Agile Design and Architecture

Duration

2 days

Intended for

- Architects
- Designers
- Senior Developers
- Technical team members looking to understand their role and practices in an Agile environment.

Prerequisites

You will need to have an understanding of Agile principles and practices as well as experience as an architect, developer or designer. Our Agile Fundamentals course provides an overall understanding of Agile and the tools and techniques used in delivering value.

What does Agile mean for Architects and Designers? Agile is not about doing a big design up-front, but neither is it about doing no design up-front.

While we defer design decisions that don't need to be made early, there are other aspects of the systems that need to be established early. This course examines the values, principles and philosophy behind Agile architecture and design and looks at the technical leadership role needed through all phases of an Agile project. You'll gain an applied understanding of the Agile approach to enterprise architecture, domain architecture and application architecture. This program addresses the Agile design principles and the role of the Architect and covers the principles of good architectures and design - continuous integration, delivery, deployment and DevOps.

Learning outcomes

By the end of the course you will be able to understand:

- The values, principles and philosophy behind Agile design and architecture
- How to apply enterprise architecture principles in an Agile manner
- How to perform Agile modelling and Agile domain modelling
- Agile solution design and application design
- How to provide technical leadership through all the Agile project phases

Content

- A brief overview of Agile
- A brief overview of architecture
- The values and principles of Agile architecture - putting the two together
- Technical leadership - the why, what, how, when and who
- Software and solution architecture in an Agile context:
    - º The values and goals
    - º What is done during the different phases of an Agile project (Concept, Initiate, Deliver & Deploy, Close)
    - º Core practices and principles of good architecture
    - º Technical debt
    - º "Smells" to watch out for

Method used

Lecturing is kept to the minimum necessary, most of the learning is achieved through applying the practices and techniques in group exercises.