



## Workshop (W 1.6)

### *“Agile Product Development Discussed and Applied”*

Madeira Island, Portugal

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### Building a Pasta Bridge in an Agile Manner

#### Part I: Interactive Workshop

- a) Discussing what agile development is and what it is not: expectations vs. real effects of agility;
- b) Elaborating different perspectives on agile approaches in engineering (product development, project management, corporate strategy, sales, production etc.);
- c) Discussing the role and relevance of agility outside the software industry;
- d) Considering cost-benefit ratio arguments: when agility is worthwhile and when it is not;
- e) Presenting state of the art methods and practices;
- f) Purpose: “AGILE” is a buzzword nowadays. This part aims at bringing light into what agility is about by interactive and controversial discussions.

#### Part II: Application Workshop

- a) Applying agility values and principles in a hands-on exercise;
- b) Building “pasta bridges” in small teams in an agile manner by using state of the art methods and practices;
- c) Certain requirements are given (like span width, width of roadway, min load weight ...), but they change unpredictably over time (aesthetics, construction height, time to deliver ...)
- d) Joint reflection about the lessons learnt at the end of the session;
- e) Purpose: Attendees experience what agility in engineering is about, and in which development contexts agility makes sense and in which it does not.

### Target Attendees

- Everyone interested or in touch with agile development approaches. Scientists from product development and project management. Especially those that have never applied agile practices (in hardware).

### Chair:

- Tobias Schmidt ([tobias.schmidt@unibw.de](mailto:tobias.schmidt@unibw.de)), University of the German Federal Armed Forces - Institute for Innovation and Technology Management (Germany)

Organizing Committee: