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Create Survey Address Book My Account Home My Surveys Need Help? survey title: 2009 Agile Practice Adoption Survey collect responses analyze results design survey **Edit Title** Add Report current report: Default Report View Summary Browse Responses **Response Summary** Total Started Survey: 123 Total Completed Survey: 106 (86.2%) **Filter Responses Crosstab Responses** Show this Page Only **Download Responses** Page: Who Are You? **Share Responses Create Chart** 1. POSITION: Which best describes your current **Download** position? Response Response Percent Count Business Stakeholder 2.4% 3 Developer/Agile Team Member 30.9% 38 Operations/Support 0.8% 1 IT Manager 21.1% 26 **Product Owner** 4.1% 5 QA/Test 2 1.6% Team Lead/Scrum Master 26.8% 33 Other 12.2% 15 answered question 123 skipped question 0 2. EXPERIENCE: How many years of work **Create Chart Download** experience do you have? Response Response Percent Count answered question 123 0 skipped question

EXPERIENCE: How many years of work xperience do you have?		Create Chart	<u>Download</u>
		0.007	0
None	_	0.0%	0
Less than 2 years		3.3%	4
2 to 5 years		6.5%	8
5 to 10 years		18.7%	23
10 to 20 years		43.1%	53
20+ years		28.5%	35
		answered question	123
		skipped question	0
3. TEAM SIZE: Number of IT/Systems people in your organization	s/Development	Create Chart	Download
		Response Percent	Response Count
1 to 10		34.1%	42
11 to 50		25.2%	31
51 to 100		17.1%	21
101 to 500		9.8%	12
501 to 1000		3.3%	4
1000+		10.6%	13
		answered question	123
		skipped question	0
4. SECTOR: Which sector is your org primarily in?	ganization	Create Chart	<u>Download</u>
		Response	Response
		Percent	Count
e-Commerce		7.3%	9
Financial		8.1%	10
Government		4.9%	6
		answered question	123
		skipped question	0

4. SECTOR: Which sector is your org primarily in?	ganization	Create Chart	Download
IT Consulting		20.3%	25
Manufacturing		4.1%	5
Retail		2.4%	3
Shipping		0.0%	0
Technology (inc. Software)		43.9%	54
Other		8.9%	11
		answered question	123
		skipped question	0
E LOCATIONI Wileses are visus in a second	13	Create Chart	Doursland
5. LOCATION: Where are you located	1 ?	Create Chart	Download
		Response Percent	Response Count
North America		57.7%	71
South/Central America		8.9%	11
Europe		21.1%	26
Asia		8.1%	10
Australia/NZ		4.1%	5
Africa		0.0%	0
		answered question	123
		skipped question	0
6. AGILE EXPERIENCE: How much e agile software development do you p		Create Chart	Download
		Response Percent	Response Count
None		2.4%	3
< 1 year		13.8%	17
1-2 years		17.9%	22
3-4 years		26.8%	33
		answered question	123
		skipped question	0

6. AGILE EXPERIENCE: How much e agile software development do you p	-	Create Chart	<u>Download</u>
5-10 years		34.1%	42
> 10 years		4.9%	6
		answered question	123
		skipped question	0
		Show ti	his Page Only
Page: Your Project			
7. PHASE: What "phase" is the proje	ect currently in?	Create Chart	<u>Download</u>
		Response Percent	Response Count
Iteration 0/Start Up/Inception		8.7%	10
Elaboration (proving the architecture)		3.5%	4
Construction (building the system)		46.1%	53
Transition/Release/End-Game (deliverying into production)		13.9%	16
Production		26.1%	30
Cancelled before releasing into production		0.0%	0
Don't Know		1.7%	2
		answered question	115
		skipped question	8
8. TEAM SIZE: How many IT people a project team?	are/were on the	Create Chart	Download
		Response Percent	Response Count
1-5		33.9%	39
6-10		33.9%	39
11-20		14.8%	17
21-50		9.6%	11
		answered question	115
		skipped question	8

