#180

Impact Mapping

#181

Toyota Kata

#182

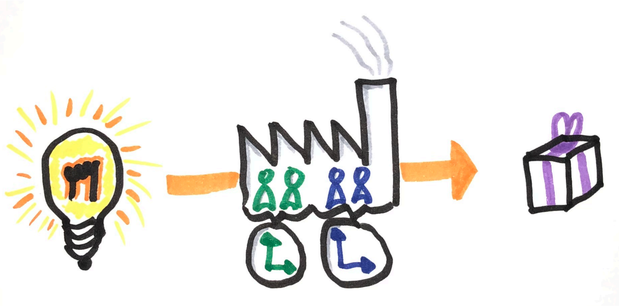
Liberating Structures

#183

Coding DOJO

#184

Cycle Time

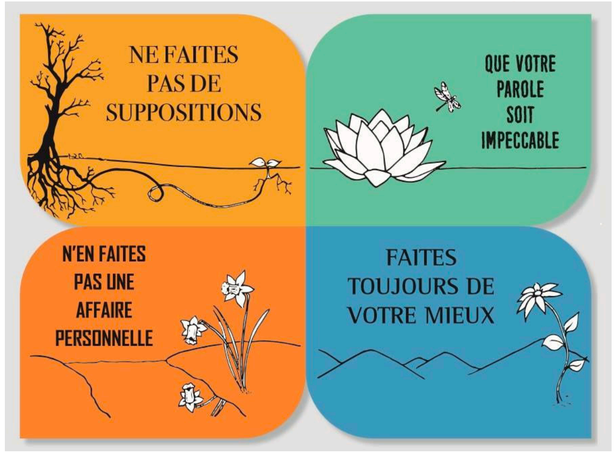


#185

Pair Testing

#174

Les accords Toltèques

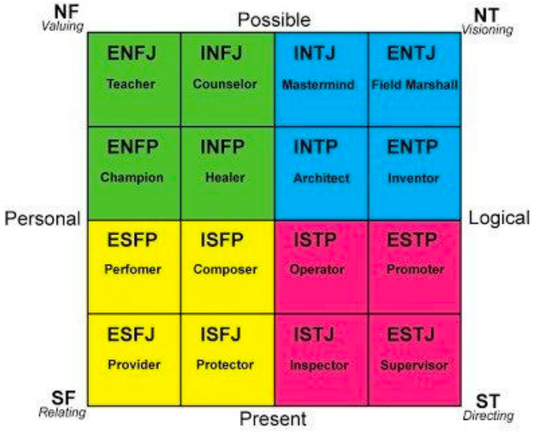


#175

Switch

#176

MBTI



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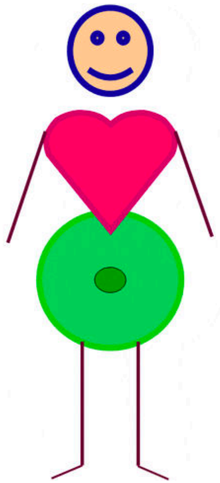
Solution Focus

#178

CNV



Observations

Sentiments
Emotions

Besoins

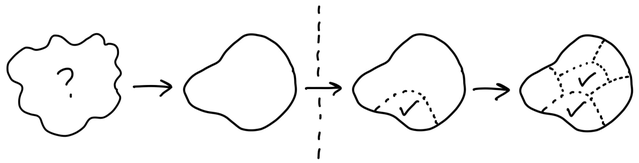
Demandes
Stratégies - Actions

#179

Event Storming

#169

Shape Up



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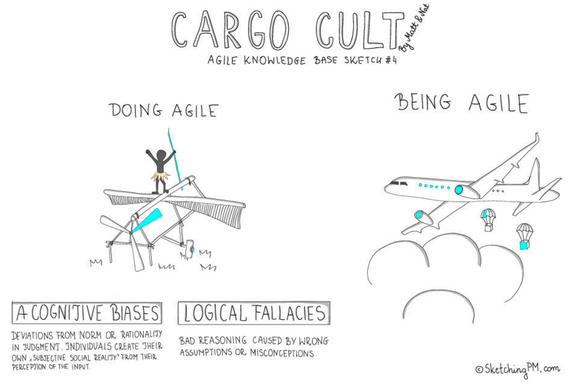
No Estimate

*planio

#171

Cargo Cult



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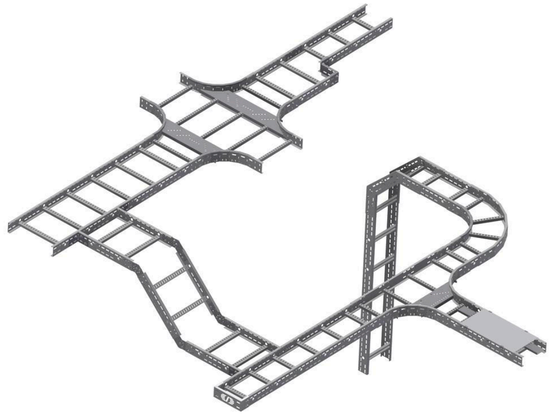
Agnostic Agile

#173

Agile Scaling

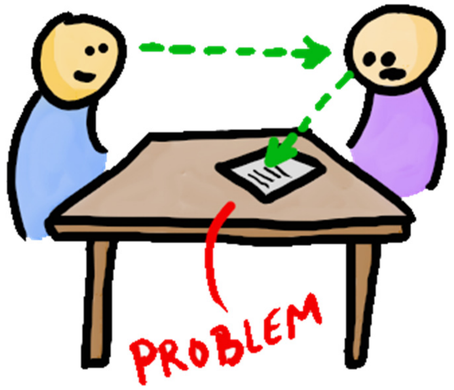


#173

Serious Gaming

#163

Coaching



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Open Space Unconference

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WSJF

Weighted Shortest Job First

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Hack Week/Day

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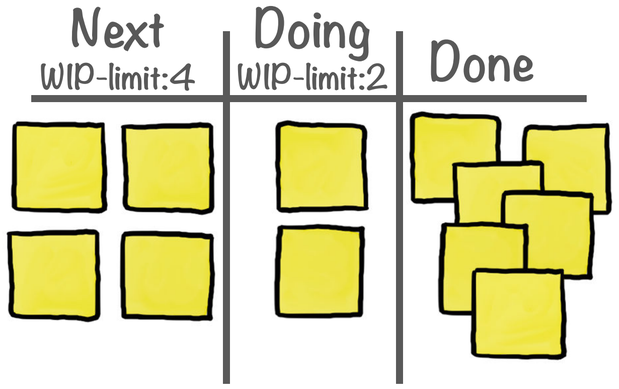
Limit WIP
(Work In Process)



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Scrum Master

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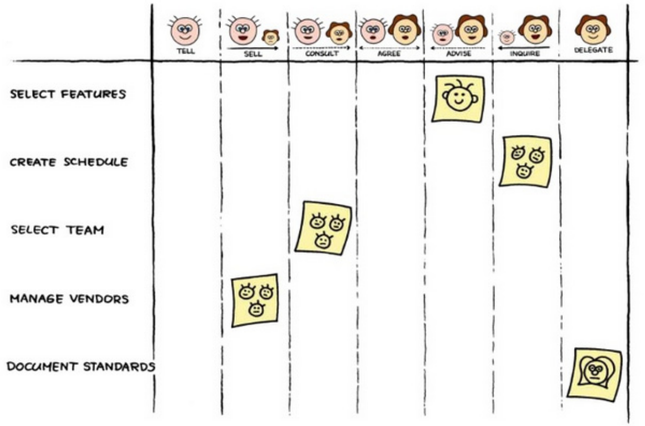
Management 3.0's Delegation Poker



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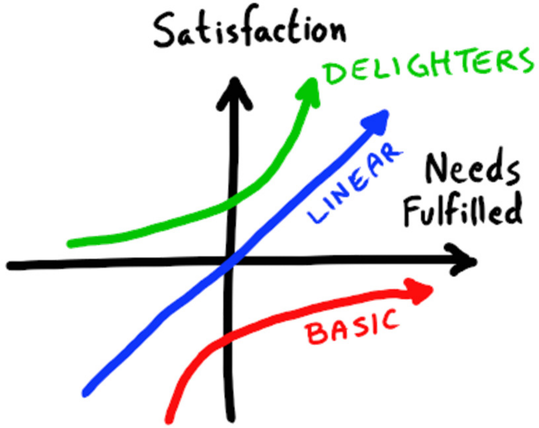
Kano Model



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Tools

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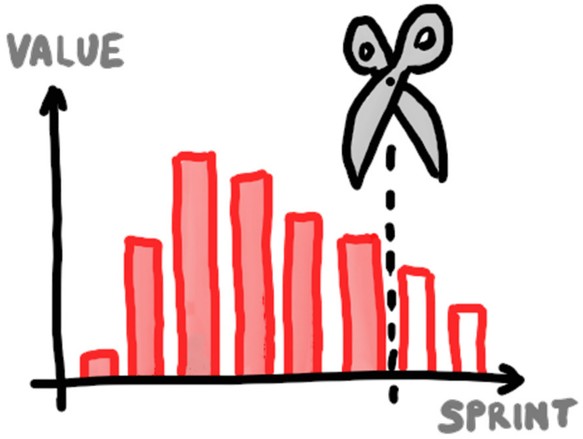
Trim the tail



