

OKARI

Liste des cartes pour impression

- **A imprimer au Format A4 paysage**
- **Les catégories Essential et Advance peuvent être ajoutées aux cartes ressources, en fonction de vos besoins et de la maturité agile de votre organisation**

ESSENTIAL



ENJEU

S'améliorer en continu



ENJEU

ENJEU

ENJEU

Prioriser par la valeur



ENJEU

ENJEU

ENJEU

Co-construire avec le métier



ENJEU

ENJEU

Livrer fréquemment à l'utilisateur final



ENJEU

Gagner en autonomie et en polyvalence



ENJEU

Accueillir et s'adapter aux changements



ENJEU

ENJEU

Se synchroniser sur les
projets transverses



ENJEU

ENJEU

ENJEU

ENJEU

Viser l'excellence
opérationnelle sur le RUN



ENJEU

ENJEU

ENJEU

ENJEU

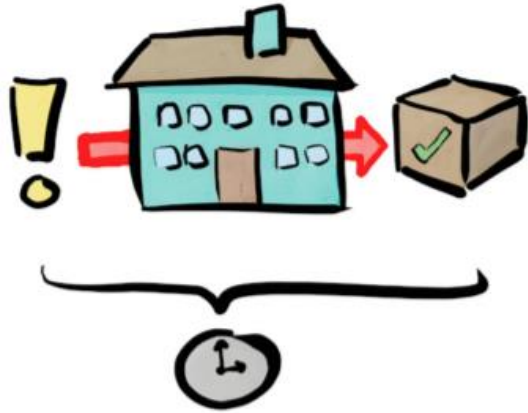
ENJEU

ENJEU

ENJEU

KPI

Lead Time



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KPI

KPI

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User Satisfaction



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Squad Satisfaction

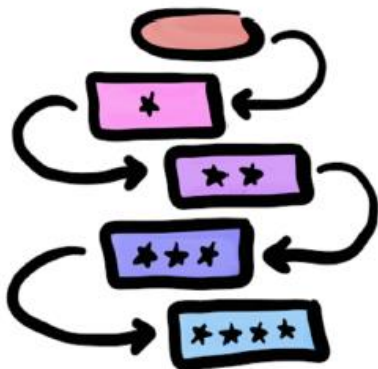


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KPI

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Business Value Delivered



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Stories Delivered



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Predictability



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Incidents number



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RUN Time Spent



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SLA Compliance Rate



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Problem Management



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RA Poker Responsability matrix

	TELL	SELL	DRAG	PULL	POKE	PROBE	DELEGATE
SELECT FEATURES					😊		
CREATE SCHEDULE						😊😊	
SELECT TEAM			😊😊				
MANAGE VENDORS	😊😊						
DOCUMENT STANDARDS							😊

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Acceptance Criteria

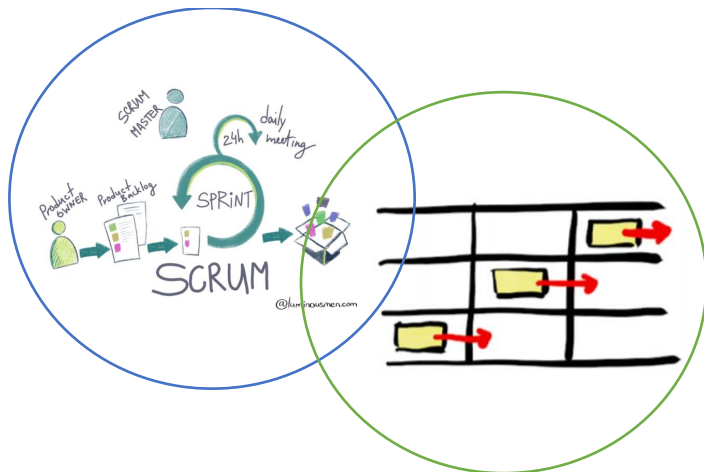


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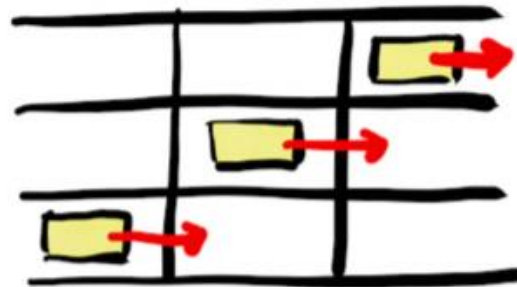
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ScrumBan



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Kanban



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Scrum



@luminousmen.com

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Definition of Ready



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Squad Administrators (for tools)



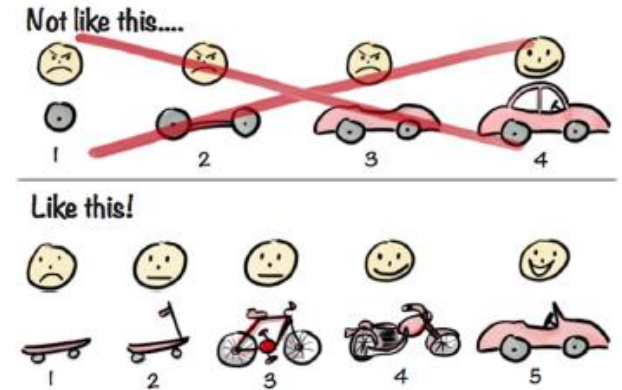
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MVP



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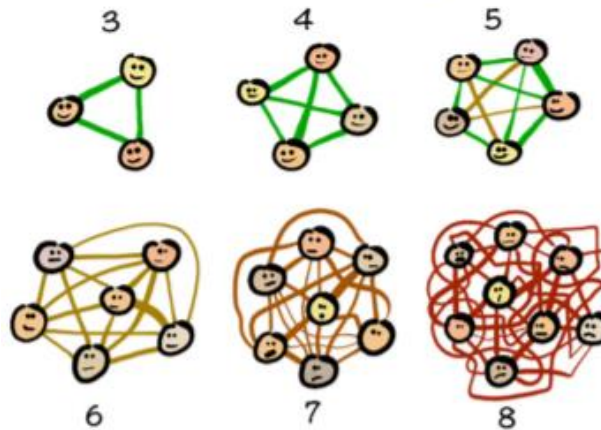
Code Review



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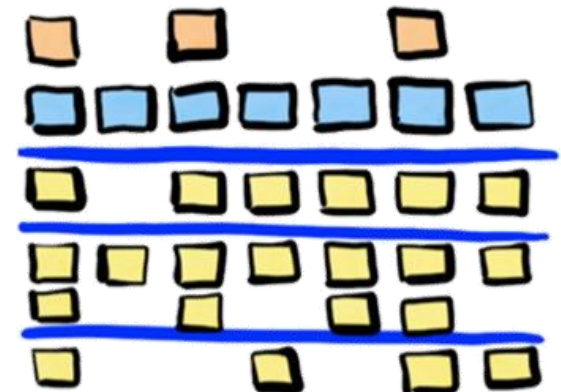
Small Team Size



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User Story Mapping

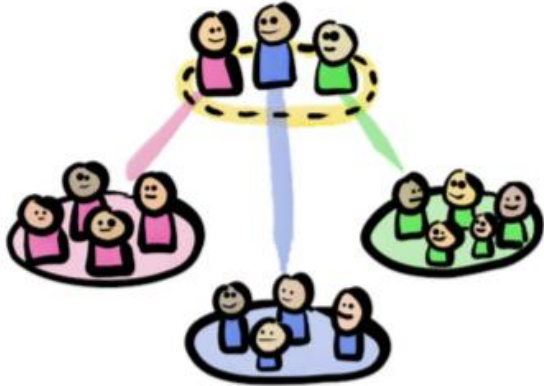


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Cross Squads Synchronization



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Devops



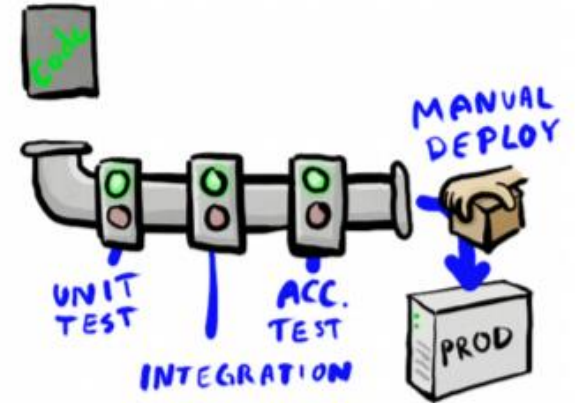
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Continuous Delivery



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Retrospective



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Pair Testing



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Visual Management Physical Board



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Effort Estimation



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Pair programming



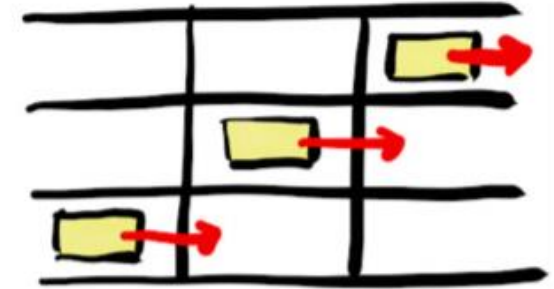
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Workflow

