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Workshop - Managing Non-Profit IT Projects in an Agile Fashion

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University of Florida AIS Chapter SCLC 2021 Workshop Proposal
Workshop on Student Leadership - Managing non-profit IT Projects in an Agile Fashion

1. Summary

The major topics the UF AIS chapter proposes covering are related directly to Agile Development, the particular application of Agile in the non-profit development space, and the benefits of leadership development. Our presentation will portray these ideas through a qualitative analysis of workplace psychology and an interactive ‘Penny Game’ showing shared work time-savings. Some key takeaways for our fellow AIS members will be navigating the non-profit development space, leveraging Zoom and other digital mediums in a fully-online development environment, and the overarching benefits for clients, developers, and leaders in Agile. The proposed value for attendees will improve soft-skills, requirement gathering efficiency, and client satisfaction. Also, attendees will gain a critical perspective on the internal benefits of Agile, such as developing dynamic leaders and increasing developer satisfaction. UF AIS currently utilizes Agile in managing its Technology Consultants to great benefit; thus it is our intention to present the ideas listed above at SCLC 2021.

2. Major Topics

- a. Agile - [The importance of agile and building an agile mindset]
 - i. Transforms requirement gathering
 - ii. Keeps the client and team in sync via iterative meetings
 - iii. The Penny Game- Interactively demonstrating the efficiency of Agile with users
- b. Non-profit
 - i. How to find a non-profit to work with and how to identify their needs
 - ii. Creating cost-effective solutions while teaching them how they work
- c. Leadership Development
 - i. Agile’s autonomy allows for decision making/hands-on learning
 - ii. Cross-functionality improves developer outlook/satisfaction (no barriers in knowledge)
 - iii. Learning from mistakes through Agile retroactive analysis meetings

3. Key Takeaways

- a. How to find a non-profit to work with (everyone loves free work)
- b. How to leverage zoom for more productivity
 - i. Talking about physical meetings vs. zoom meetings (Standup, planning meetings)
- c. The benefits of Agile Project Management
 - i. Product review with clients and disconnect diagnosis
 - ii. Agile Development: the Eliminator of Technobabble/Technophobia
 - 1. Most clients are not aware (in some cases intimidated by technical talk)
 - 2. Repeated meetings (through Agile) allow greater familiarity between Dev/Client
- d. How to develop leaders
 - i. Promotions as people graduate and positions open up
 - ii. Emphasize differences in Waterfall (micromanagement) and Agile (hands-off management)
 - 1. Increased leader adaptability (Being comfortable with being uncomfortable)
 - iii. “Directly indirectly” managing and pushing team members to unprecedented growth

4. Value for attendees

- a. Learn soft skills and about a client's organization while identifying where their needs lie
 - i. Clients don’t know what they don’t know
 - ii. Building relationships and learning how to speak to others in a language they understand
- b. Create a product that our clients want, not what we think they want
 - i. Importance of communication and how to eliminate gaps in the communication chain
 - ii. Learn how to adapt to changing requirements and iteratively build a product
- c. Learning how being in uncomfortable situations results in huge strides of growth
 - i. Each team member is equally important in planning and product review meetings
 - ii. Results in experience, which allows the product manager to push analysts
 - iii. Help achieve potential they didn’t realize they were capable of by indirectly pushing
- d. Agile allows for dynamic assignment of developers to clients
 - i. Developers make what they want/enjoy while clients still get their desired product

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