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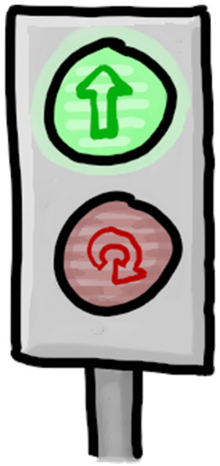
Definition of Ready



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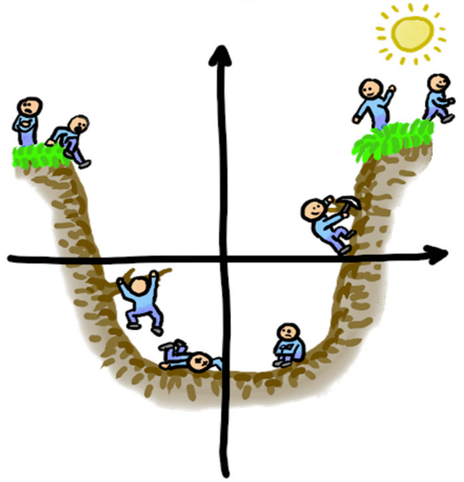
The Change Curve



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Consent Decision Making

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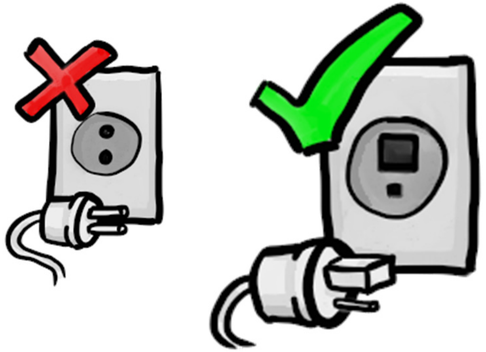
Poka Yoke



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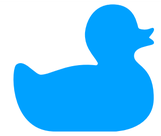
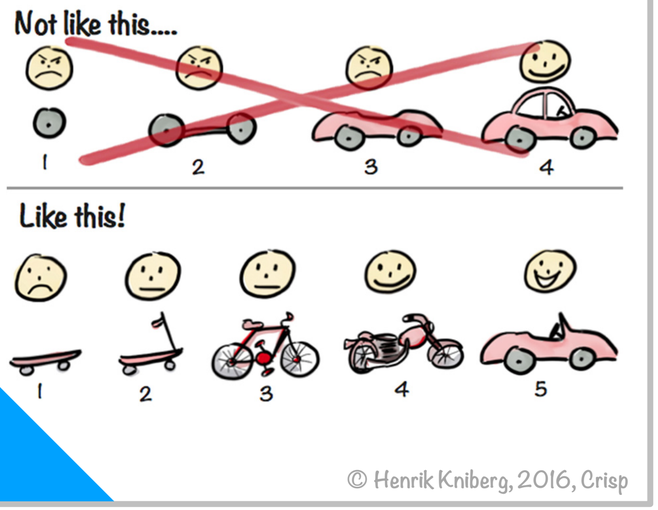
Henrik Kniberg's MVP





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#154

INVEST

Independant
Negotiable
Valuable
Estimable
Small
Testable

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#155

Lean Coffee

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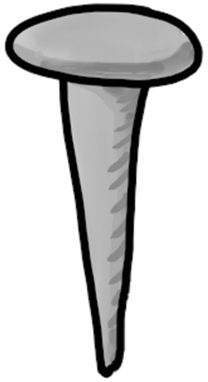
#156

Time boxed technical Spike



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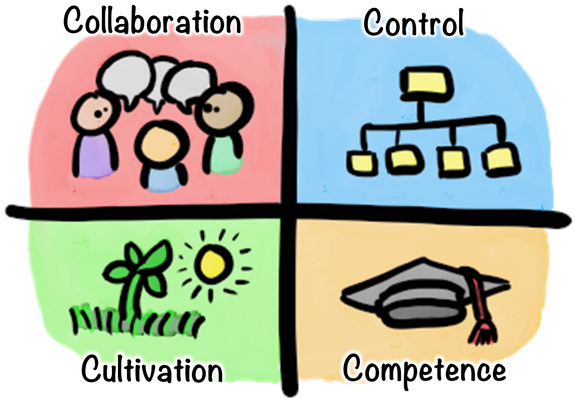
Schneider Culture Model



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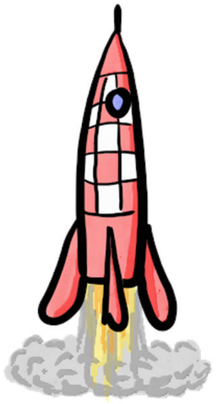
Team Kick-off / Lift-off



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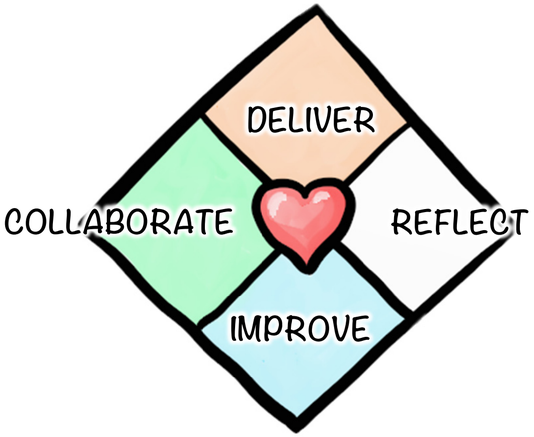
Alistair Cockburn's
Heart of Agile



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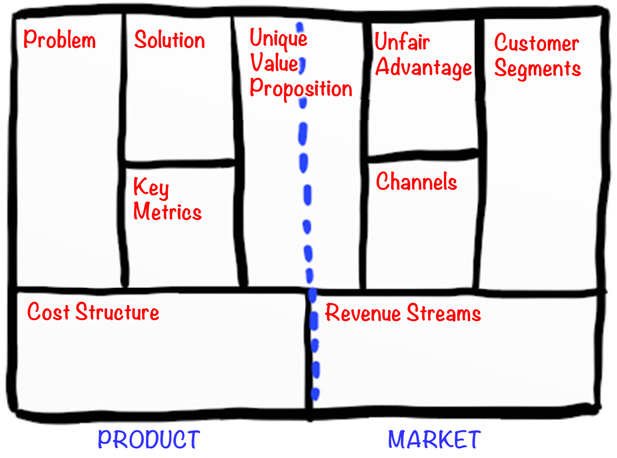
Lean Canvas



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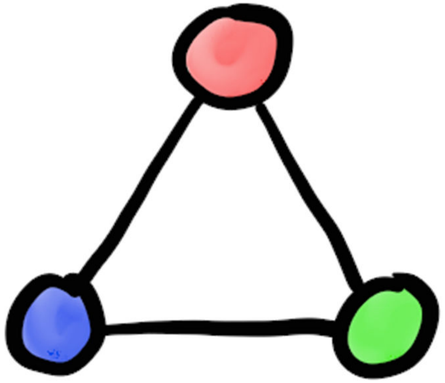
The Project Management Triangle



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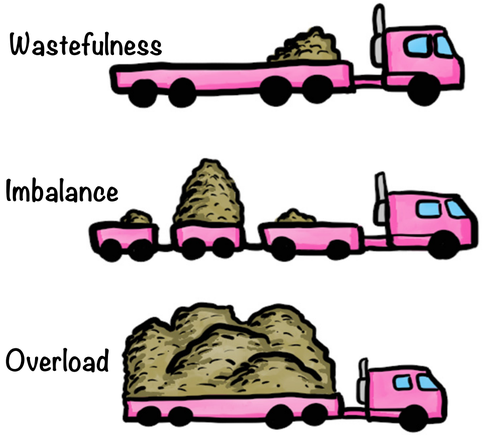
#150

Muda, Mura & Muri



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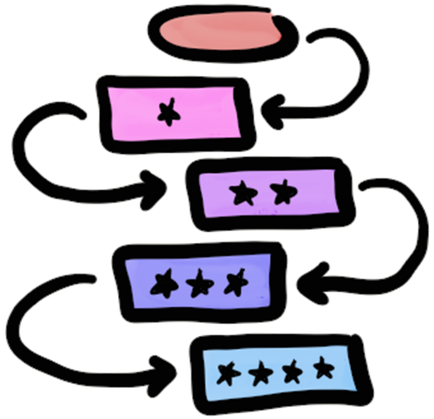
Agile Fluency™



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Team area

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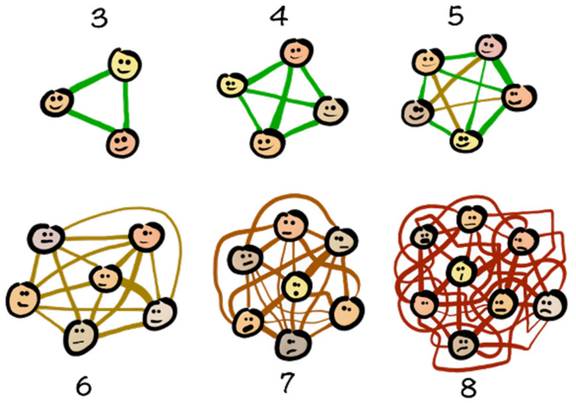
Team size & relationships