8. TEAM SIZE: How many IT people a project team?	are/were on the	Create Chart	<u>Download</u>
51-100		4.3%	5
101-200		0.9%	1
201-500		0.9%	1
501+		0.9%	1
Don't Know		0.9%	1
		answered question	115
		skipped question	8
9. REGULATORY COMPLIANCE: Doc project team need to comply to indu CFR 21 Part 11,)?	=	Create Chart (such as Sarbane-Oxlo	Download ey, FDA Response
		Percent	Count
Yes		33.0%	38
No		60.0%	69
Don't Know		7.0%	8
		answered question	115
		skipped question	8
10. CMMI: Does/did your project tear (Capability Maturity Model Integrated been officially audited, but if your tear indicate the level.	d) complaint pro	cess? Note: You may	
		Percent	Count
Not CMMI compliant		78.3%	90
CMMI level 2		3.5%	4
CMMI level 3		1.7%	2
CMMI level 4		1.7%	2
CMMI level 5		1.7%	2
Don't Know			
		13.0%	15
		13.0% answered question	15 115

11. DISTRIBUTION: How distributed a people involved with your project?	are/were the H	Create Chart	<u>Downloa</u>
		Response Percent	Respons Count
Co-located in a single room		41.7%	4
Some people in separate cubes in the same building		16.5%	1
People in different buildings, some potentially at home, but within driving distance		13.0%	1
Some people are very distant		27.8%	3
Don't Know		0.9%	
		answered question	11
		skipped question	
everyone on the team work for the sa a different company/organization tha contractors, then answer "no".	=		
a different company/organization that	=	aps they are consultant	ts or Respons
a different company/organization tha contractors, then answer "no".	=	Response Percent	ts or Respons Count
a different company/organization tha contractors, then answer "no". Yes	=	Response Percent 48.7%	Respons Count
a different company/organization that contractors, then answer "no". Yes No	=	Response Percent 48.7% 50.4%	Respons Count
a different company/organization tha contractors, then answer "no". Yes	=	Response Percent 48.7% 50.4%	Respons Count 5
a different company/organization that contractors, then answer "no". Yes No	=	Response Percent 48.7% 50.4% 0.9% answered question	Respons Count 5
a different company/organization that contractors, then answer "no". Yes No	=	Response Percent 48.7% 50.4%	Respons Count 5
a different company/organization that contractors, then answer "no". Yes No Don't Know	an you do, perha	Response Percent 48.7% 50.4% 0.9% answered question skipped question	Respons Count 5
a different company/organization that contractors, then answer "no". Yes No	an you do, perha	Response Percent 48.7% 50.4% 0.9% answered question skipped question	Respons Count 5
a different company/organization that contractors, then answer "no". Yes No Don't Know	s wing list of	Response Percent 48.7% 50.4% 0.9% answered question skipped question Show the	Respons Count 5 11 his Page Or
A different company/organization that contractors, then answer "no". Yes No Don't Know Page: Agile Practices Effectivenes: 13. EFFECTIVENESS: From the follow practices, please choose up to sever	s wing list of	Response Percent 48.7% 50.4% 0.9% answered question skipped question Show the	Respons Count 5 5 11 his Page Or Downloa ective on
A different company/organization that contractors, then answer "no". Yes No Don't Know Page: Agile Practices Effectivenes: 13. EFFECTIVENESS: From the follow practices, please choose up to sever	s wing list of	Response Percent 48.7% 50.4% 0.9% answered question skipped question Show the content of t	Respons Count 5 5 11 his Page Or Downloa ective on Respons

Acceptance/Story Test-Driven Development (TDD)	30.1%	;
Active Stakeholder Participation	35.4%	4
Burndown Tracking	25.7%	2
Code Refactoring	42.5%	4
Coding/Database/UI Standards	12.4%	
Collective Code Ownership	24.8%	:
Continuous Integration (CI)	64.6%	•
Daily Stand-Up Meeting	46.9%	!
Database Refactoring	2.7%	
Database Regression Testing	0.9%	
Deploy into Production	11.5%	
Developer Regression Testing (non-TDD)	3.5%	
Developer Test-Driven Development (TDD)	46.9%	!
Executable Specifications	4.4%	
Feasability Study	0.0%	
Feature Team	4.4%	
High-Level Release Planning	15.9%	
Identify Project Vision	10.6%	
Initial Architecture Envisioning	7.1%	
Initial Estimate and Schedule	14.2%	
Initial Requirements Envisioning	9.7%	
Iteration Demo	25.7%	2
Iteration Planning	44.2%	;
Just In Time (JIT) Model Storming	3.5%	
Pair Programming	36.3%	•
	answered question	

