# Hacking our teams

## Flexible development
## at Wikimedia Engineering

# Who

Panel discussion from the scrummasters and product managers of some of the Wikimedia Foundation's engineering teams:

- Arthur Richards (Mobile web)
- Diederik van Liere (Analytics)
- James Forrester (Visual Editor)
- Siebrand Mazeland (Language)

# What is 'agile'?

# What is 'agile'?

**…** a group of software development methods based on **iterative and incremental development**, where requirements and solutions evolve through **collaboration between self-organizing, cross-functional teams**. It promotes adaptive planning, evolutionary development and delivery, a time-boxed iterative approach, and encourages **rapid and flexible response to change**.

# Agile Manifesto

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
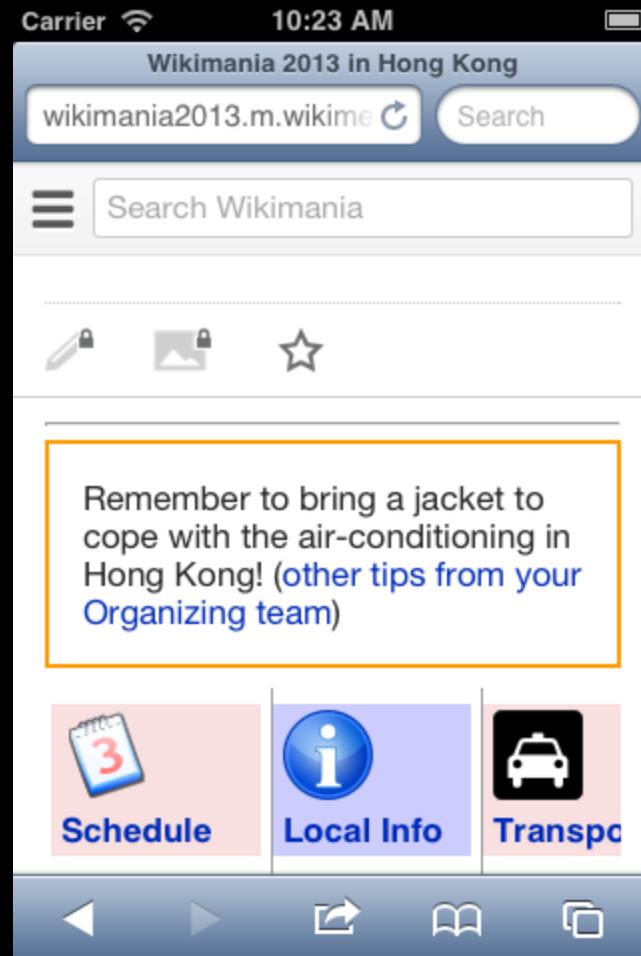**Responding to change** over following a plan

That is, while there is value in the items on the right, we
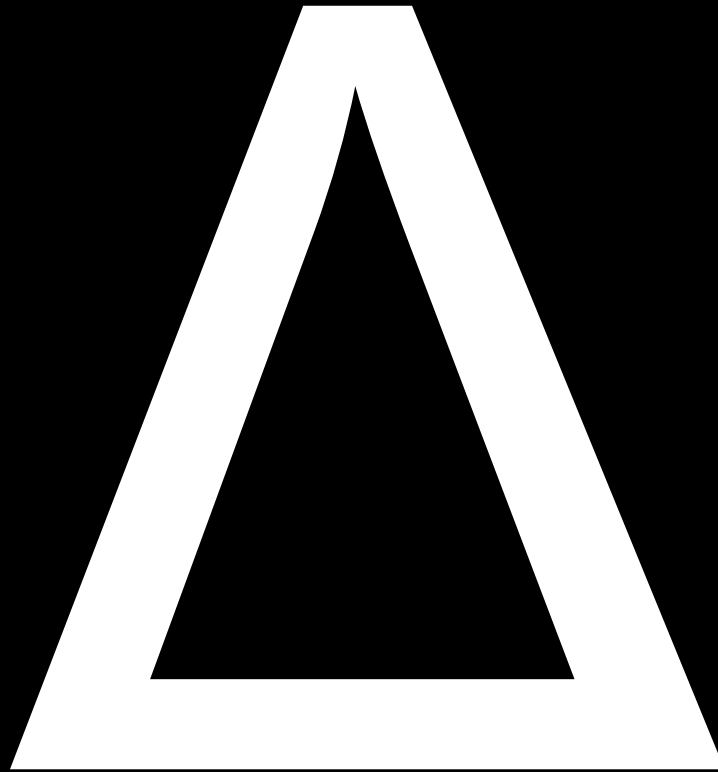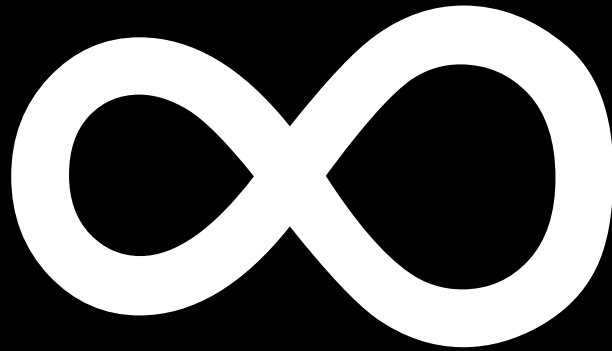value the items on the left more.

