

Agile IT! Experience

Sheraton Reston Hotel

June 26 - 28, 2008

<http://www.agileitx.com/conference/reston/2008/06/index.html>

(event schedule as of June 25, 2008)

The No Fluff Just Stuff Java Symposium Series is proud to announce the Agile IT! Experience on June 26 - 28, 2008. Agile IT! will be held at the Sheraton Reston Hotel. Since 2002, the No Fluff Just Stuff Java Symposium has been regarded as the premier Java/Agility event series anywhere serving over 22,000 attendees with some 130 events.

Why attend The 2008 Agile It! Experience?

- 1) Excellent Speakers - Rich backgrounds both in the Agility and development space
- 2) Four Concurrent Sessions Offered
- 3) Limited Attendance
- 4) Unparalleled Access to speakers due to small size
- 5) 90 Minute Sessions - allows for in depth presentations
- 6) The Dr. Is In Sessions - available each day for you to interact directly with the speakers
- 7) Agile Immersion Workshop
- 8) Open Space Sessions/ Expert Panel Discussion/ Birds of a Feather Sessions
- 9) Best Agile Conference \$ Value
- 10) Insight on Cutting Edge Tools & Techniques
- 11) All Participants will receive 3 essential books on Agility. Ship It!, Release It!, and Manage It!
- 12) Superior Technical Event Management provided by Big Sky Technology the company behind the highly regarded No Fluff Just Stuff Software Symposium Series.

Agile IT! Experience 2008 will offer 5 concurrent tracks with a total of 60 sessions to choose from with some of the topics including:

- 1) Agile Methodologies and Practices
- 2) Architecture
- 3) Test Driven Development
- 4) Leadership, Coaching, and Team Building

REGISTRATION:

The registration fee includes a three day all access pass to Agile IT!, all meals and snacks during the show, binder for handouts, and 1G USB drive with all presentation content.

Early Bird Registration: \$1,150/person good thru 6/2/08 after \$1,250

Registration Fees

| Attendees | Before Jun. 2, 2008 | After Jun. 2, 2008 |
|------------|---------------------|--------------------|
| Individual | \$1,150 | \$1,350 |
| 5 or more | \$1,050 | \$1,250 |

Go to <http://www.agileitx.com/> and register today!

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-Session Schedule-

(event schedule as of June 25, 2008)

Thursday, Jun. 26

7:30 - 9:00 AM : REGISTRATION/BREAKFAST/WELCOME

9:00 - 10:30 AM - Sessions

Session #1 @ Salon C : Essence of Agility by Venkat Subramaniam

Begin agile is more than saying your organization is committed to being agile or your team is agile.

Session #2 @ Meeting Room 9/10 : Agile Management & Managing Agility by David Hussman

Management and agility are not mutually exclusive. Many managers are already working in an agile manner as a means to improve, produce, or simply survive. Other managers hear about projects using agile methods and struggle to find a place in the project community. This session provides a new way to think about managing projects. Some managers will find that their existing practices and skills are supported and enhanced by the forums and metrics provided within an agile project while others will be challenged by some of the principles and practices.

Session #3 @ Meeting Room 8 : Build Teams, Not Products by Jared Richardson

A great team builds great software, but how do you build a great team?

Session #4 @ Meeting Room 7 : Real World Agile by Neal Ford

There's the perfect world, and then there's the world you have to live in. Lots of organizations would like to reap the benefits of Agile development techniques but don't know how to get started. This session discusses the key benefits you can derive from Agile software development so that you can decide for yourself how many agile techniques will work within your organization.

Session #5 @ Meeting Room 6 : Hindsight is 20-20 - the Agile Retrospective by David Bock

Agile development teams should always be looking for ways to develop software better, and the iteration is the perfect tool for doing so. Each iteration we can tweak, tune, adjust, and readjust our practices. So how does an agile team decide what to tweak? This is the purpose of the Agile Retrospective.

10:30 - 11:00 AM : BREAK

11:00 - 12:30 PM - Sessions

Session #6 @ Salon C : Becoming a Pragmatic Project Manager: Lessons Learned in Project Management by Johanna Rothman

You've managed projects but they're never easy. They don't fit into the nice definitions found in project management books. Your schedules are generally off. There are always unkind surprises. Although you're not failing, you feel you could be more successful.