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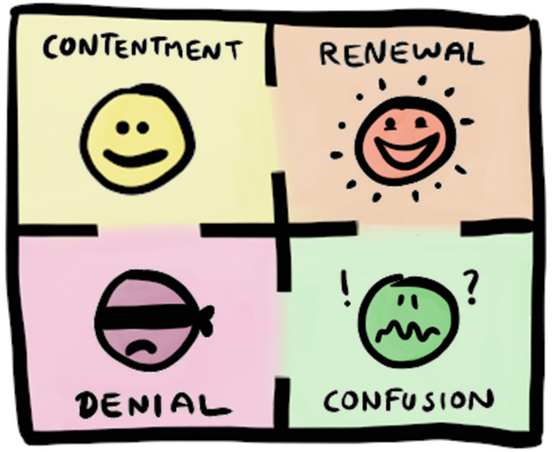
Four Rooms of Change



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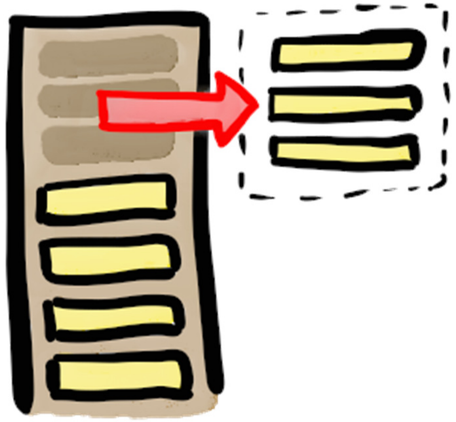
Sprint Backlog



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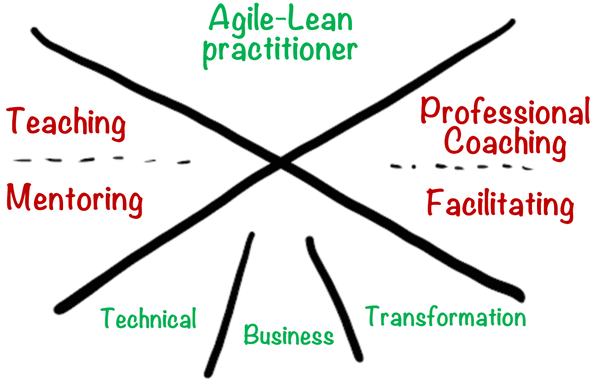
Agile Coaching Competency Framework



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Extreme Programming

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5 Whys

WHY ?
WHY ?
WHY ?
WHY ?
WHY ?

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Security

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YAGNI

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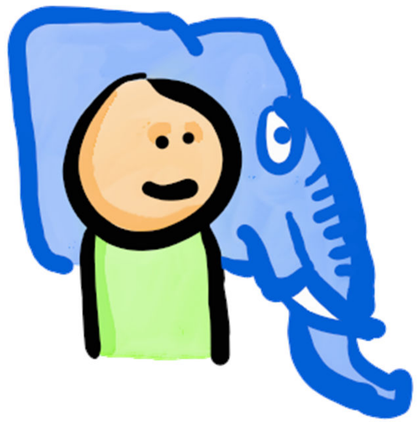
The Rider and The Elephant



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Gemba Walk

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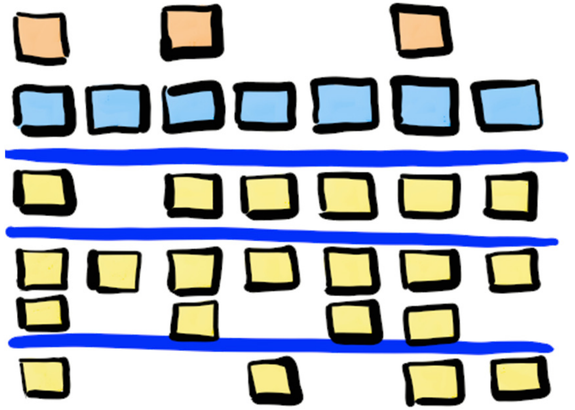
User Story Mapping



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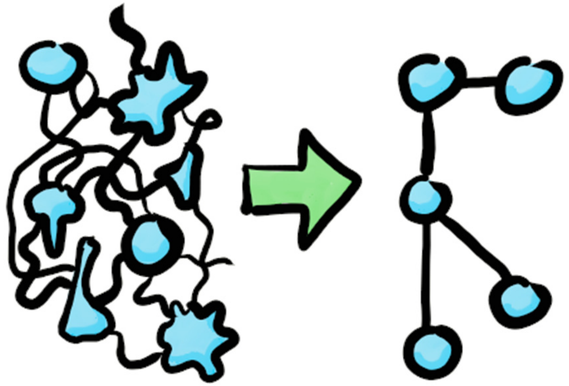
Refactoring



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Waste: False Demand

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#130

Juhari Window

	Known by Self	Unknown by Self
Known by Others	OPEN	BLIND
Unknown by Others	HIDDEN	UNKNOWN

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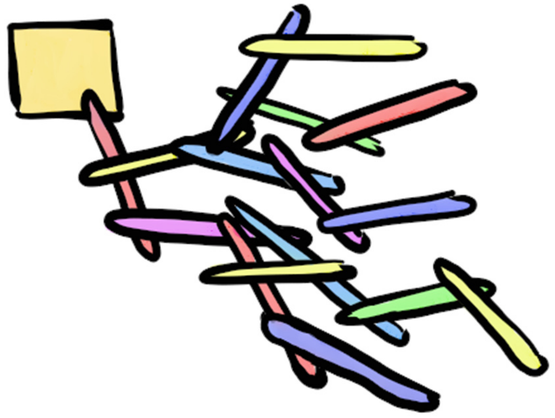
#131

The Mikado Method



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Automated Test Checking

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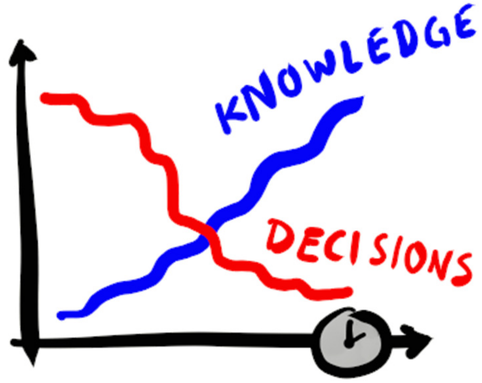
Defer Decisions



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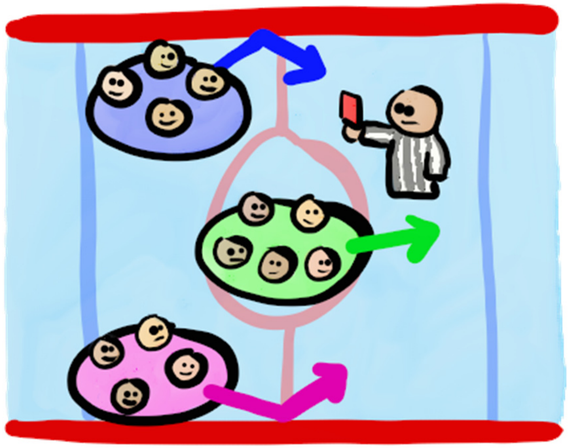
Boundaries



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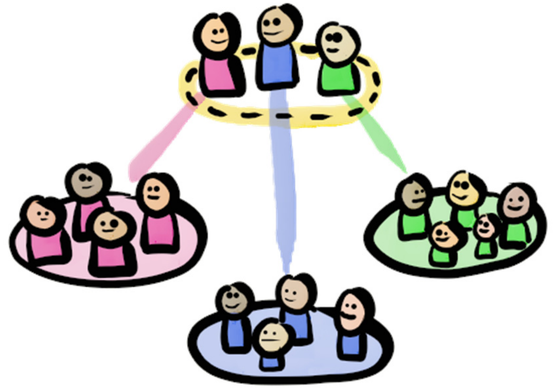
Cross team sync (Scrum of Scrums)



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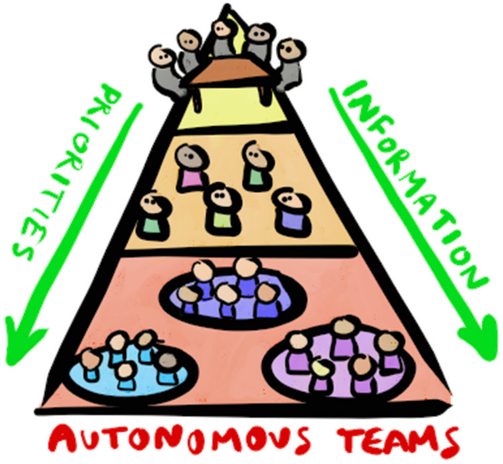
Information



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Technical Debt

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Servant Leadership

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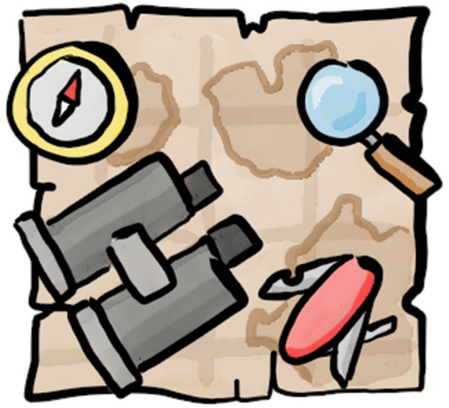
Exploratory Testing