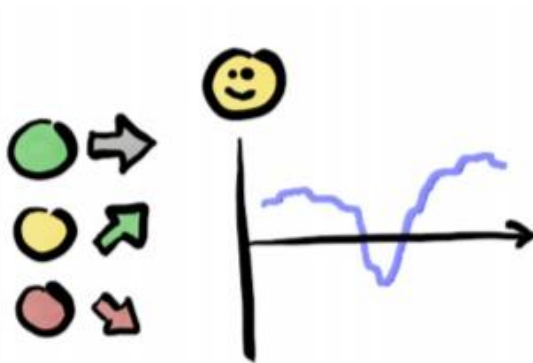


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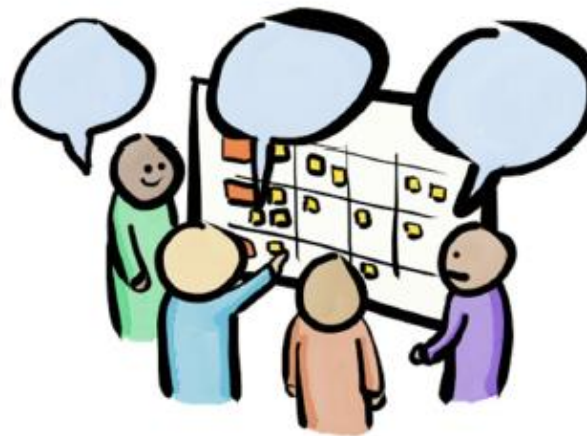
KPIs Review



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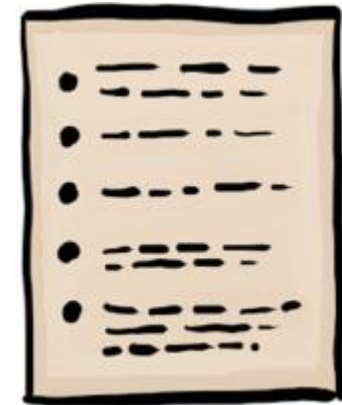
Daily Standup



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Documentation



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Definition of DONE



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Product Vision



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Slicing

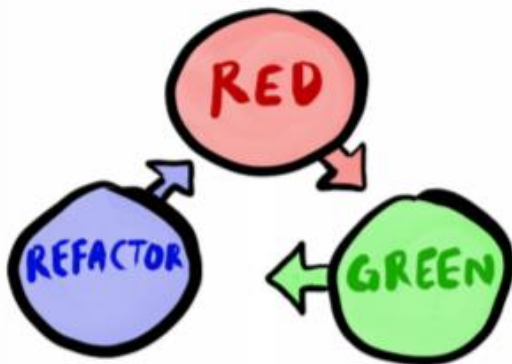


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Test Driven Development



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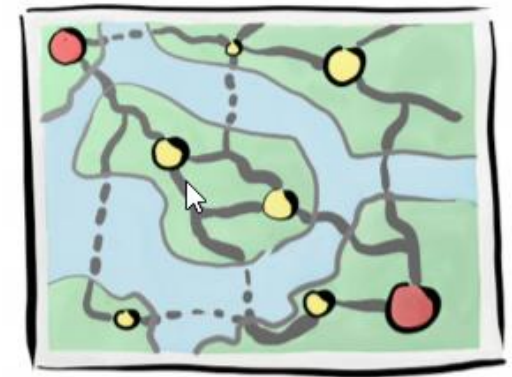
Behavior-driven development



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Roadmap



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Scrum Master



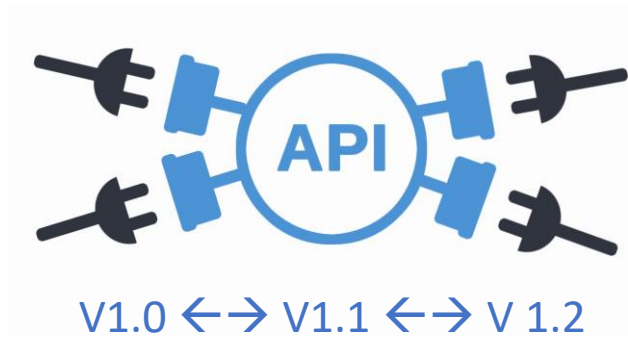
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API Backward Compatibility