13. EFFECTIVENESS: From the follow	_	Create Chart	<u>Download</u>
practices, please choose up to sever agile projects.	i wnich you nav	e found to be most en	ective on
Parallel Independent Testing		0.9%	1
Potentially Shippable Software Each Iteration		28.3%	32
Ranked Work Item List/Product Backlog		23.0%	26
Retrospectives		38.9%	44
User Interface Refactoring		0.0%	0
User Interface Testing		6.2%	7
		answered question	113
		skipped question	10
		Show the	his Page Only
Page: Agile Practices Learnability			
Page: Agile Practices Learnability			
Page: Agile Practices Learnability 14. EASE OF LEARNING: From the for practices, please choose up to sever	_	Create Chart re found very EASY to	<u>Download</u> learn.
14. EASE OF LEARNING: From the fo	_		
14. EASE OF LEARNING: From the fo	_	re found very EASY to	learn. Response
14. EASE OF LEARNING: From the for practices, please choose up to sever Acceptance/Story Test-Driven	n which you hav	Response Percent	learn. Response Count
14. EASE OF LEARNING: From the for practices, please choose up to sever Acceptance/Story Test-Driven Development (TDD)	n which you hav	Response Percent 6.3%	learn. Response Count
14. EASE OF LEARNING: From the for practices, please choose up to sever Acceptance/Story Test-Driven Development (TDD) Active Stakeholder Participation	n which you hav	Response Percent 6.3%	Response Count 7
14. EASE OF LEARNING: From the for practices, please choose up to sever Acceptance/Story Test-Driven Development (TDD) Active Stakeholder Participation Burndown Tracking	n which you hav	Response Percent 6.3% 11.7% 27.0%	Response Count 7 13
14. EASE OF LEARNING: From the for practices, please choose up to sever Acceptance/Story Test-Driven Development (TDD) Active Stakeholder Participation Burndown Tracking Code Refactoring	n which you hav	Response Percent 6.3% 11.7% 27.0% 20.7%	Response Count 7 13 30 23
14. EASE OF LEARNING: From the for practices, please choose up to sever Acceptance/Story Test-Driven Development (TDD) Active Stakeholder Participation Burndown Tracking Code Refactoring Coding/Database/UI Standards	n which you hav	Response Percent 6.3% 11.7% 27.0% 20.7% 18.0%	Response Count 7 13 30 23 20
14. EASE OF LEARNING: From the for practices, please choose up to sever Acceptance/Story Test-Driven Development (TDD) Active Stakeholder Participation Burndown Tracking Code Refactoring Coding/Database/UI Standards Collective Code Ownership	n which you hav	Response Percent 6.3% 11.7% 27.0% 20.7% 18.0% 19.8%	Response Count 7 13 30 23 20 22
14. EASE OF LEARNING: From the for practices, please choose up to sever Acceptance/Story Test-Driven Development (TDD) Active Stakeholder Participation Burndown Tracking Code Refactoring Coding/Database/UI Standards Collective Code Ownership Continuous Integration (CI)	n which you hav	Response Percent 6.3% 11.7% 27.0% 20.7% 18.0% 19.8% 37.8%	Response Count 7 13 30 23 20 22 42
14. EASE OF LEARNING: From the for practices, please choose up to sever Acceptance/Story Test-Driven Development (TDD) Active Stakeholder Participation Burndown Tracking Code Refactoring Coding/Database/UI Standards Collective Code Ownership Continuous Integration (CI) Daily Stand-Up Meeting	which you have	Response Percent 6.3% 11.7% 27.0% 20.7% 18.0% 19.8% 37.8% 69.4%	Response Count 7 13 30 23 20 22 42 77
14. EASE OF LEARNING: From the for practices, please choose up to sever Acceptance/Story Test-Driven Development (TDD) Active Stakeholder Participation Burndown Tracking Code Refactoring Coding/Database/UI Standards Collective Code Ownership Continuous Integration (CI) Daily Stand-Up Meeting Database Refactoring	which you have	Response Percent 6.3% 11.7% 27.0% 20.7% 18.0% 19.8% 37.8% 69.4% 3.6%	Response Count 7 13 30 23 20 22 42 77 4
14. EASE OF LEARNING: From the for practices, please choose up to sever Development (TDD) Active Stakeholder Participation Burndown Tracking Code Refactoring Coding/Database/UI Standards Collective Code Ownership Continuous Integration (CI) Daily Stand-Up Meeting Database Refactoring	which you have	Response Percent 6.3% 11.7% 27.0% 20.7% 18.0% 19.8% 37.8% 69.4% 3.6% 0.9%	Response Count 7 13 30 23 20 22 42 77 4 1

