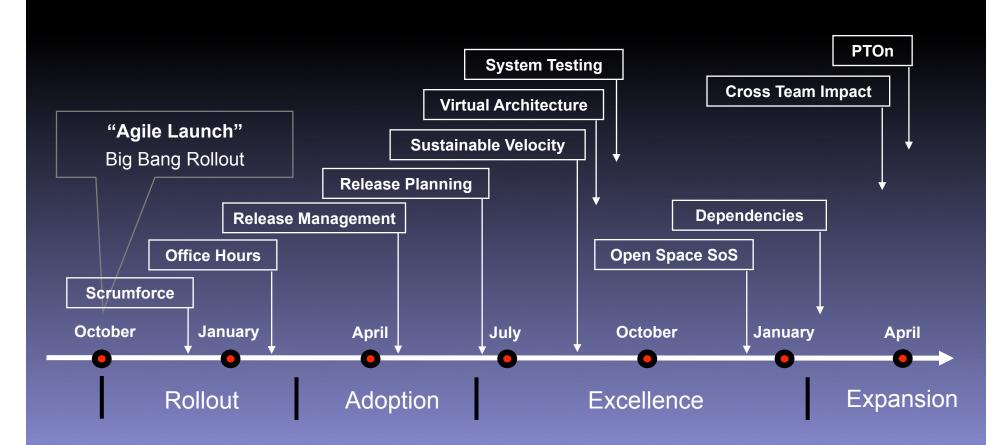
(but we're not done)

Now for the later stuff.

Continuous Improvement



Continuous Improvement



Don't be like us.

(or what would we'd do differently)



