



**Five Overlapping Information Technology Competencies**

Those policies, systems, and behaviors that support and improve **Organizational** results.

- 1. Vision and Mission and Strategy
- 2. Organizational and IT Strategy
- 3. Goals, Objectives and Tasks
- 4. Organizational Development
- 5. Leadership/Culture
- 6. Training/Mentoring
- 7. Understanding Business Value
- 8. **Agile Maturity**
  - Shared Responsibility
  - Requirements
  - Responsiveness
  - Assurance
  - Communication
  - Governance

**Organizational Practices**

Those behaviors, policies, and systems that support and improve **Software Development** results.

- Agile Database Development
- Agile Modeling
- Code Control
- Collective Ownership
- Continuous Builds
- Object-Oriented Programming
- Pair-Programming
- Retrospectives
  - \* What did we do well, that if we don't discuss we might forget?
  - \* What did we learn?
  - \* What should we do differently next time?
  - \* What still puzzles us?
- Team Self-Organization
- Test-Driven Development
- Agile Maturity
  - Build
  - Testing
  - Simplicity
  - Configuration Management

**Software Development Practices**

Those behaviors, policies, and systems that support and improve **Project Planning and Control**.

- 1. Planning the work or objectives
- 2. Analysis & Design of objectives
- 3. Assessing and mitigating risk
- 4. Estimating resources
- 5. Allocation of resources
- 6. Organizing the work
- 7. Acquiring human and material resources
- 8. Assigning tasks
- 9. Directing activities
- 10. Controlling project execution
- 11. Tracking and Reporting progress
- 12. Analyzing the results based on the facts achieved
- 13. **Agile Maturity**

**Project Management Practices**

**Methodology Practices**

- Agile Methods
  - Adaptive Planning and Estimating
    - Estimate of Project Scope/Size
    - Estimate of Project Schedule
  - Empirical Development
  - Iterative Development
  - Self-Organization
  - Focus on high-value activities
  - SCRUM
- Rapid Application Development
- Unified Process
  - Rational Unified Process
  - Essential Unified Process
  - Agile Unified Process
  - Enterprise Unified Process
- Waterfall Model
- Various Other Methods
  - System Development Life Cycle
  - Dynamic Systems Development Method
- Methods, Practices, & Processes
  - Evolutionary prototyping
  - Enterprise Architecture
  - Service Oriented Architecture
  - Reuse
- Agile Maturity

Those behaviors, skills, policies, and systems that support and improve an Organization's ability to create successful outcomes and results repeatably across many projects.

**Collaboration Practices**

- Learning and Knowledge Transfer
  - \* What did we do well, that if we don't discuss we might forget?
  - \* What did we learn?
  - \* What should we do differently next time?
  - \* What still puzzles us?
- Facilitation
  - Creative Problem-Solving
  - Conflict Resolution
  - Decision Making
  - Group Dynamics and Process
  - Effective Task-Oriented Meetings
- "Project Workbook"
- Desktop Sharing
- E-mail
- Instant Messaging
- Online "Virtual" Meetings
- Online Conferencing
- Telephone
- Collaborative Tools
- Extranets
- Intranets
- World Wide Web
- Wiki
- Agile Maturity

Those behaviors, policies, and systems that support and improve **Collaboration** skills, practices and results.

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