Developer Regression Testing (non- TDD)	0	2.7%	
Developer Test-Driven Development (TDD)		18.9%	
Executable Specifications		0.9%	
Feasability Study		3.6%	
Feature Team		5.4%	
High-Level Release Planning		20.7%	
Identify Project Vision		9.9%	
Initial Architecture Envisioning		5.4%	
Initial Estimate and Schedule		9.0%	
Initial Requirements Envisioning		9.9%	
Iteration Demo		32.4%	
Iteration Planning		30.6%	
Just In Time (JIT) Model Storming		3.6%	
Pair Programming		25.2%	
Parallel Independent Testing		0.9%	
Potentially Shippable Software Each Iteration		12.6%	
Ranked Work Item List/Product Backlog		20.7%	
Retrospectives		35.1%	
User Interface Refactoring		0.9%	
User Interface Testing		3.6%	
		answered question	1
		skipped question	
		Show th	is Page C

15. DIFFICULTY OF LEARNING: From t list of practices, please choose up to s learn.	_	Create Chart I have found very DIF	Download FICULT to
		Response Percent	Response Count
Acceptance/Story Test-Driven Development (TDD)		29.8%	31
Active Stakeholder Participation		24.0%	25
Burndown Tracking [12.5%	13
Code Refactoring		15.4%	16
Coding/Database/UI Standards []	3.8%	4
Collective Code Ownership [10.6%	1
Continuous Integration (CI)		18.3%	19
Daily Stand-Up Meeting [6.7%	-
Database Refactoring [22.1%	23
Database Regression Testing [15.4%	16
Deploy into Production [8.7%	Ş
Developer Regression Testing (non-TDD)		11.5%	12
Developer Test-Driven Development (TDD)		36.5%	38
Executable Specifications [19.2%	20
Feasability Study]	2.9%	;
Feature Team [5.8%	(
High-Level Release Planning		18.3%	19
Identify Project Vision [9.6%	10
Initial Architecture Envisioning		11.5%	12
Initial Estimate and Schedule [26.0%	27
Initial Requirements Envisioning		7.7%	8
Iteration Demo [6.7%	-
Iteration Planning		11.5%	12
		answered question	104
		skipped question	19

	n the following	Create Chart	<u>Download</u>
list of practices, please choose up to learn.	seven which y	ou have found very DII	-FICULT to
Just In Time (JIT) Model Storming		5.8%	6
Pair Programming		27.9%	29
Parallel Independent Testing		9.6%	10
Potentially Shippable Software Each Iteration		20.2%	21
Ranked Work Item List/Product Backlog		7.7%	8
Retrospectives		14.4%	15
User Interface Refactoring		10.6%	11
User Interface Testing		15.4%	16
		answered question	104
		skipped question	19
		Show t	his Page Only
Page: Agile Practices Abandoned			
Page: Agile Practices Abandoned			
Page: Agile Practices Abandoned 16. ABANDONED: From the following practices, please choose up to sever following.	_	Create Chart re tried but then decide	Download ed to stop
16. ABANDONED: From the following practices, please choose up to sever	_		
16. ABANDONED: From the following practices, please choose up to sever	_	re tried but then decide Response	ed to stop Response
16. ABANDONED: From the following practices, please choose up to sever following. Acceptance/Story Test-Driven	_	re tried but then decide Response Percent	ed to stop Response Count
16. ABANDONED: From the following practices, please choose up to sever following. Acceptance/Story Test-Driven Development (TDD)	_	Response Percent 8.6%	Response Count
16. ABANDONED: From the following practices, please choose up to sever following. Acceptance/Story Test-Driven Development (TDD) Active Stakeholder Participation	_	Response Percent 8.6%	Response Count 6
16. ABANDONED: From the following practices, please choose up to sever following. Acceptance/Story Test-Driven Development (TDD) Active Stakeholder Participation Burndown Tracking	n which you have	Response Percent 8.6% 11.4%	Response Count 6 8
16. ABANDONED: From the following practices, please choose up to sever following. Acceptance/Story Test-Driven Development (TDD) Active Stakeholder Participation Burndown Tracking Code Refactoring	n which you have	Response Percent 8.6% 11.4% 21.4% 2.9%	Response Count 6 8 15
16. ABANDONED: From the following practices, please choose up to sever following. Acceptance/Story Test-Driven Development (TDD) Active Stakeholder Participation Burndown Tracking Code Refactoring Coding/Database/UI Standards	which you have	Response Percent 8.6% 11.4% 21.4% 2.9% 1.4%	Response Count 6 8 15 2
16. ABANDONED: From the following practices, please choose up to sever following. Acceptance/Story Test-Driven Development (TDD) Active Stakeholder Participation Burndown Tracking Code Refactoring Coding/Database/UI Standards Collective Code Ownership	which you have	Response Percent 8.6% 11.4% 21.4% 2.9% 1.4% 5.7%	Response Count 6 8 15 2 1
16. ABANDONED: From the following practices, please choose up to sever following. Acceptance/Story Test-Driven Development (TDD) Active Stakeholder Participation Burndown Tracking Code Refactoring Coding/Database/UI Standards Collective Code Ownership Continuous Integration (CI)	which you have	Response Percent 8.6% 11.4% 21.4% 2.9% 1.4% 5.7% 4.3%	Response Count 6 8 15 2 1 4 3