A Product Manager's guide to Agile



Gather Requirements



Traditional requirements

Customer meetings

Surveys

Feedback from sales

Support cases

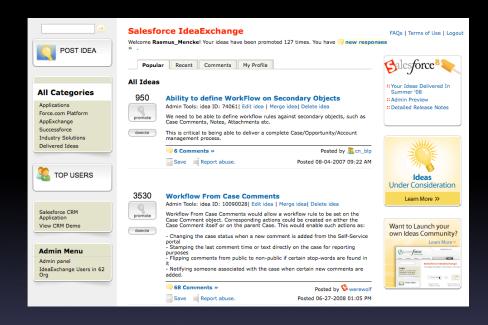
Online forums

Usability Testing

Focus Groups

Site visits





Empower your customers

Ideas

Product Backlog



Write business relevant user stories

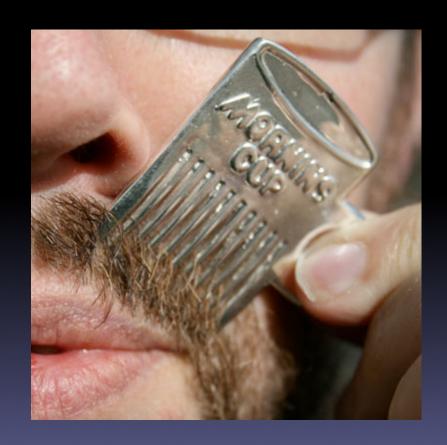




Prioritize the backlog



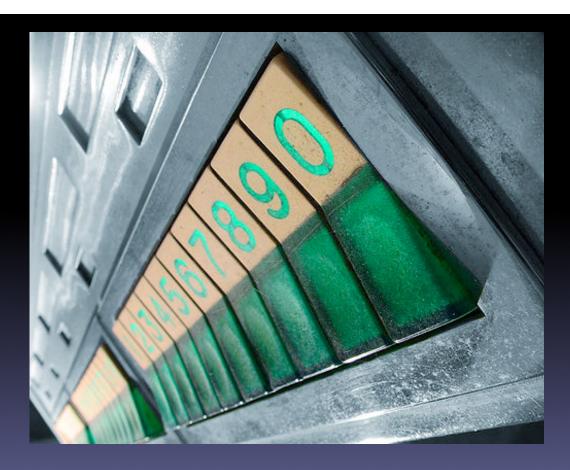




Keep grooming the backlog

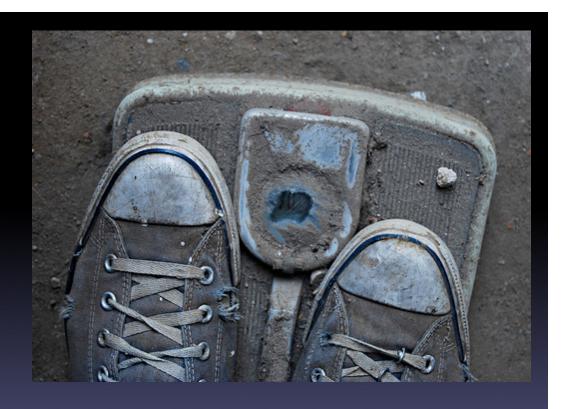
Measure Success





Key metrics





How do you measure

What have we learned





Train Product Owners early and with intensity

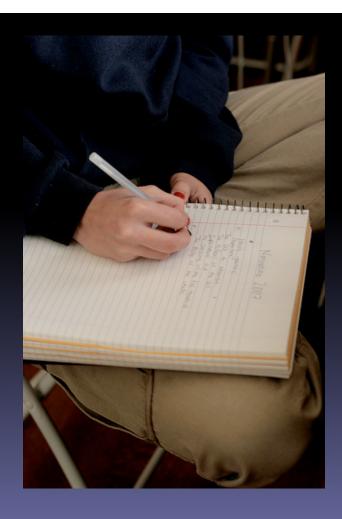




Bring in outside coaches



Focus on user story writing







Gather upfront requirements before starting sprints





Engage executives by giving them tasks

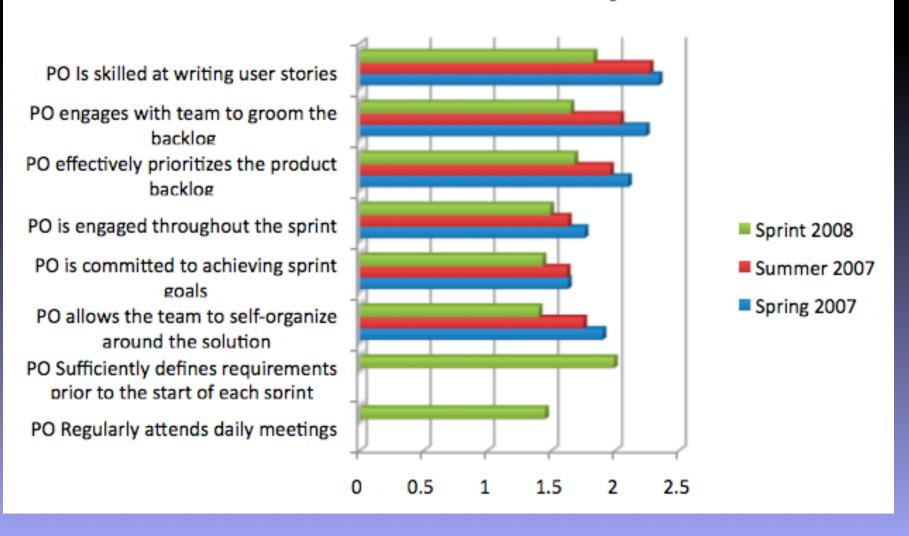
Survey





Survey your organization and learn how to improve

Product Owner Survey



Advice





Create dedicated cross-functional Agile rollout team





Don't be afraid of making big changes





Get outside coaches involved early





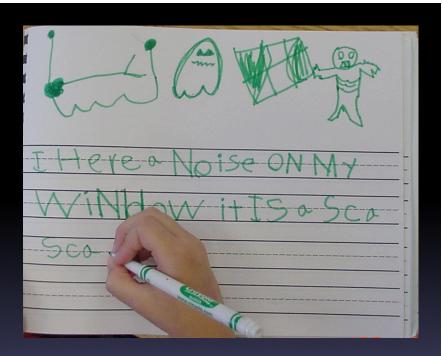
Encourage "radical visibility" over-communicate