Session #7 @ Meeting Room 9/10 : Automating Customer Acceptance by David Hussman

Why should the value of test driven development (TDD) stay stuck in the realm of coding? The ideas behind TDD are now being successfully applied to the automation of business value. While this has been going on for some time within the agile community, it is not starting to spread to main stream development. There are more tools are coming available everyday which allow developers, testers, and customers (or product owners) to work together to automate acceptance tests. This process helps clarify the needs of the end user before development begins and removes more of the wasteful work based on incorrect assumptions from vague requirements.

Session #8 @ Meeting Room 8 : Software Project Estimation by Mark Johnson

As developers we dread when management requests a project estimate. Typically, you do not have the opportunity to understand all the requirements, the team composition is unknown, and you have been given until tomorrow end of day to produce an estimate. Several months later everyone is yelling at you about the software estimation errors encountered during the project.

Session #9 @ Meeting Room 7 : Pragmatic XP by Neal Ford

TBD

Session #10 @ Meeting Room 6 : Forget quality-- it's all about speed by Andrew Glover

The discussion around Agile software development often times centers on the notion of increased software quality-- while this is a benefit of disciplined Agile software development, quality doesn't sell. While surveys often site quality as a prime concern of businesses, quality rarely gets attention when it comes to budgets. Try as you might, if you wave the quality flag, you'll be ignored. On the contrary, speed is what sells. The beauty of Agile, of course, is that if you do it right, you get both increased software quality and most importantly, a faster delivery speed.

12:30 - 1:15 PM : LUNCH

1:15 - 2:45 PM - Sessions

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Session #11 @ Salon C : Failure Comes in Flavors: Part One by Michael Nygard

The typical JEE application does not reach the fabled "five nines" of availability. Far from it. It's more like "double eights". Come see why enterprise applications and web sites are only serving users 88% of the time instead of 99.999%. The bad news: applications are more complex and error-prone than ever. Site development projects are really enterprise application integration projects in disguise. SOA portends far-flung interdependencies among unreliable services. Failures will spread wider and wider, reaching across your company and even crossing boundaries between companies. How do monumentally costly failures begin, develop, and spread? Can they be averted? Once you hit Release 1.0, your system will be living in the real world. It has to survive everything the messy, noisy real world can throw at it: from flash mobs to Slashdot. Once the public starts beating on your system, it has to survive--without you. Did you know that just having your database behind a firewall can bring down your system? I'll show you that and many other risks to your system. You will learn the biggest risks to your system and how to counter them with stability design patterns. We'll talk about the best way to define the term "availability" and why the textbooks get it all wrong.

Session #12 @ Meeting Room 9/10 : Coaching and Leading Agile Projects by David Hussman

Successfully coaching agile communities involves using a wide variety of skills. Coaches help guide coding and design, collaboration and communication, the writing and telling of user stories and much more. The coach needs to continuously show and teach the varied interactions that connect and support the entire project community. This session will explore and teach coaching skills. The session will reference a wide variety of agile coaching as well as drawing from cross disciplinary techniques like those used by music producers to help foster creativity while helping to ensure products are delivered and challenges confronted.

Session #13 @ Meeting Room 8 : Test-driven Design by Neal Ford

This session demonstrates how stringent TDD improves the structure of your code.

Session #14 @ Meeting Room 7 : Software Development Risk Management by Mark Johnson

Once you leave academic "hello world" projects, software development is full of unknowns which result in the high rate of project failure we see too often in industry. Reasons for a project failure will vary based on the stakeholder interviewed.

2:45 - 3:15 PM : BREAK

3:15 - 4:45 PM - Sessions

Session #15 @ Salon C : Failure Comes in Flavors: Part Two by Michael Nygard

What can we do about the dismal uptime of typical applications? We are asked to provide "five nines", but only reach 88%, on average. Come learn how to prevent the Stability Antipatterns from biting you. Apply these Stability Patterns to contain damage, recover from shocks, and survive disasters. In part 1, we looked at common sources of system failure: those commonly created structures that exacerbate problems. Now, we'll take on Stability Patterns that not only stop the antipatterns, but also add resilience to your system. Apply your new failure-oriented mindset to unchain yourself from the pager and save your company from embarrassing--and costly--disasters. These patterns combat entire classes of failure modes, making your system robust against even unforeseen problems.