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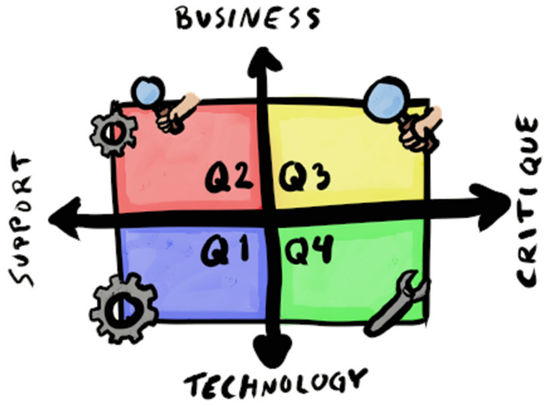
Agile Testing Quadrants



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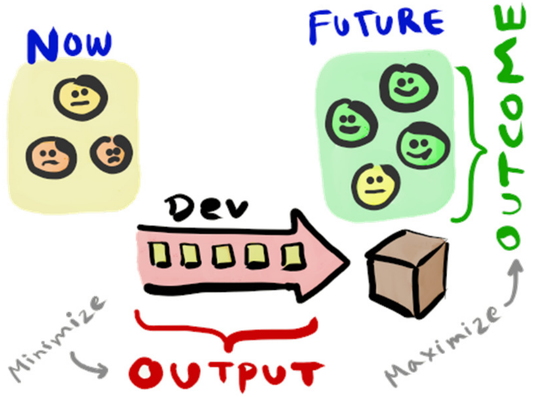
Outcome vs Output



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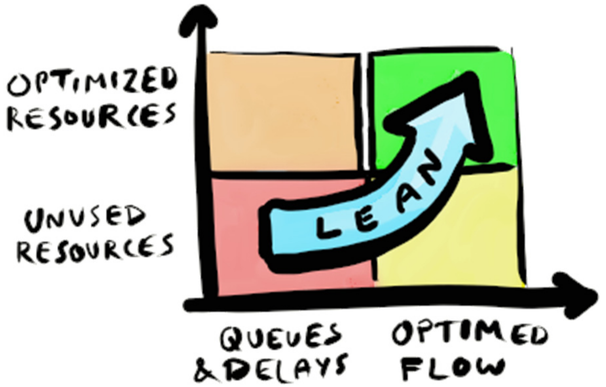
Lean



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Waste: Relearning

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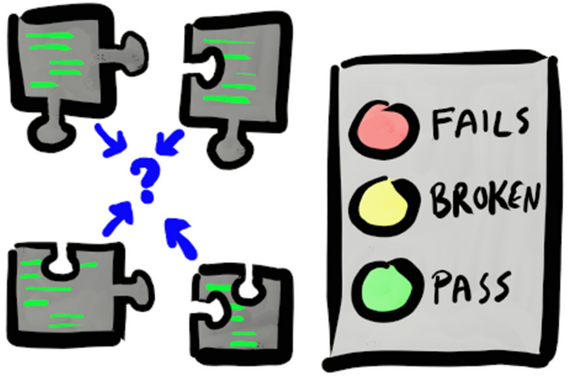
Continuous Integration



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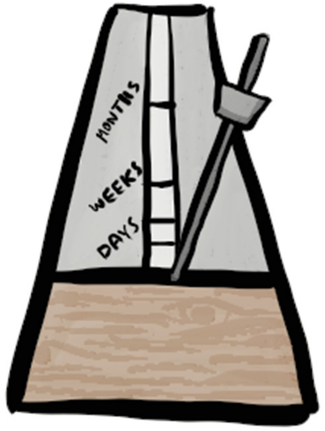
Cadence



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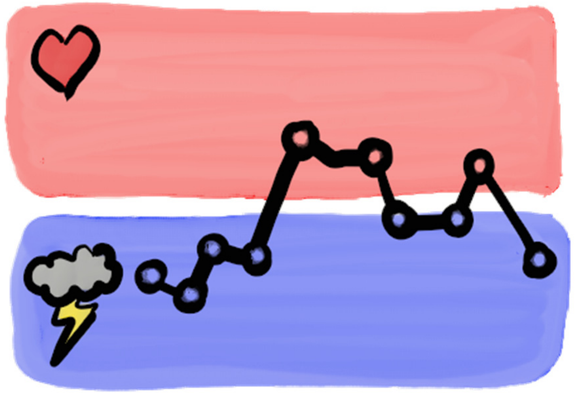
User Journey



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Demo

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Excellence

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Volatile Documentation

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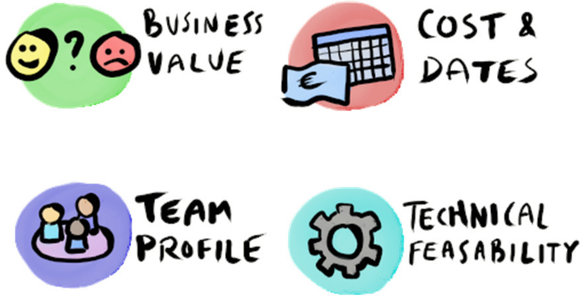
Risks



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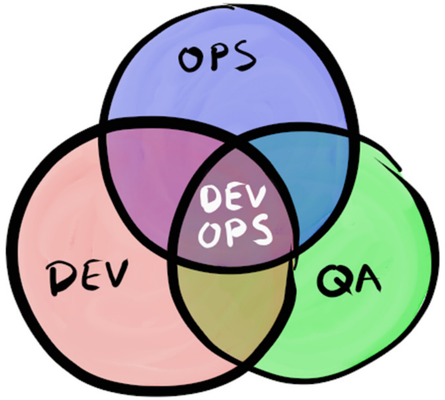
DevOps



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Clean Code

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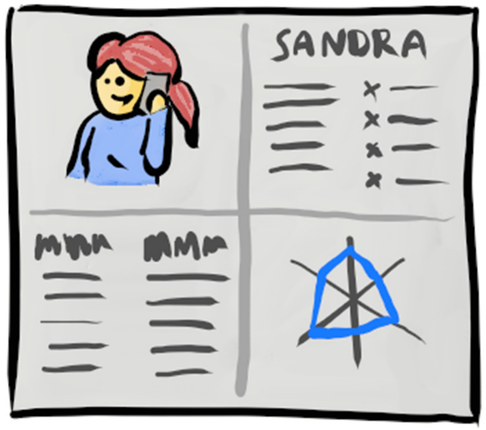
Personas



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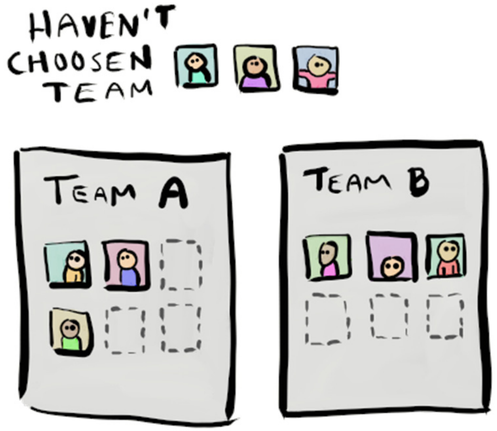
Self-selection



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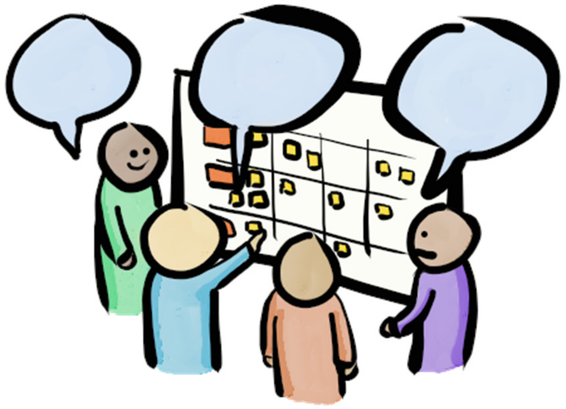
Daily Standup



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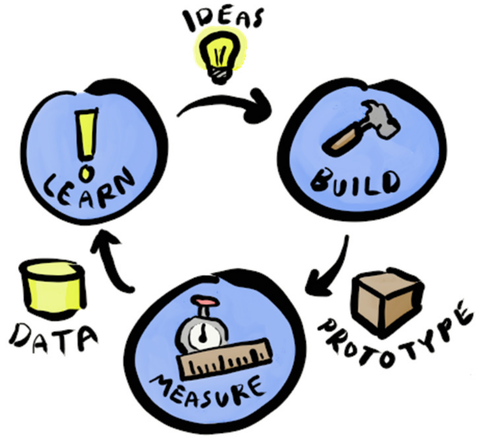
Lean Startup



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Iterative

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Incremental

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Iterative Increment

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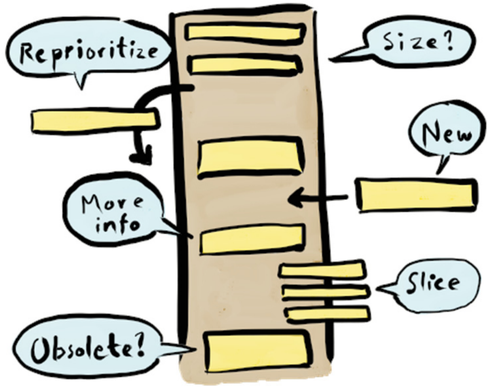
Backlog Grooming



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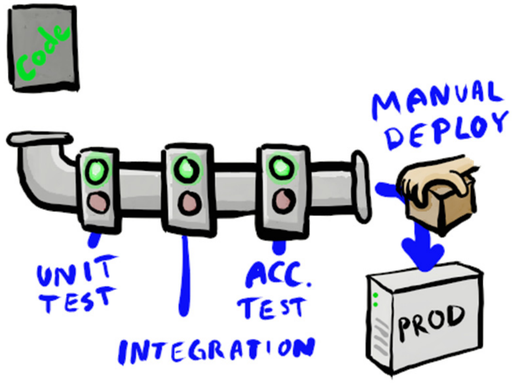
Continuous Delivery