# Agile Principles

http://agilemanifesto.org/principles.html

# Working software

# Embracing change

# Sustainability and simplicity

# Empowered teams

# Reflection and evolution
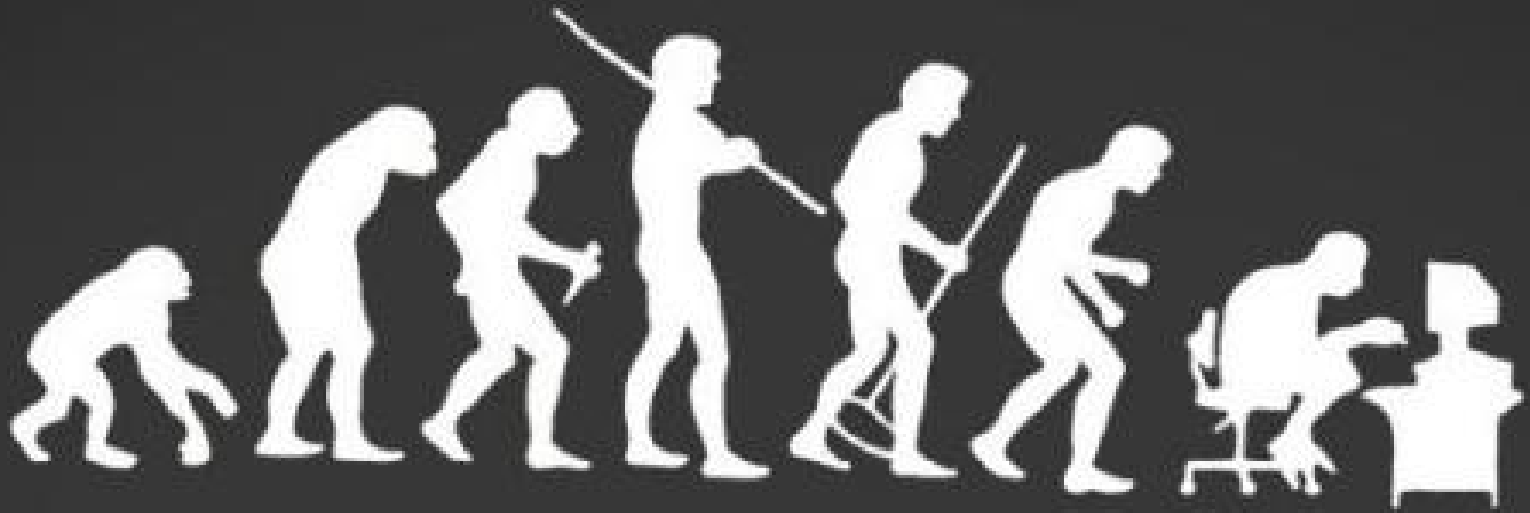
# How we work using agile

# Why we work this way

# What we try to avoid

# What we worry about

# Questions and Discussion

# Contact info

- Arthur Richards, Mobile web
  - [arichards@wikimedia.org](mailto:arichards@wikimedia.org)


- James Forrester, Visual Editor
  - [jforrester@wikimedia.org](mailto:jforrester@wikimedia.org)


- Siebrand Mazeland, Language
  - [smazeland@wikimedia.org](mailto:smazeland@wikimedia.org)


- Diederik van Liere, Analytics
  - [dvanliere@wikimedia.org](mailto:dvanliere@wikimedia.org)