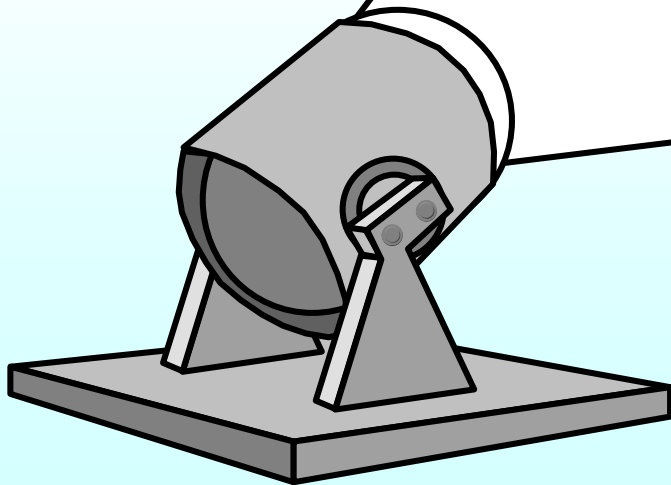


XP2004  
Garmisch, Germany  
Educators Symposium  
9 June 2004

# The Agile Theater

*John Favaro and  
Patrizia Falcone*



*Preparing agile teams through  
improvisational theater techniques*



# The Multidisciplinary Metaphor

*At Eurocontrol we have been running creativity workshops using a number of metaphors to help generate creative requirements and design ideas. One of the metaphors we use is to have an expert from a completely different field come and talk about that field. Then we do a workshop to use those ideas to spark other ones in the field of air traffic control. Some of the experts we have used are: an expert in oriental textiles, a chef, a composer, a railway signalling expert, and a screenwriter. Part of Eurocontrol have now made creativity workshops a standard part of their early development process.*

- Suzanne Robertson (Atlantic Systems Guild)*
- Neil Maiden (City University of London)*



# Relative Maturity

- communication
- managing change
- individuals and interactions
- role playing
- self-organizing teams
- self-adjusting team behavior



*≈ 5 years*



*≈ 5000 years*



# Outline of Full Tutorial

- ❑ **Fundamental techniques of communication**
  - ✧ Concentration, use of the voice, body language
- ❑ **Improvisation as a technical tool – the individual**
  - ✧ Deepening understanding: out-of-context improvisational spikes
  - ✧ **Scenario: the stutterer**
- ❑ **Building blocks of communication – working in pairs**
  - ✧ Story development: exploration and conflict resolution
  - ✧ Alternating leading roles
  - ✧ Creating the all-important dialogue
  - ✧ **Scenario: the restaurant**
- ❑ **The dynamics of team communication**
  - ✧ Simplicity: using the means at your disposition
  - ✧ Finding your personal role
  - ✧ Searching for metaphor
  - ✧ Achieving collective ownership
  - ✧ **Scenario: Going off to war**

*The full tutorial normally lasts ½ or a full day. Today we will do only an abbreviated version.*



# Software is Invisible

*Software is invisible and unvisualizable ... and thus [does] not permit the mind to use some of its most powerful conceptual tools. This lack not only impedes the process of design within one mind, it **severely hinders communication** among minds.*

*- Fred Brooks, "No Silver Bullet"*