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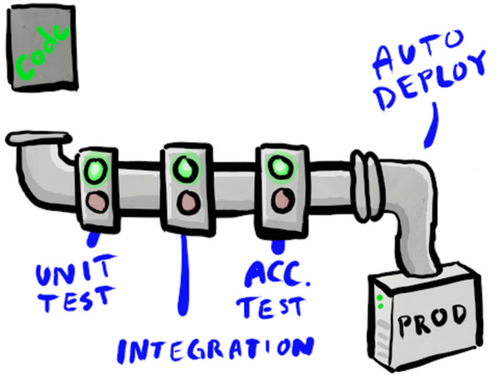
Continuous Deployment



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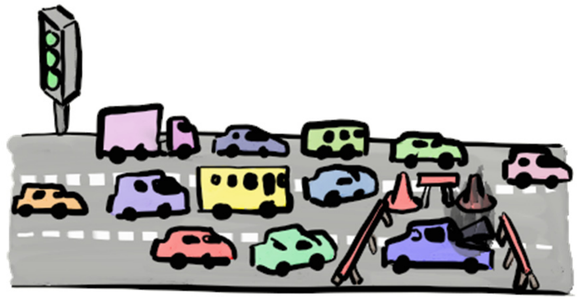
Bottleneck



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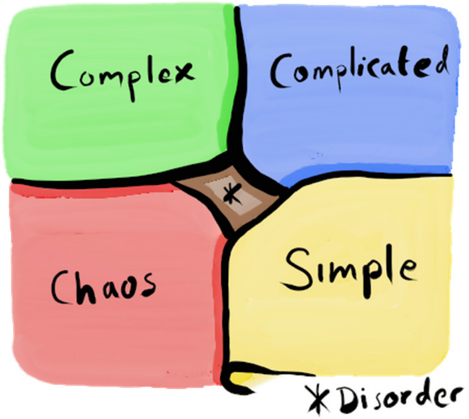
Cynefin Framework



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Christopher Avery's Responsibility Process

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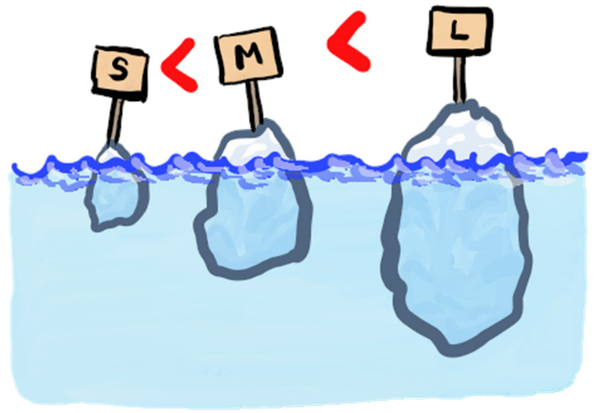
Relative Estimation



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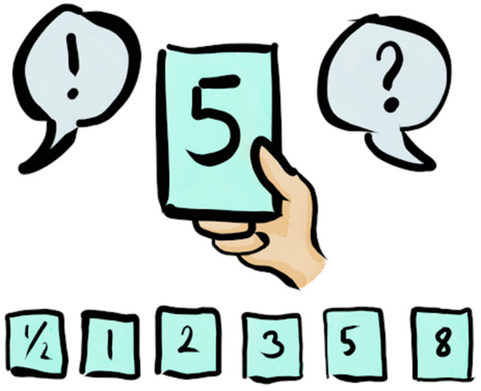
Poker Planning



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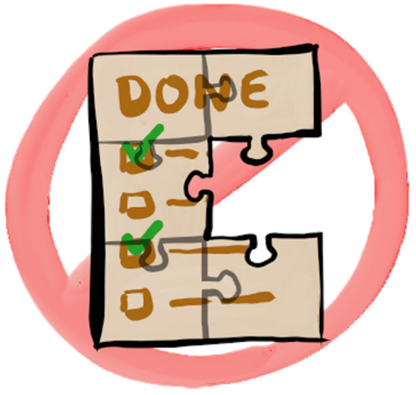
Waste: Partially done work



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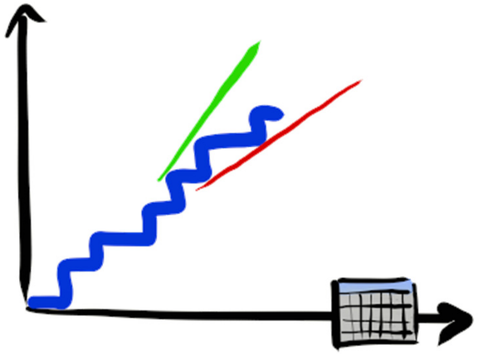
Release Burnup



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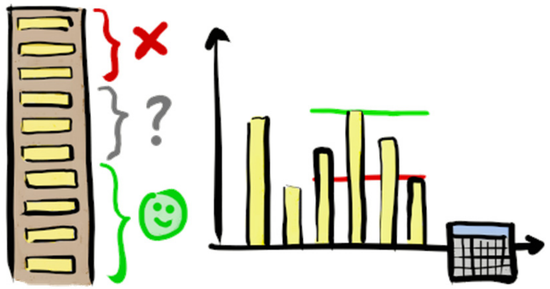
Forecasts & Velocity



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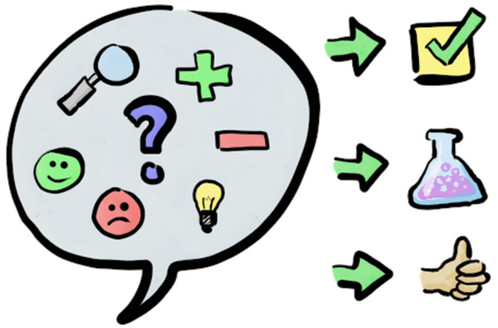
Retrospective



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Five Dysfunctions of a Team

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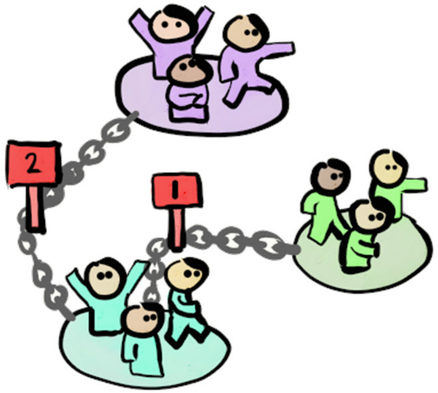
Dependencies



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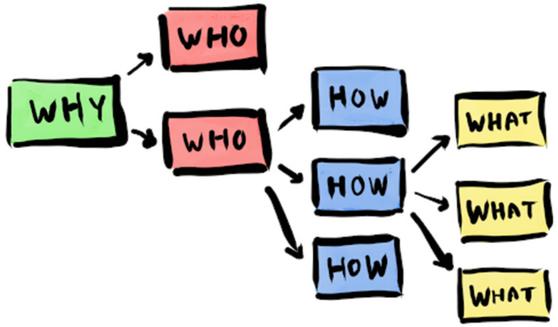
Impact Mapping



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Waste: Fear

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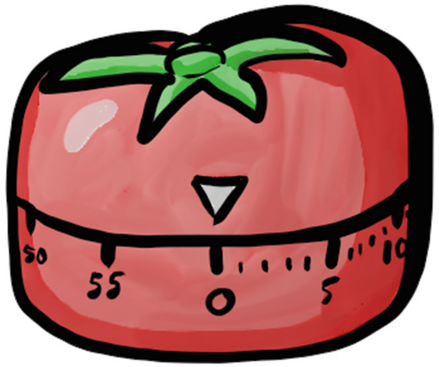
Pomodoro



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Close Active Leadership

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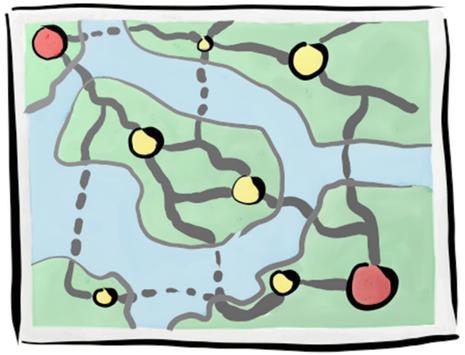
Roadmap



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Transparency

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Sprint Burndown

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No.