Session #16 @ Meeting Room 9/10 : Agile Product Planning: Building Strong Backlogs by David Hussman

Agile methods have cut through the noise and lighten the burden of crafting requirements documents. While this is good, it also shows clearly see that defining and guiding the creation of software products is challenging work. Most agile projects use a product backlog as a place to hold anything that will improve the product. Creating strong product backlogs is less defined than many of the other agile practices. Backlogs contain many items: user stories, architectural spikes, investments in updating and maintaining development and other environments, and more. While it is clear that developers primarily code, it is often less clear who adds to and grooms the backlog.

Session #17 @ Meeting Room 8 : Agile Engineering for Architects by Ryan Shriver

Agile methods are increasingly becoming mainstream as teams and organizations transition from traditional "waterfall" methods. Adopting concepts from Lean and Scrum often have dramatic impacts on reducing delivery times for software projects, but without a committed focus on quality from architects and developers, these initial gains may fade in time. As the size and complexity of larger projects challenge organizations new to agile, a tendency to revert back to "big upfront design", "analysis paralysis" and "test and fix" cycles may return. This doesn't have to be the case, even on very large projects, teams and systems.

Session #18 @ Meeting Room 7 : Gradual Agile: The Secret to Introducing Agile Practices by Jared Richardson

Agile practices are popular because they work, but getting people to take that first step can be tricky.

Session #19 @ Meeting Room 6 : The Software Development Manager's Dashboard by Mark Johnson

Development teams are increasingly scattered all over the world, often a development manager now days will never meet the entire team face to face.

4:45 - 5:00 PM : BREAK

5:00 - 6:30 PM - Sessions

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Session #20 @ Salon C : Design for Operations by Michael Nygard

If your software fails in production, nobody will care how great the development project was, or how well the system passed QA. Production operations, the domain of your systems' least-appreciated stakeholders, is where the rubber meets the road. Come learn how to build your systems to thrive in Operations.

Session #21 @ Meeting Room 9/10 : The Agile Product Owner by David Bock

Agile software development isn't just about the development team or managers... the customer has an active role too. The customer should be prioritizing the stories in each release, potentially working onsite in constant contact with the development team, and even participating in daily status meetings. Done well, the customer's presence has a positive influence on the development iteration. Done poorly, the customer detracts from the team's focus. So how do you be the customer of an agile team? How do you teach someone to be that customer?

Session #22 @ Meeting Room 8 : Delivering Measurable Business Value with Agile by Ryan Shriver

Everybody is talking about delivering business value but what does this mean in Agile? Scrum, for example, puts a lot of emphasis on the Product Owner's role of prioritizing backlog features and ensuring the highest priority features are delivered first. But how does a product owner do this so they can demonstrate measurable value delivered? How do the product owners, or the business leaders, articulate the real goals of the project or product under development for everyone to clearly understand?

Session #23 @ Meeting Room 7 : Restoring Agility: Getting Your Team Back on Track by Jared Richardson

An agile team is first and foremost "a team". When that gets lost in the rush to get a product out the door, the people suffer as well as the products. It's bad for the company, but even worse for the team members. We'll learn how to defuse some of the more common problems you'll run into on dysfunctional teams.

Session #24 @ Meeting Room 6 : Real World Test Driven Design by Scott Davis

Everyone has their favorite excuses for not writing unit tests: "It takes too much time", "It's not my job", "But it compiles!" In this presentation we talk about the importance of testing, and how the act of writing your own unit tests leads to better architected code.

6:30 - 7:30 PM : DINNER

7:30 - 8:30 PM : Workshop with Johanna Rothman

8:30 - 10:00 PM : unCONFERENCE

Friday, Jun. 27

8:00 - 9:00 AM : BREAKFAST/ANNOUNCEMENTS

9:00 - 10:30 AM - Sessions

Session #25 @ Salon C : 7 Habits of Highly Effective Developers by Ken Sipe

Thoughts lead to words, words lead to action, actions lead to habits. In this session we'll sharpen the development saw in the process of understanding what makes a hyper-productive programmer. The focus will consist of developer habits and development processes.

Session #26 @ Meeting Room 9/10 : Test Driven Everything! by David Hussman

Why do we wait to test? Of course when you read this your thoughts went to testing code. While we still wait to test code and products early, we also wait to test ideas, projects, product direction, meeting and more. This session will show you (or challenge you) to think about test driven beyond the coding realm. You will be doing some thinking and talking and other things that involve more than just listening to someone talk with slides for 90 minutes.

