



From imagination to impact

What are you trying to do?



Maximise the value of your work – but **you** have to decide what you value...



So you have the right project...





Project planning - traditional



- Set some milestones where you expect to be in the future – a baseline!
- Examine dependencies
- Consider risks and how you might respond to them write this down!
- This is where you can draw a top level Gantt chart...
- Top level project view + next 3 months of detailed task breakdown

Top level plan





- Validate approach presentation to peers
- Submit papers and release code



Ν

Problems with this approach?



- Somewhat fictional
- Doesn't take into account what happens in real projects:
 - Changing external factors
 - Events
 - Requirements
 - Changing internal factors
 - Breakthroughs
 - Brick walls
 - Staffing
- Still worthwhile, because
 - It gives a baseline to measure your progress against
 - It makes it look like you know what you are doing...

Scrum

•



From http://www.neonrain.com

Agile methods for science



- Scientific research is iterative and often has changing requirements and external influences.
- Methods like Scrum were designed to deal with these issues in software development
 - Good for 3-10 person projects (larger project versions exist)
 - Continually and explicitly reevaluate project directions based on changing requirements and circumstances
 - For software, process delivers functional software increments
 - Promotes test driven development can be recast into the idea of hypothesis driven research



More information



- http://lmgtfy.com/?q=scrum
- Essential Scrum: A Practical Guide to the Most Popular Agile Process- <u>amazon</u>
- "Agile Methods in Research" <u>http://xavier.amatriain.net/docs/</u>
 <u>SeminarAgileScience.pdf</u>
- "Adapting Scrum to Managing a Research Group" -<u>http://www.cs.umd.edu/~mwh/papers/score.pdf</u>