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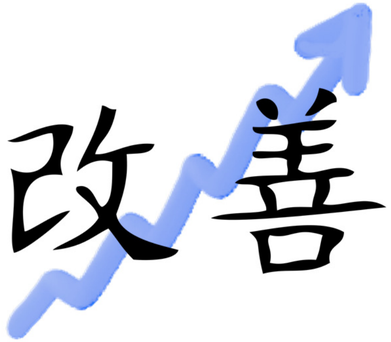
Kaizen



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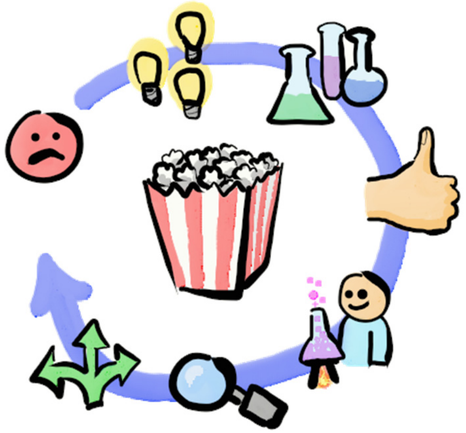
Evolution with POPCORN



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Kaikaku

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Waste: Hand-offs

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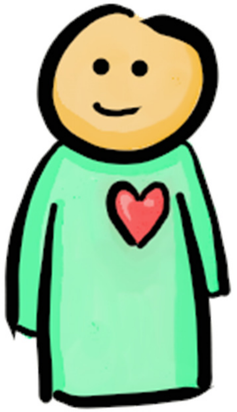
Motivation



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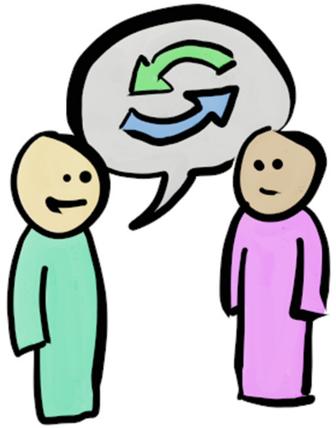
Feedback



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Pair Programming

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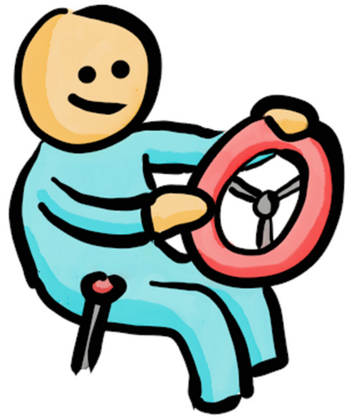
Autonomy



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Mob Programming

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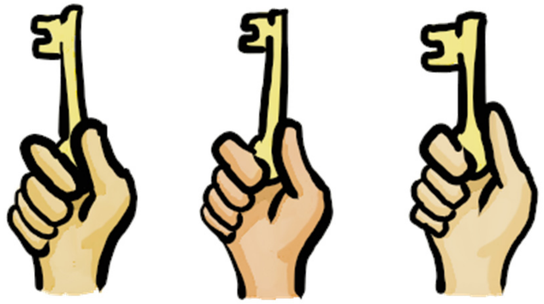
Collective Code Ownership



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Visualization

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Estimation

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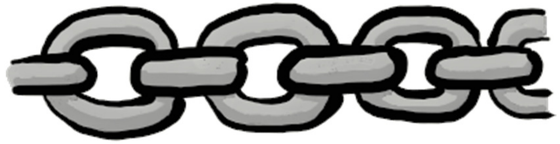
Shared Responsibility



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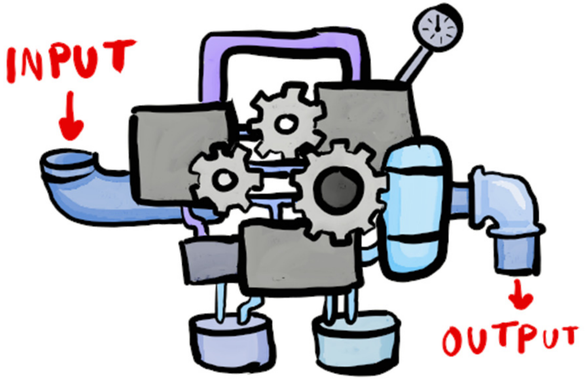
End-to-end integration testing



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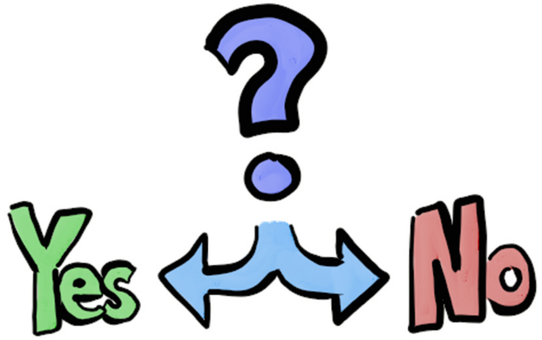
Decision Making



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Consensus

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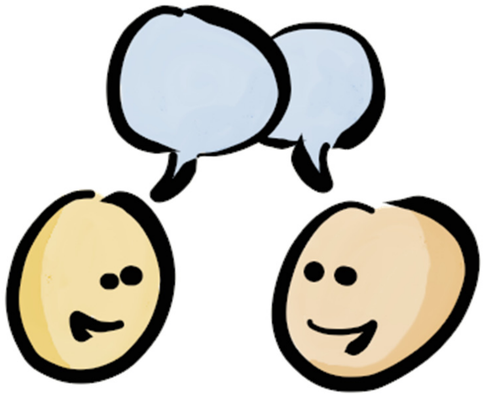
Face-to-face communication



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Process

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Waste: Defects

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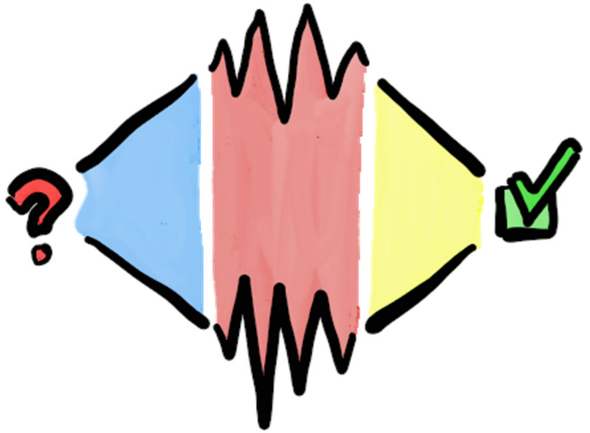
Groan Zone



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Cost of Delay

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Culture

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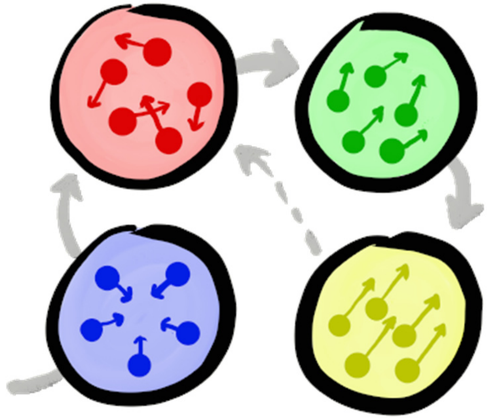
Team Development



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Campfire Stories

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Waste: Wishful Thinking

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Trust

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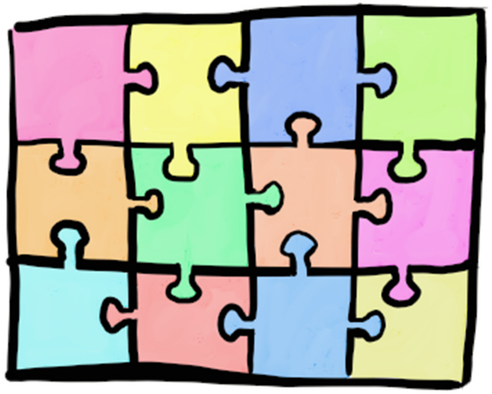
Agile Principles



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Agile Manifesto

Individuals & Interactions
Working Software
Customer Collaboration
Respond to change

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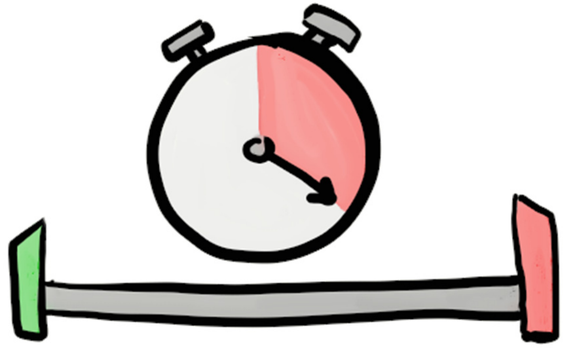
Timebox



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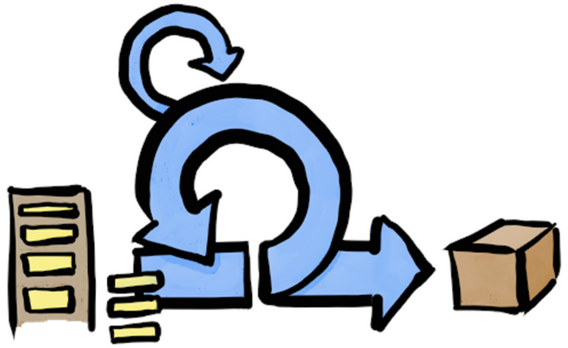
Scrum



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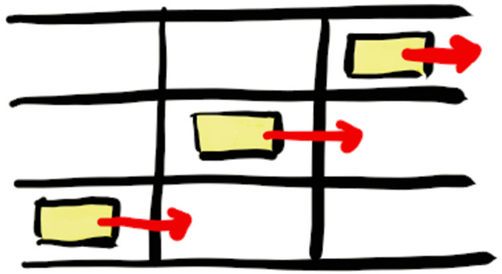
Kanban