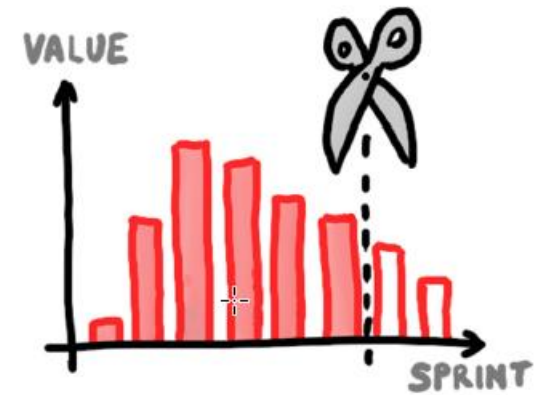


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Trim the Tail

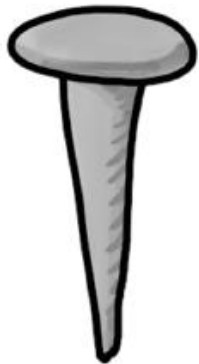


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Time boxed technical Spike



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Team Area (Physical or Digital)



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Gemba Walk

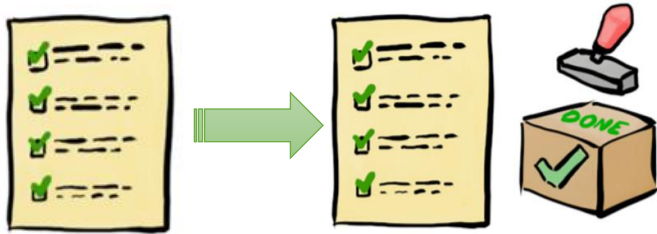


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Definition of Done Review & Update



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Review / Demo



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Servant Leadership



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Technical Debt Reduction

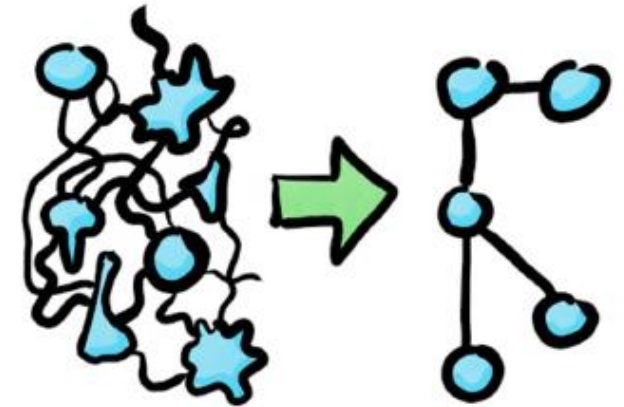


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Refactoring

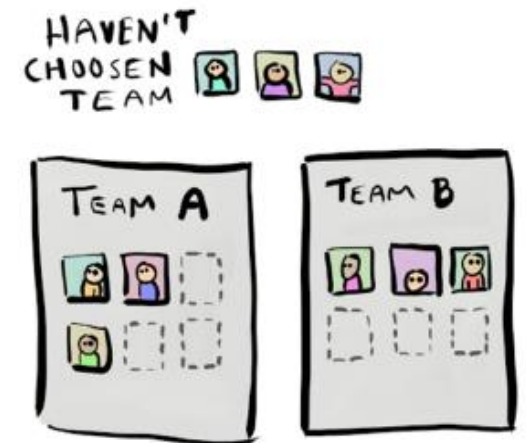


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Self-selection

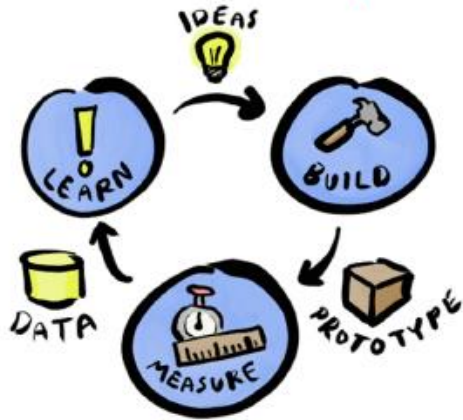


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Test, Learn & Adapt



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Iterations



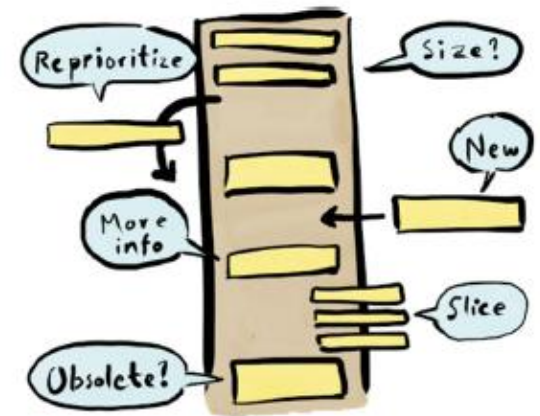
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Backlog Grooming