Session #27 @ Meeting Room 8 : 15 Tips for Speeding Up Your Project by Johanna Rothman

Is your project plodding along? Would you like to know how to speed it up? You and your team can learn how to start a project faster. Learn how to estimate your organization's "sweet spot," that period of time in which your organization can start and end projects. Discover how to make decisions about whether or not to start a project, including how to help your managers define the project portfolio to see where your project fits.

Session #28 @ Meeting Room 7 : Scaling Agile Projects – Theory and Practice by Robert Payne

In theory, theory and practice are the same ... in practice they never are. This workshop will discuss the real world challenges and techniques used for scaling agile projects gained on multiple 100+ member agile projects.

Session #29 @ Meeting Room 6 : Refactoring into Testability by Scott Davis

"This code is simply too hard to unit test." That is a common refrain when dealing with software that hasn't been expressly written to be testable. In this section we look at "untestable code" and explore various ways to make it more testable. What you'll come to realize is

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that "untestable code" is really another way of saying "poorly architected code." We'll demonstrate simple, common-sense strategies that solve both problems.

10:30 - 11:00 AM : BREAK

11:00 - 12:30 PM - Sessions

Session #30 @ Salon C : Credit Card Software Development: Recognizing and Repaying Technical Debt by Jared Richardson

Technical debt has long been recognized in technical circles for years, but convincing your manager to budget time to repay "technical debt" has always been problematic. Let's couch the term technical debt concept in language more familiar to our managers: credit card debt.

Session #31 @ Meeting Room 9/10 : Iteration 0 by Ken Sipe

The success of an Agile / SCRUM project is a successful start. The first interaction is often referred to as iteration 0. Other iterations have a set of stories with clear acceptance criteria which establishes the velocity of the team and its effort. What then is accomplished in iteration 0? How do we get an Agile process started.

Session #32 @ Meeting Room 8 : Hiring For An Agile Team: Detecting Candidates Who Will Fit With the Team by Johanna Rothman

Even the people who claim experience on Agile teams are not necessarily working the way your team works. And, because not everyone is using Agile approaches, some people who aren't using strictly Agile approaches may be perfect for your team. If you've tried to hire people recently, you know you can't rely on people with or without "Agile" experience to be just right for your open position and it wasn't a question of technical skill.

Session #33 @ Meeting Room 7 : Agile Engineering for Managers by Ryan Shriver

Agile methods are increasingly becoming mainstream as teams and organizations transition from traditional "waterfall" methods. Adopting concepts from Lean and Scrum often have dramatic impacts on reducing delivery times for software projects, but without a committed focus on quality from management, these initial gains may fade in time. As the size and complexity of larger projects challenge organizations new to agile, a tendency to revert back to "over-definition of requirements" and "big upfront design" cycles may return. This doesn't have to be the case, even on very large projects, teams and systems.

Session #34 @ Meeting Room 6 : Open source software versus COTS by Chris D'Agostino

There is a lot of debate over the use of open source software compared to buying COTS. While the cost of open source may be appealing, the level of skill needed to integrate disparate open source products and the technical support available might make selecting a well-designed, well-supported COTS solution a better choice.

12:30 - 1:15 PM : LUNCH

1:15 - 2:45 PM - Sessions

Session #35 @ Salon C : CLUK – A Multi-Team Agile Project Simulation by Robert Payne

Experience the joy of coordinating and integrating the code of multiple teams and multiple applications and save the world. This Scrum of Scrums simulation will provide attendees insights into the complexity of coordinating multiple projects in an agile manner.

Session #36 @ Meeting Room 9/10 : Easy Behavior Driven Development by Andrew Glover

Behavior-driven development, or BDD, has attracted a lot of attention via RSpec in the Ruby community, but BDD's roots stem from JBehave, a Java based framework modeled off of the xUnit paradigm.

Session #37 @ Meeting Room 8 : Mocking to facilitate unit testing by Venkat Subramaniam

Unit Testing is easy if the object you're testing has no dependencies. In reality, however, objects have dependencies, often making it difficult, if not impossible, to automate tests. Mock objects can help deal with these dependencies and allow you to automate your tests.

Session #38 @ Meeting Room 7 : It's About Leadership by John Carnell

The role of the technical lead has radically changed over the last several years. It used to be the technical lead was about being the senior developer on a team that made sure the code was getting written. You were the individual who knew the most about the technology stack you were the application with. However, as projects have gotten larger and technical leads now having to deal with such things as offshore development teams and rapid delivery, the role of a technical lead has now shifted from less about technology and more about leading other people. The success or failure of project often hinges on the quality and depth of its leadership and most of us in our careers can point back to exactly this.