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Behavior-driven development

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Innovation

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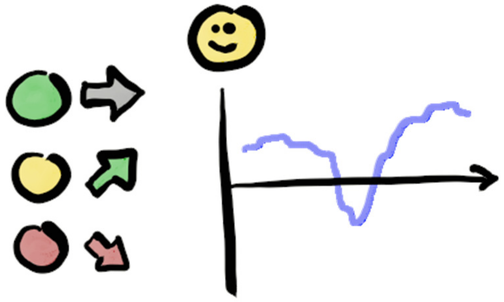
KPI:s



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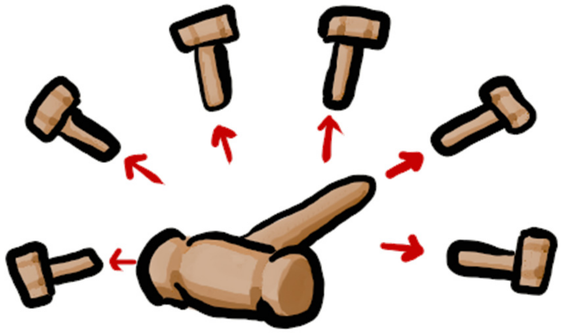
Distributed Governance



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Broken Window Theory

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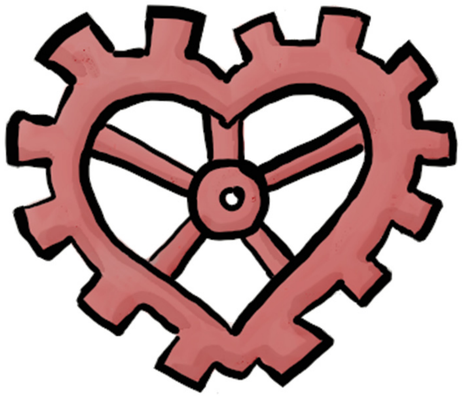
Values



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Stop the Line

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Code Review

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Slicing

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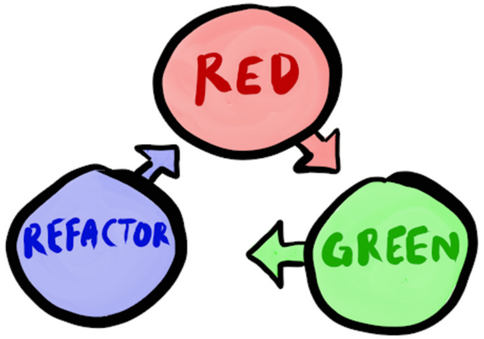
Test Driven Development



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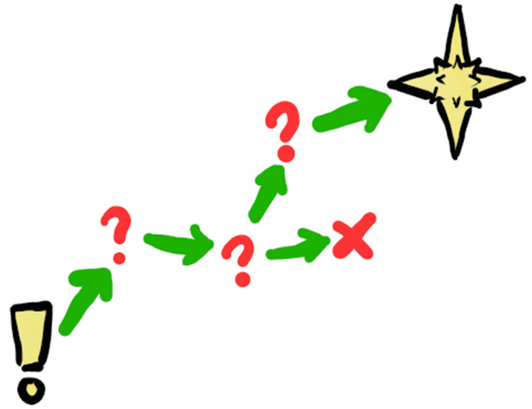
Adaptive Planning



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Education

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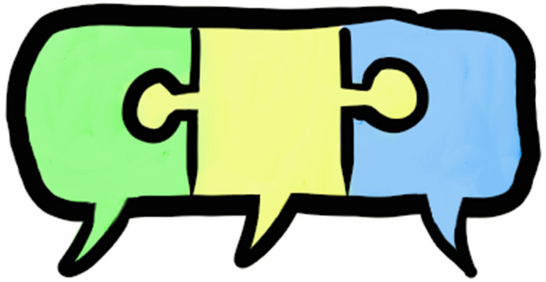
Synergy



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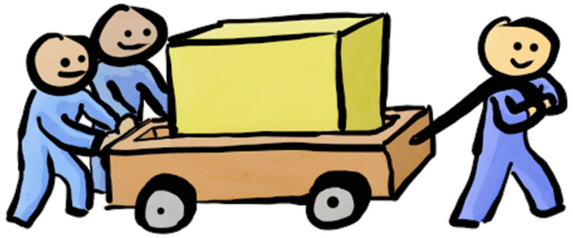
One piece flow



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Roles

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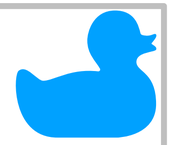
Shu Ha Ri



守破離

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1:1s

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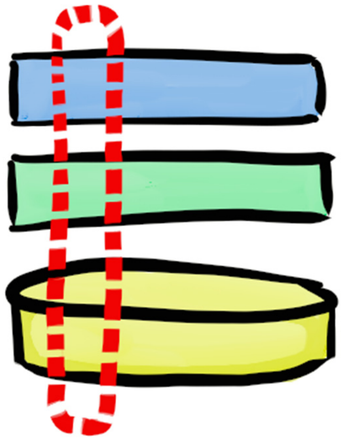
Vertical Slice



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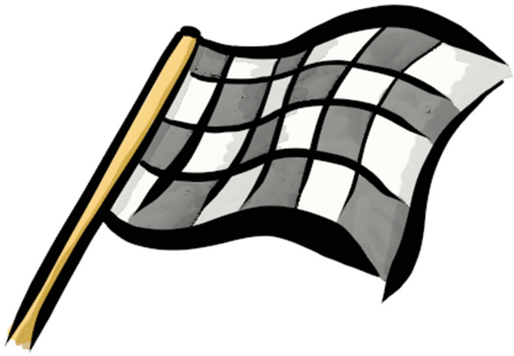
Unifying Goals



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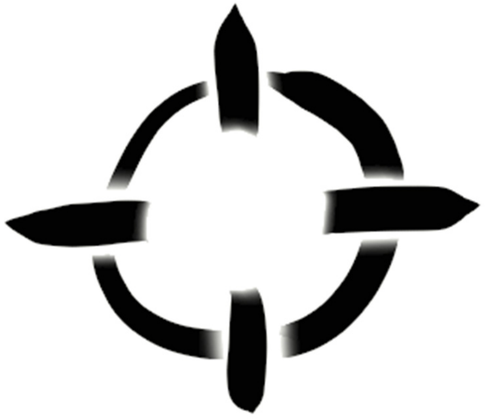
Next Target



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Experiment

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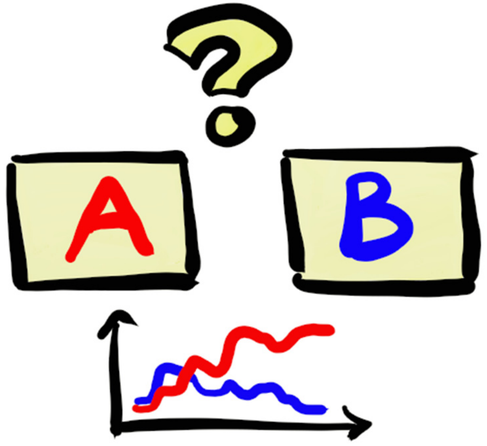
A/B Test



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Slack

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Passion

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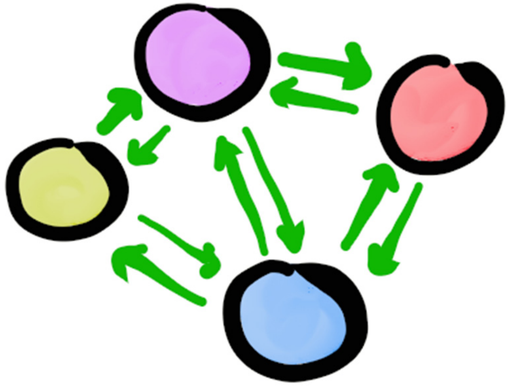
Network of Teams



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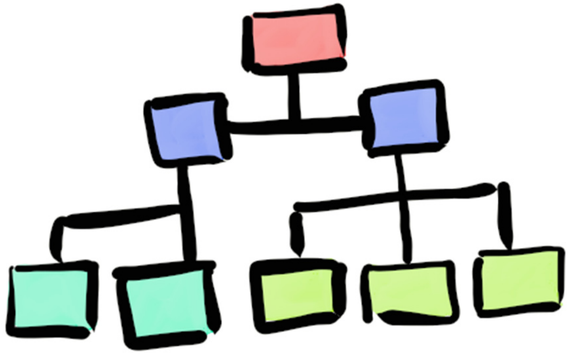
Hierarchy



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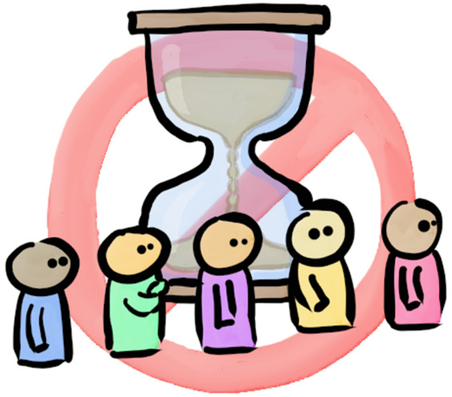
Waste: Delays and Motions



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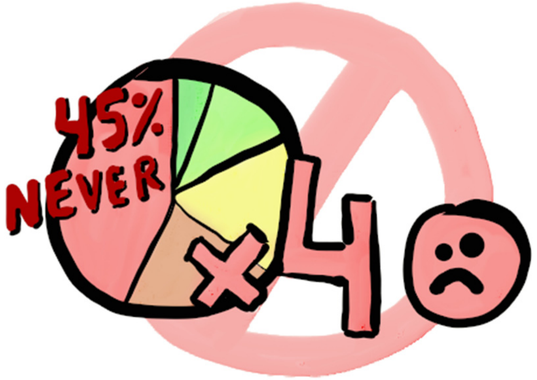
Waste: Extra Features



