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Refocusing a company from technical aspects to real customers

Matěj Procházka, Bohemia Interactive Simulations



You can act agile, be agile in a very unagile environment







Bohemia Interactive Simulations - What do we do?

- Help train military and civilian personnel
- Provide tools for complex solutions integrating hardware and software
- Use game technologies for serious training
- Create AI to aid in training

Complex business environment

- Extremely conservative customers
 - it takes up to a year to adopt a new version, the customer uses that version for years
- Strict and complex procurement laws and organizations
 - anti corruption laws
- Very formal agreements and requirements
 - same process as for building a fighter jet
- Great distance between actual users and the developer

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Trainee

Trainer

Development team

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				Product manager	
Trainee	Training organization	Procurement organization	Project manager	Product owner	Development team



Two projects, one in 2016, one in 2018

- Same customer
- Same contract type (Fixed time, fixed budget)
- comparable effort (~4 team months)
- 2016
 - far above the budget
 - customer satisfaction low
- 2018
 - within the budget
 - customer satisfaction high



Project 1 (2016)

Project 2 (2018)

Final delivery
ProjMan Interactions
Within budget
Sprints & demos
delivery

	Project 1 (2016)	Project 2 (2018)	
Final delivery	6 months late	3 months early	from Period of performance to MVP thinking
ProjMan Interactions			
Within budget			
Sprints & demos			
delivery			

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ProjMan Interactions	terrible	great	more experienced PM, more business context to the team
Within budget			
Sprints & demos			
delivery			

	Project 1 (2016)	Project 2 (2018)	
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Within budget	No!	yes	established as KPI, visibility to the PO
Sprints & demos			
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delivery	one final delivery	multiple deliveries	we found customer employees interested in the builds



- People with vision
- Agile transformation middle up & down
- Setting clear KPIs establishing what is important
- Creating a better relationship with key people (project managers, customer)
- Clarifying expectations of quality ask for forgiveness, not permission less gates, more reviews
- Requirements management, confirmation of use cases



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