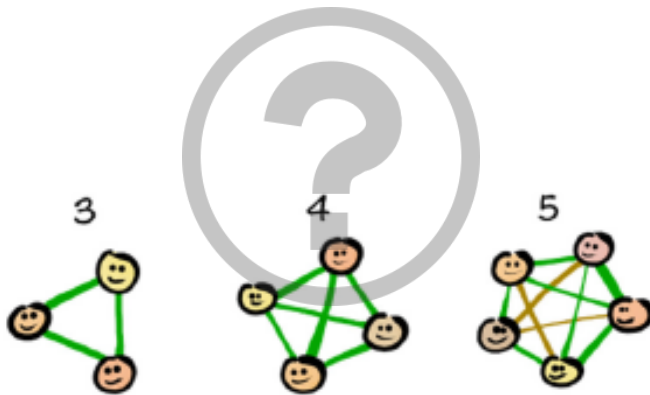


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Capacity Planning



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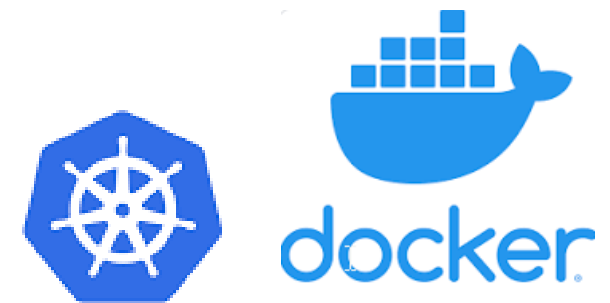
OKARI Review



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Squad Dedicated Environments



Kubernetes

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Iteration Planning



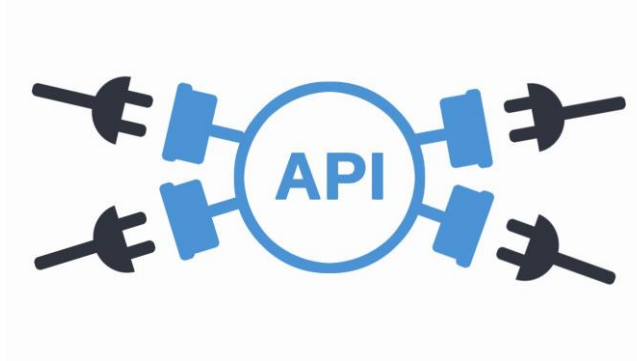
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APIs

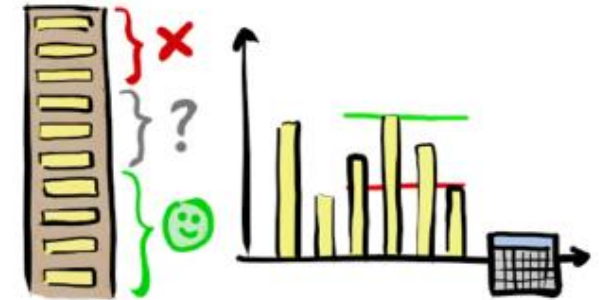


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Forecasts & Velocity

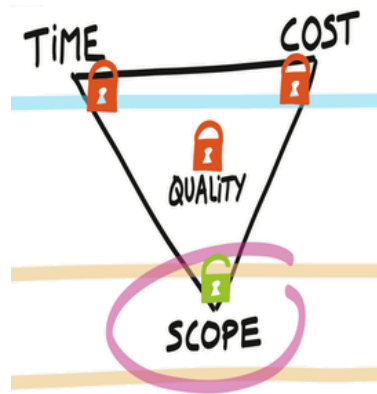


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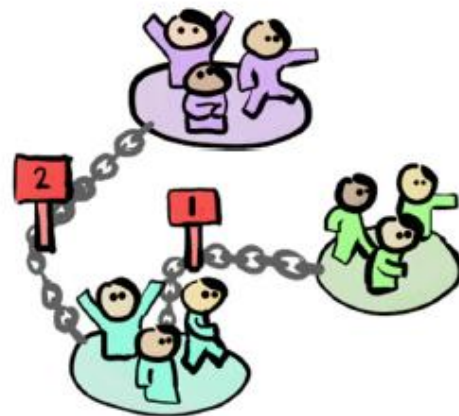
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Scope Adaptation