Session #39 @ Meeting Room 6 : Pragmatic Pair Programming by Matthew Bass

Pair programming. It's nasty. It's evil. The only people who actually do it are those Extreme Programming zealots, and we all know what they're like. Pair programming deserves to be condemned to the trash heap of practices that failed, destined to go down in history as the

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black sheep of agility. Right? Well, maybe not. Maybe pair programming does have some value after all. Maybe it can be redeemed if done the right way, the pragmatic way.

2:45 - 3:15 PM : BREAK

3:15 - 4:45 PM - Sessions

Session #40 @ Salon C : Mocking 101 by Scott Davis

Modern dependency-injection (DI) frameworks like Spring and Guice emphasize the flexibility of an interface-driven design. By programming to the interface instead of the implementation (`List x = new ArrayList()`), you are well on your way towards easily mocking out behavior for testing purposes (i.e. swapping out implementations behind the scenes). This is the hallmark of a loosely-coupled application, and we'll use it to our advantage to dramatically ease our testing duties. Testing individual classes in isolation is important, and writing concrete mock objects is one way to achieve this goal.

Session #41 @ Meeting Room 9/10 : Techniques 2008 by Jared Richardson

There are a number of great techniques you can use across technologies and projects. Come hear some of my favorites and contribute a few of your own. We'll discuss topics from DRY to creating a zone defense for your product.

Session #42 @ Meeting Room 8 : Practices of an Agile Developer by Venkat Subramaniam

You have worked on software projects with varying degree of success. What were the reasons for the success of your last project? What were the reasons for those that failed? A number of issues contribute to project success - some non-technical in nature. In this presentation the speakers will share with you practices in a number of areas including coding, developer attitude, debugging, and feedback. The discussions are based on the 2007 Jolt productivity award winning book with the same title as the talk.

Session #43 @ Meeting Room 7 : Promoted to Technical Lead. Now what do I do? by Mark Johnson

You have just received the much desired promotion to Technical Team Lead The team is waiting your direction. You What should you do now?

Session #44 @ Meeting Room 6 : Agile for the Real World by Chris D'Agostino

So your organization's strategic IT direction is to use Agile, but word is it's just a fad, and anyway, using Agile means that your project is going to be filled with undisciplined, unplanned, unpredictable development...right? Just the opposite. Walk away from this presentation with field-tested tips, lessons learned, and case studies on using Agile to deploy high-quality software that your customers actually need and use.

4:45 - 5:00 PM : BREAK

5:00 - 6:30 PM - Sessions

Session #45 @ Salon C : Agile Software Testing Strategies by Jared Richardson

Creating and maintaining a solid automated test suite is critical to an Agile strategy, but often we're just told to "Do it." In this talk we'll look at several pragmatic strategies for creating and building your suite.

Session #46 @ Meeting Room 9/10 : Schedule Games: Recognizing and Avoiding the Games We Play by Johanna Rothman

Are your schedules off as soon as you create them? Does your management expect you to meet impossible deadlines? Have you ever been surprised by how long tasks took to complete? If you answer yes to any of these questions, chances are someone in your organization is playing schedule games.

Session #47 @ Meeting Room 8 : The Art of Producing Software: Applying Lean Concepts to Transform Your Software Development Organization by John Carnell

Waste is an insidious beast that drains the productivity of development teams and the organizations they work in. Many organizations are now realizing that by turning their gaze inward they can streamline their overall development processes, deliver higher quality products faster and save significant amounts of money. This talk will look at how to use Lean and Toyota Production Systems manufacturing techniques to streamline how your team builds software.

Session #48 @ Meeting Room 7 : Getting to Acceptance: Validating your requirements with FitNesse by Mark Johnson

How do you know when you are "DONE" and the assignment is complete? Well of course you are done when your requirements are complete. But it always happens that your interpretation differs from the customer/management's interpretation.