Be patient and expect to make mistakes





Focus on user story writing



Don't be afraid to change the entire company all at one time









Focus on principles over mechanics



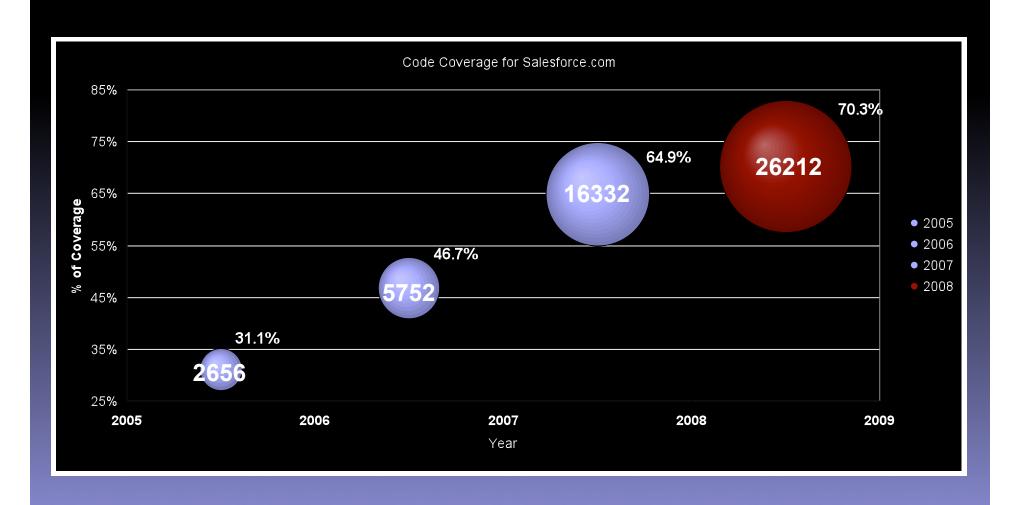


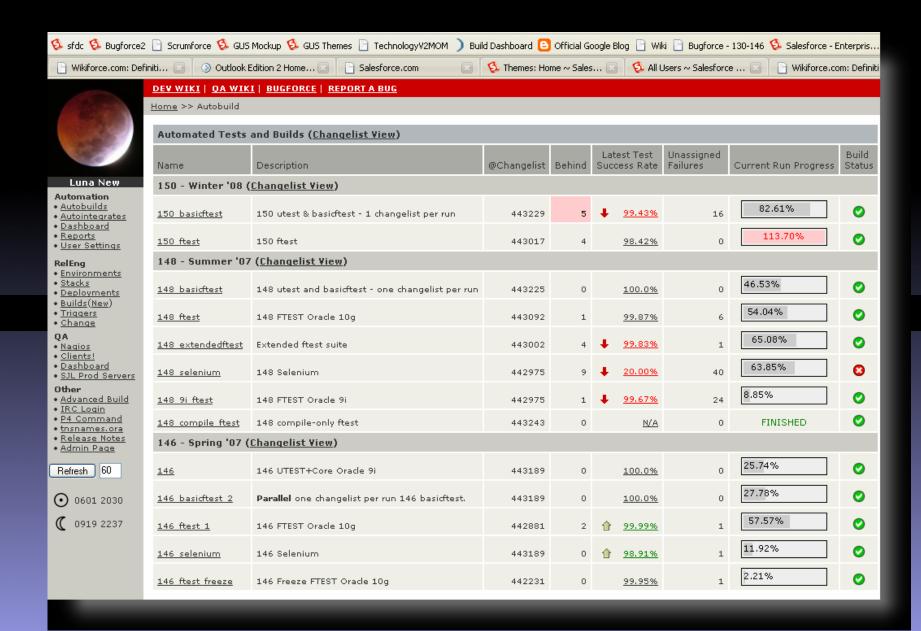
Focus on getting several teams to excellence



I need to take risks
I love to go fast
I love to burn rubber
I love to move through time and space
To test things to the max

Focus on automation





Home Security System Status

Customer Login

View Upcoming Maintenance Schedule

Sunday April 6, 2008 | 9:22 pm PDT

Service System	APO (AP)	EU0 (EMEA)	NAO (SSL)	NA1	NA2	NA3	NA4	NA5
Status	0	0	0	0	•	•	•	•

12:00 am PDT : NA5 Planned Maintenance
At 07:00 UTC, Maintenance will commence on NA5. The NA5 instance will be unavailable for the duration of this maintenance. Maintenance will complete by 13:00 UTC.

Service Performance History †

		Avg. Speed*	System Status								
Date	Number of Transactions	(seconds)	APO (AP)	EU0 (EMEA)	NAO (SSL)	NA1	NA2	NA3	NA4	NA5	
04/05/08	51,420,359	0.218	0	•	0	•	•	•	•	•	
04/04/08	128,424,619	0.258	•	0	•	•	0	•	0	0	
04/03/08	146,265,965	0.250	•	•	•	•	•	•	•	•	
04/02/08	148,091,057	0.252	•	•	•	•	0	0	0	0	
04/01/08	150,496,539	0.262	•	•	•	•	•	•	•	•	
03/31/08	155,493,903	0.272	0	•	0	0	0	•	0	•	
03/30/08	62,106,570	0.202	0	•	•	•	•	•	•	•	
03/29/08	54,436,794	0.188	0	•	•	•	0	•	0	•	
03/28/08	131,820,110	0.241	•	•	•	•	•	•	•	•	
03/27/08	151,722,846	0.253	0	•	•	•	0	•	0	•	
03/26/08	148,485,414	0.249	•	•	•	•	•	•	•	•	
03/25/08	147,445,051	0.263	•	•	•	•	0	•	0	•	
03/24/08	132,934,355	0.253	•	•	•	•	•	•	•	•	
03/23/08	51,588,381	0.201	•	•	•	•	0	0	0	0	
03/22/08	51,302,326	0.177	•	•	•	•	•	•	•	•	
03/21/08	101,230,561	0.242	0	0	0	0	0	•	0	•	
03/20/08	135,158,405	0.245	•	•	•	•	•	•	•	•	
03/19/08	141,913,955	0.250	•	•	•	•	0	•	•	0	
03/18/08	130,667,382	0.246	•	•	•	•	•	•	•	•	
03/17/08	140,488,188	0.263	0	•	•	•	0	•	0	•	
03/16/08	55,750,490	0.194	•	•	•	•	•	•	•	•	
03/15/08	49,012,735	0.195	0	•	•	•	0	•	0	•	
03/14/08	126,316,319	0.275	•	•	•	•	•	•	•	•	
03/13/08	143,874,128	0.273	0	0	0	0	0	0	0	0	
03/12/08	143,218,963	0.316	•	•	•	•	•	•	•	•	
03/11/08	143,554,575	0.304	•	•	•	•	0	•	0	•	
03/10/08	141,584,757	0.333	•	•	•	•	•	•	•	•	
03/09/08	51,532,067	0.237	0	•	•	•	0	•	0	0	





When the heat is on stick to your guns