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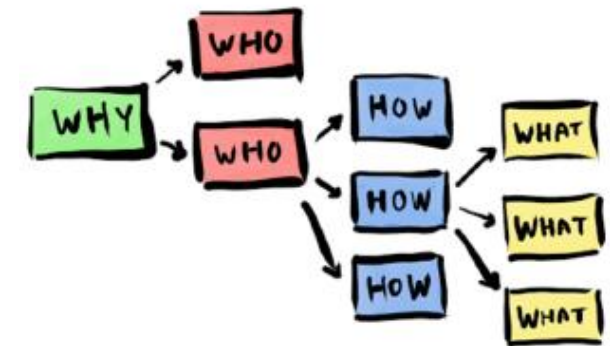
Dependencies Cut



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Impact Mapping

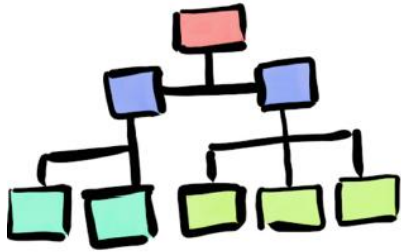


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Epics / Features / US Hierarchy



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Transparency



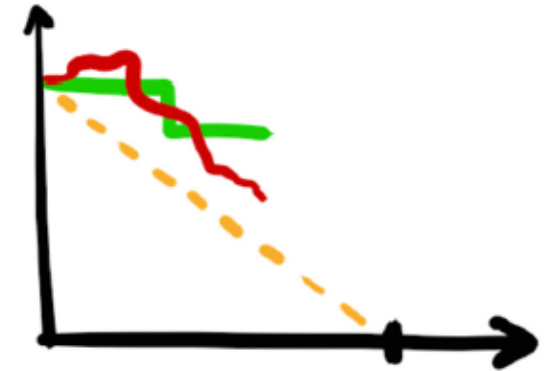
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Sprint Burndown



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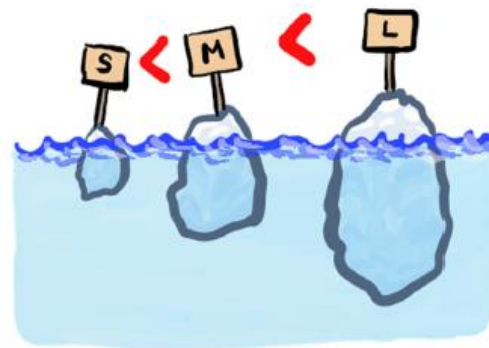
Short Feedback Loop



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Business Value Estimation



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Cloud Environments



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Multi Squads Demo



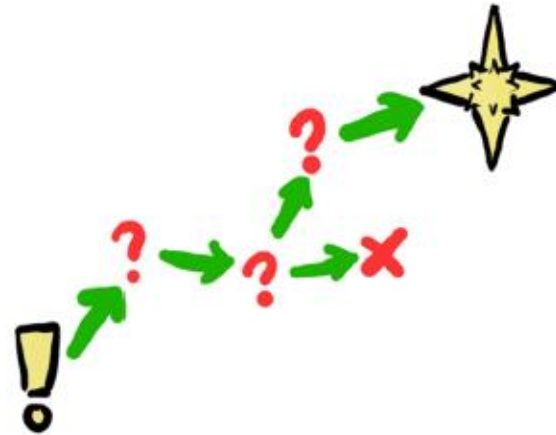
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Adaptative Planning



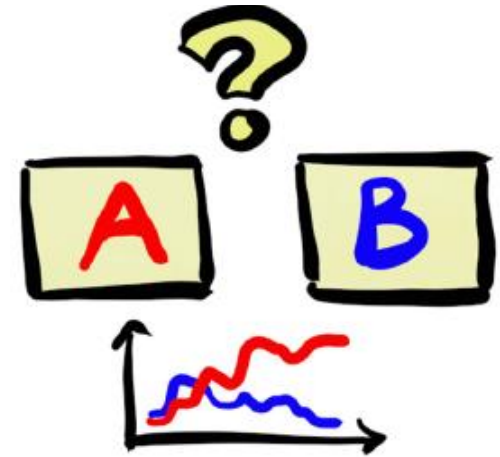
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A/B Testing