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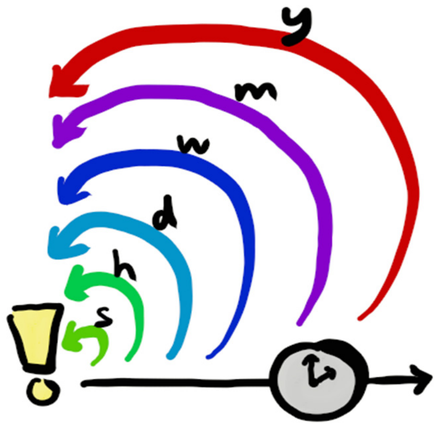
Time to Feedback



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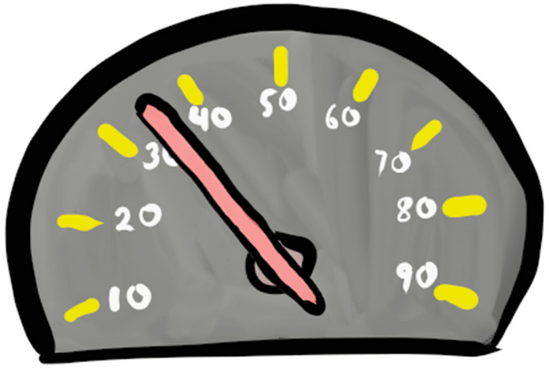
Team Performance



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Team

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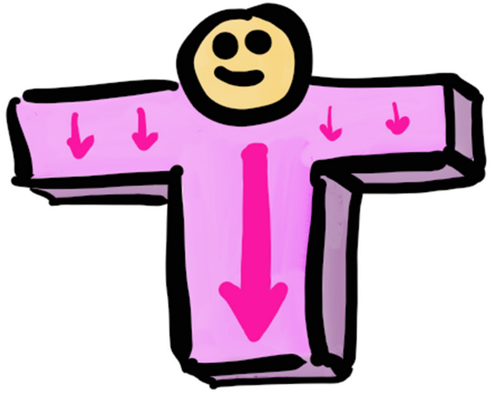
T-Shaped Competence



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Waste: Task switching

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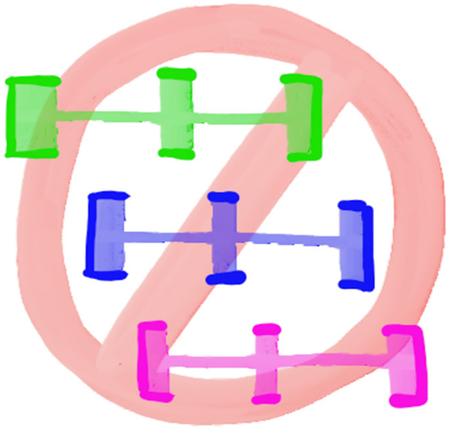
Waste: Multitasking



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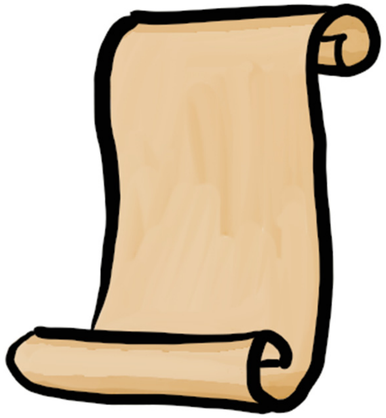
#7

Way of Working



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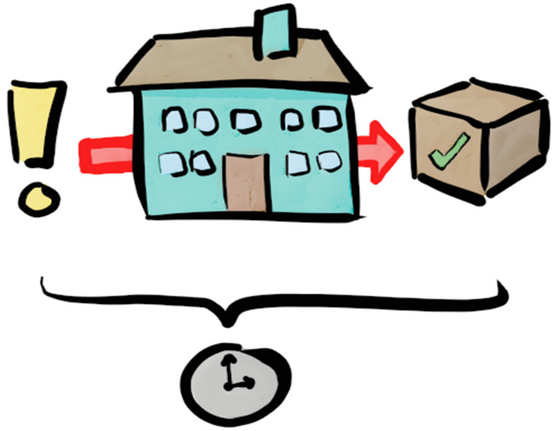
Lead Time



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User Story

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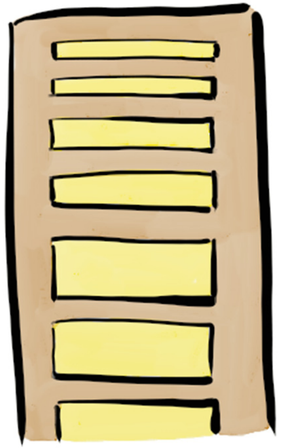
Backlog



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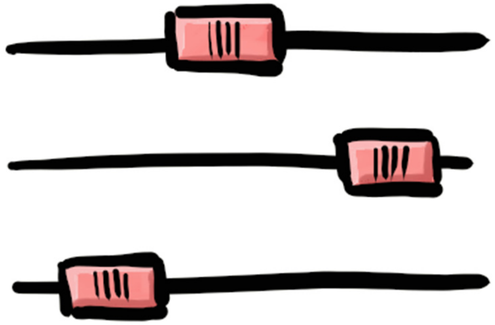
Trade offs



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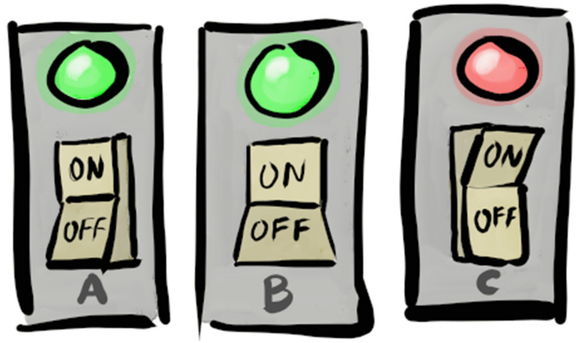
Feature toggles



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#1

Working Agreement

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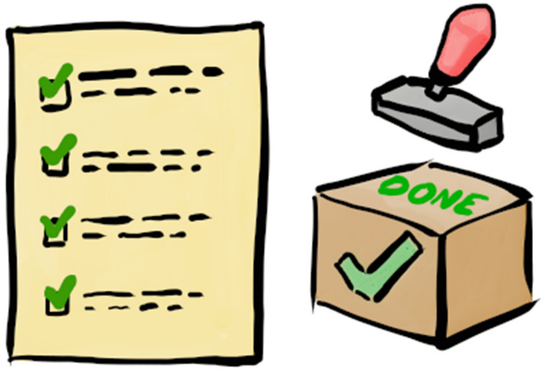
#2

Definition of DONE



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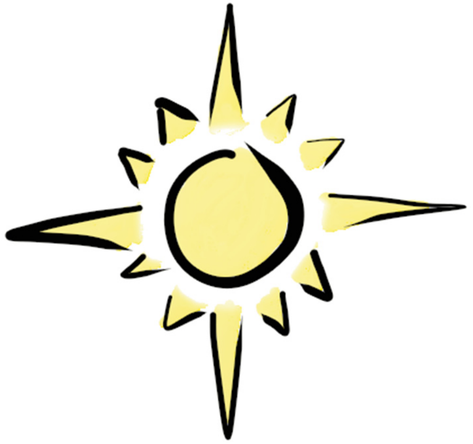
#3

Vision



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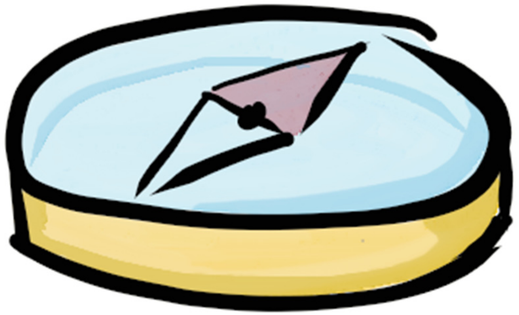
Alignment



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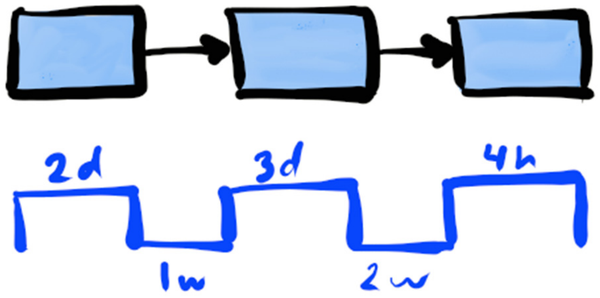
Value Stream Map



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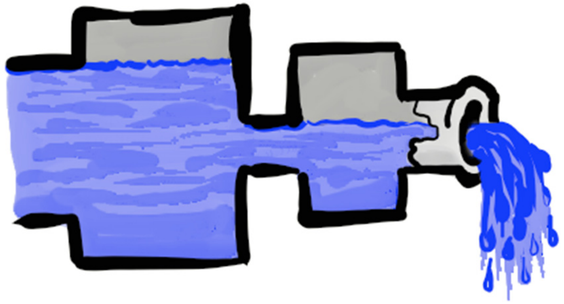
#6

Theory of Constraints



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