6. ABANDONED: From the following	-	Create Chart	Downloa
oractices, please choose up to sever ollowing.	which you	have tried but then decide	d to stop
Database Refactoring		5.7%	
Database Regression Testing		7.1%	
Deploy into Production		4.3%	
Developer Regression Testing (non-TDD)		8.6%	
Developer Test-Driven Development (TDD)		5.7%	
Executable Specifications		14.3%	1
Feasability Study		2.9%	
Feature Team		7.1%	
High-Level Release Planning		8.6%	
Identify Project Vision		4.3%	
Initial Architecture Envisioning		1.4%	
Initial Estimate and Schedule		14.3%	1
Initial Requirements Envisioning		4.3%	
Iteration Demo		8.6%	
Iteration Planning		4.3%	
Just In Time (JIT) Model Storming		7.1%	
Pair Programming		24.3%	1
Parallel Independent Testing		7.1%	
Potentially Shippable Software Each Iteration		17.1%	1
Ranked Work Item List/Product Backlog		1.4%	
Retrospectives		10.0%	
User Interface Refactoring		5.7%	
User Interface Testing		8.6%	
		answered question	7
		skipped question	5

17. WANT TO ADOPT: From the follo practices, please choose up to sever done so.	_	Create Chart Id like to adopt but ha	Download ave not yet
		Response Percent	Response Count
Acceptance/Story Test-Driven Development (TDD)		27.0%	24
Active Stakeholder Participation		13.5%	12
Burndown Tracking		10.1%	,
Code Refactoring		9.0%	8
Coding/Database/UI Standards		9.0%	8
Collective Code Ownership		15.7%	14
Continuous Integration (CI)		16.9%	15
Daily Stand-Up Meeting		6.7%	(
Database Refactoring		19.1%	1
Database Regression Testing		15.7%	14
Deploy into Production		6.7%	(
Developer Regression Testing (non-TDD)		10.1%	,
Developer Test-Driven Development (TDD)		21.3%	1:
Executable Specifications		18.0%	1
Feasability Study		4.5%	
Feature Team		10.1%	!
High-Level Release Planning		4.5%	
Identify Project Vision		7.9%	
Initial Architecture Envisioning		10.1%	;
Initial Estimate and Schedule		2.2%	:
Initial Requirements Envisioning		9.0%	8
Iteration Demo		7.9%	
		answered question	8:

done so.			
Iteration Planning		4.5%	
Just In Time (JIT) Model Storming		14.6%	
Pair Programming		19.1%	
Parallel Independent Testing		11.2%	
Potentially Shippable Software Each Iteration		21.3%	
Ranked Work Item List/Product Backlog		3.4%	
Retrospectives		4.5%	
User Interface Refactoring		11.2%	
User Interface Testing		13.5%	
		answered question	
		skipped question	
		Show th	is Page
Page: Thank You			
18. Please provide your email addres drawing to potentially win one of ten Business Agility" by Pollyanna Pixto McDonald. Your email address will n private.	copies of "S n, Niel Nicko	tand Back and Deliver: Ac laisen, Todd Little, and Ke	ent will be ke Respor
		Show replies	Coun
		answered question	•

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