

EVO

PRACTICAL WORKSHOP USING ROBOTS

Kai Gilb - workshop trainer

Teacher, lecturer, mentor, developer, author, consultant, with Evolutionary Project Management methods for 16 years. International clients include: Bosch, Nokia, Ericsson, Intel, HP, Conformat, Citibank, Symbian, Glaxo Smith Kline, Schlumberger, UECC Shipping, Canon, Qualcomm, TomTom, Boeing.



Contact:
Kai@Gilb.com
 Mob: 0047 911 92 303
 www.Gilb.com

Reliability

Scale: mean time between Failure.
 Status [Mission 7] 70 sec.
 Tolerable [Mission 9] 114 sec.
 Goal [Mission 9] 200 sec.
 Failure: def. as: not able to return to base

AGILE EVO PROJECT MANAGEMENT

A 3-day hands-on workshop, using Agile Evolutionary Project Management & Product Development methods.

Do you have what it takes to compete and survive? During this intensive 3-day workshop, you and your team will learn **competitive Agile Management and Development**. Finding Stakeholder and Product Quality Requirements, use quantification techniques to measure your progress, and engineer and build a robot using real hardware and software. Each robot competes head to head with other robots developed by other teams.

The workshop teaches how to:

- identify and specify **quantified Stakeholder Requirements** that deliver Value and Product-Quality, Function Requirements and Solution Constraints;
- use **Impact Estimation Tables** to: find, evaluate and prioritize Solutions with the highest value to cost ratio;
- organize the Solutions into **Evolutionary delivery cycles** and select the most effective ones for implementa-

tion;

- **execute evolutionary cycles**, including: developing, integrating, testing, delivering, learning and changing the Solutions/Evo-Cycles so they optimally satisfy the Requirements;
- motivate team members to work towards satisfying **common requirements**;
- **connect technical ideas to Product-Quality** and Stakeholder-Value Requirements, and then work back to the technical ideas, and modify them so they become more useful in satisfying the Requirements.

			Est. Impact	Actual Impact		
Product Quality Req.			Cycle 14 - Claws			
Past	Status	Goal	Units	%	Units	%
Grab-Capacity			-10	40%	-10	40%
55	20	5				
Reliability			20	20%	15	15%
70	114	200				
User-Friendliness			0	0%	0	0%
5	9,5	9				
Development Resources						
Project-Budget			1000	1%	1000	1%
0	4500	100000				

Methods

Intel have trained 10000+ engineers in these requirement methods.

HP develop many of their competitive projects using the Evolutionary Project Management method, that you will learn.

Small companies

like Conformat use these methods with great success, reporting incredible numeric improvements to their Stakeholder Values and Product Qualities.



PUBLIC OR IN-HOUSE

Learn by doing

Sign up for a public course, see www.gilb.com Or contact me to arrange a workshop in-house.