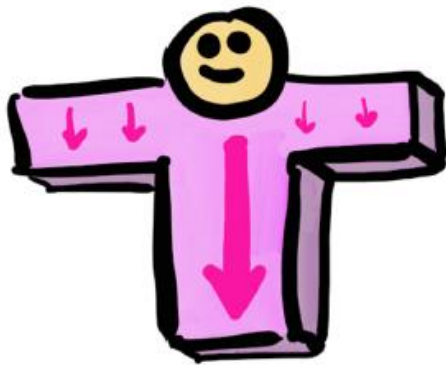


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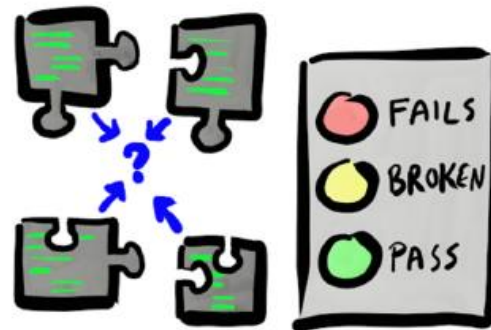
T-shaped Competence (Polyvalence)



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Continuous Integration



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User Story

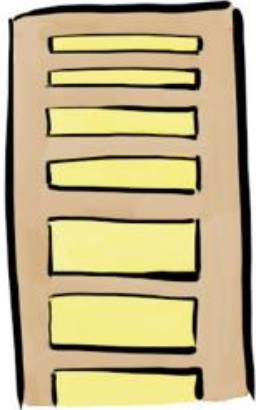


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Backlog



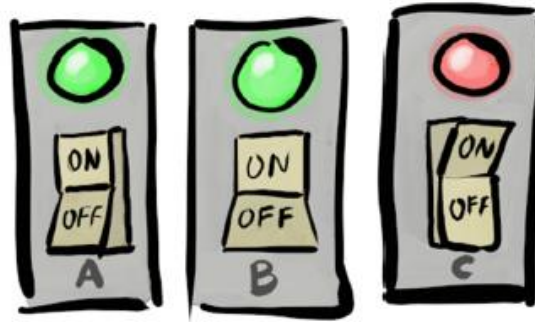
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Feature Flipping



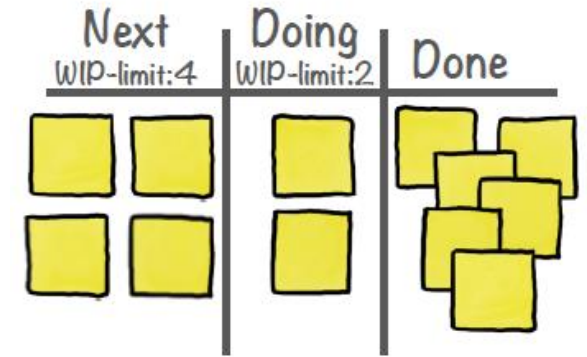
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Limit WIP (Work In Process)

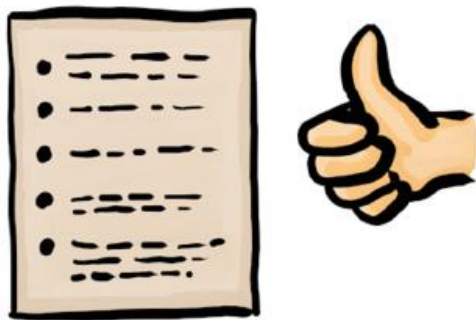


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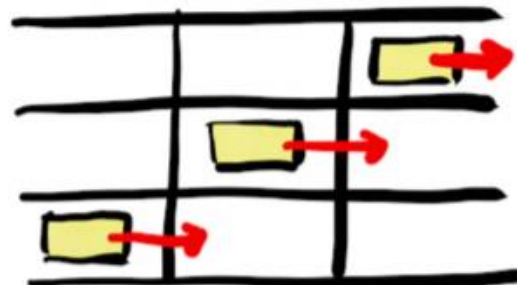
Manual Testing



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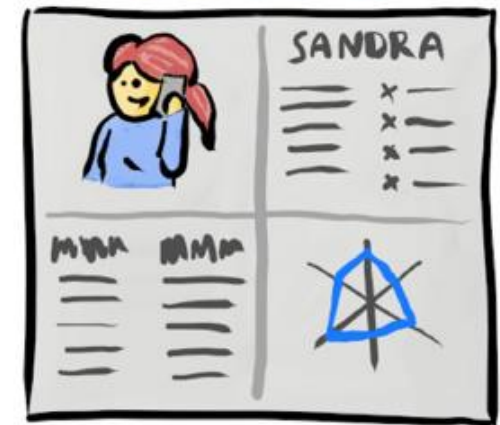
Workflow Optimization