6:30 - 7:30 PM : DINNER

7:30 - 9:00 PM : Expert Panel

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9:00 - 10:00 PM : unConference

Saturday, Jun. 28

8:00 - 9:00 AM : BREAKFAST/ANNOUNCEMENTS

9:00 - 10:30 AM - Sessions

Session #49 @ Salon C : Strategic Continuous Integration by Kirk Knoernschild

Agile has grown and evolved from a very simple developer centric process defined by Extreme Programming to a complex product brand that enterprises are using to bring more resiliency to governance programs, enterprise architecture initiatives, and application portfolio management efforts. But at its roots, there remains a key fundamental aspect that defines the essence of agility on the software development project. Continuous Integration is a strategy where software is integrated and built continuously, or at least as frequently as is feasibly possible. Many teams have adopted a continuous integration strategy, yet do not fully capitalize on the benefits that continuous integration brings to the software development effort. This session discusses the subtle though significant ways that continuous integration can be leveraged strategically - from helping to align IT with the business to enforcing architectural constraints - and shows that this fundamental aspect of agility is the defining and necessary element of a truly agile development experience.

Session #50 @ Meeting Room 9/10 : Your app is done - now what? by David Bock

After months of effort, your software is done. Or is it? Very few successful projects in our industry are really 'done'... The success of the software often breeds feature requests, spinoff ideas, scalability concerns, not to mention the continued maintenance of the hosting platform, security, data backup, and so on.

Session #51 @ Meeting Room 8 : Agile Retrospectives by Esther Derby

"Experience is not what happens to a man; it is what a man does with what happens to him." A. Huxley. The same is true for software teams. Too often, we don't do much ? if anything ? to squeeze learning out of experience. Retrospectives are a way to take "what happens" during a software development project and use it to build understanding and capability. This team learning process is an integral part of every Agile method.

Session #52 @ Meeting Room 7 : Tools to facilitate Agile Development by Venkat Subramaniam

The first item in the Agile Manifesto reads that we must prefer "people and interaction over process and tools." Given a choice between average people with superior tools and superior people with average tools, you are likely to achieve greater success with the latter. However, it is important to be continuous and not be episodic?so you want to get continuous feedback about the state, health, and quality of your code and application. Tools can help us a great deal to realize this and make us productive.

Session #53 @ Meeting Room 6 : Transitioning to Agile Project Management by Sanjiv Augustine

How should managers transition from PMBOK-style management to Agile? As more organizations adopt Agile project delivery methods, the concern for management has shifted from whether to adopt them to how. Switching to Agile often brings about significant change, but ensuring that this transition is positive in nature requires an informed, pragmatic approach.

10:30 - 11:00 AM : BREAK

11:00 - 12:30 PM - Sessions

Session #54 @ Salon C : Tactical Continuous Integration by Kirk Knoernschild

The practice of Continuous Integration facilitates early visibility into the development process by regularly conducting software builds, thus integrating disparate software pieces earlier than later, which often times minimizes the interval between when a defect is coded and when it is discovered. Often times though, Continuous Integration is thought of as a tool, which leads to a false sense of ease when it comes to adopting a Continuous Integration process. This tutorial will walk students through a series of exercises on a fictional Java project where an automated build system is created that facilitates compilation, testing, inspection, and deployment. This build system is then plugged into a CI server and students will code a series of features using Agile techniques like developer testing, which will ultimately demonstrate how a Continuous Integration process reduces risk and improves software quality.

Session #55 @ Meeting Room 9/10 : The 90 Minute Startup by Michael Nygard

What do you get when you add agile programming, automated deployment, self-describing systems, and virtualization? You get the quickest path from a great idea to a live site. In this session, Michael will create and deploy a fully-functional web site. By the end of 90 minutes, you will be able to access the fully-deployed site live on the 'Net. It used to take weeks and months to stand up a new site. You had to buy hardware, rent (or build) space, rack, stack, and cable it, and then you'd finally get to start installing operating systems, databases, and so on. These days, none of that is necessary. You can run a real business on the net without ever owning anything. Best of all, you can be up and running in a single day.

Session #56 @ Meeting Room 8 : Managing in the Agile Organization by Esther Derby

When agile teams self-organize, some managers believe their work is done. Not so. While a manager's focus may shift away from delegating, making assignments, and tracking progress, there is still plenty to do.

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Session #57 @ Meeting Room 7 : Towards an Evolutionary Design by Venkat Subramaniam

A good design is critical for success with agile development. That does not mean a big up-front design. The design has to be evolutionary. However, the design you evolve must be extensible and maintainable. After all, you can't be agile if your design sucks.

Session #58 @ Meeting Room 6 : Refactor Your Developers by Jeff Kunkle

The benefits associated with having your development staff exposed to multiple languages, even if they deploy applications in one primary language, are enormous.

12:30 - 1:30 PM : LUNCH

1:30 - 4:30 PM : Build IT!