

Agile Metrics: Friend or Foe



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June 2019

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"If you can't measure it, you can't improve it."



LORD KELVIN



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Beware!

- You get what you measure
- How (and why) can metric be gamed
- Context is king
- Increased questions from above



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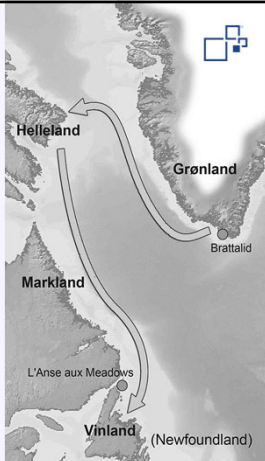
Other Thoughts

- Measure teams not individuals
- Choose metrics to match question
- Groups of metrics
- One metric to rule them all!



The Plan

1. Decide why you are measuring
2. Decide what to measure (Risk/Reward)
3. Measure for 3-4 sprints
4. Evaluate the results
5. If unhappy change & retry
6. Throw out the data
7. Go to step 1



Time Blocked

Area: Project -> Sprint

Value

- Context switching
- Process improvement

Risks

- Over optimization
- Interdepartmental politics
- Team avoids reaching out

Games

- "More information please"
- "I answered this"



Release Burndown

Area: Radiators -> Graphs

Value


- Planning
- Visibility of change

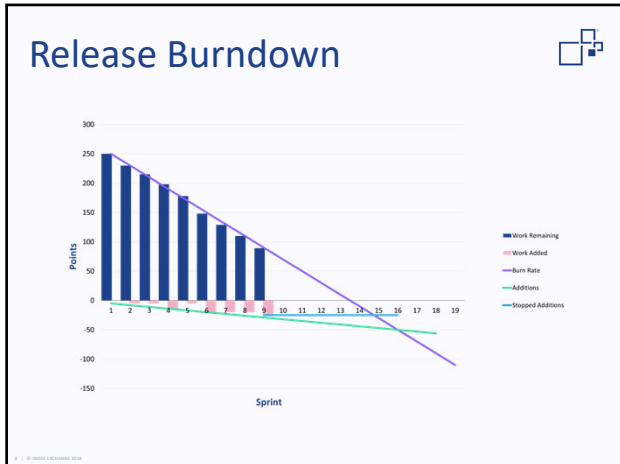
Risks

- What about reductions
- Can bias delivery over quality

Games

- Balance +/- can hide change
- Redirect (to velocity)





Handout available at: <https://wlu-ca.academia.edu/NeilPeterson>

Agile Metrics

Quality

- Time to staging
- Prod. Scalability
- Prod. Performance
- Prod. Uptime
- Prod. Churn
- Show API Calls
- Stack-overflow
- % product used
- Test effectiveness
- Number of patches
- Time to release
- Coverage in deploys
- Test Harness update

Story

- Number of stories
- Estimated impact
- Business value
- % of backlog
- Forecasted size
- Backlog/Rate size
- Time estimates
- Cost
- Lead Time

Backlog

- Business value
- Stories under review
- Is complete
- Version (new points)
- Unstarted items
- % of unstarted
- % rough points
- % accurately planned
- Partially started items
- Size of remaining stories
- Engineering to product stories
- Fixed Bugs lead time

Skills

- % code review comments
- % new items reporting
- Run number of iterations
- Knowledge set/collaboration
- % value action items done
- % code deep knowledge
- % code shallow knowledge

Product Team Project

Numbers

- Test success %
- Points completed
- Points remaining
- Points added
- Points removed
- Agile test time

Graphs

- Risk burndown chart
- Capacity chart
- Stack progress
- Burn Burndown
- Velocity per sprint

Project

- Release frequency
- Business value
- % of product backlog
- Team satisfaction
- Defects per sprint
- Team cohesion
- Project in back log
- Blacks identified
- CI/CD implementation
- Production issues
- Lessons learned
- Time to code change
- Production uptime
- Platform per sprint
- % JIRA items
- Incomplete items

Post-Project

- Roll
- Roll back cost
- Roll time
- Velocity increase
- Code Churn
- Flawing w/ productivity
- Lead time
- Story points completed
- % Completed stories
- % Completed story pts

Happiness / Morale

- Competition agility
- Team morale
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