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Personas

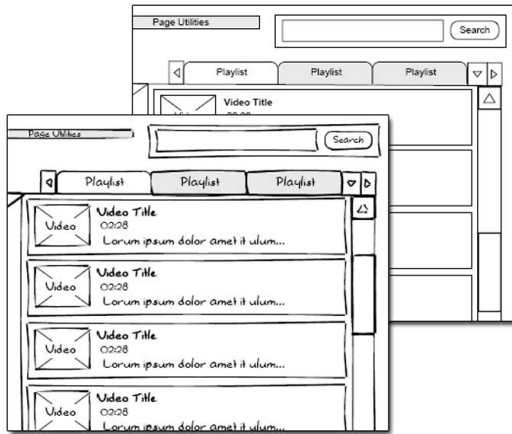


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UI Design



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Trust



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Performance Tests



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Alignment

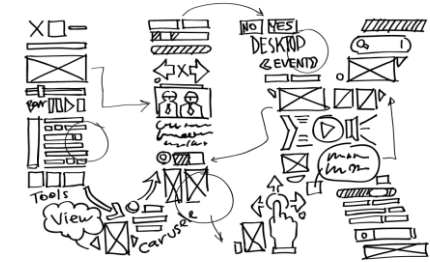


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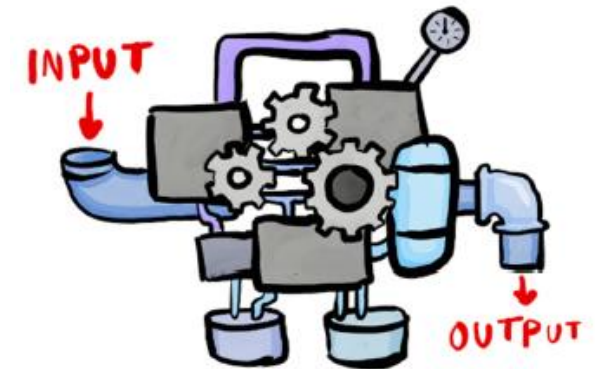
UX Design



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Integration Tests (cross squads)



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Tests Repository



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Product Owner

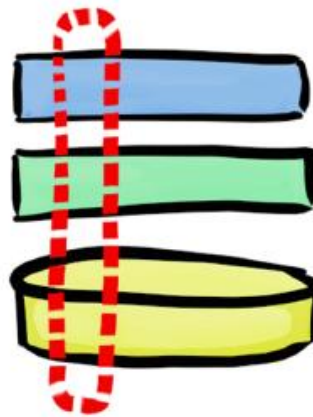


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Tribe Chapter



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Servant Leadership

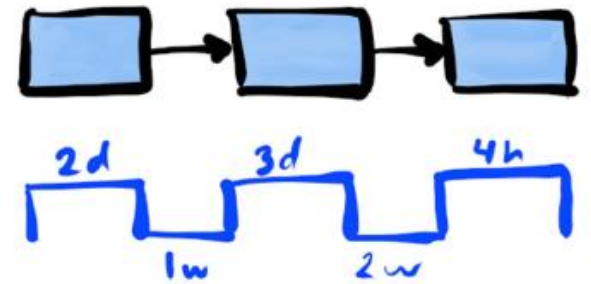


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Releases

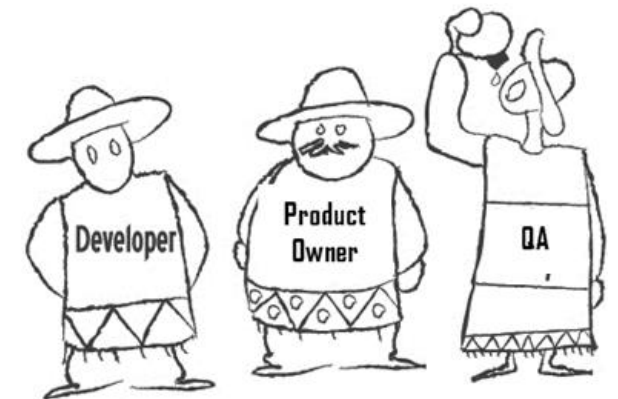


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3 Amigos Workshop



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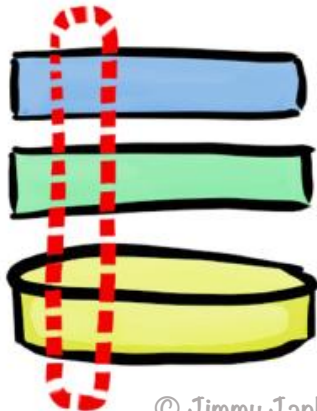
Skills Matrix

		John	Emma	Liz	Matt	Sue
Cocktails	1 1	●	●	●	●	●
Customer Service	0 5	●	●	●	●	●
Cooking	2 1	●	●	●	●	●
NVC	5 0	●	●	●	●	●
Book-keeping	1 1	●	●	●	●	●

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Guilds (involvement & sharing)



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Tech Lead

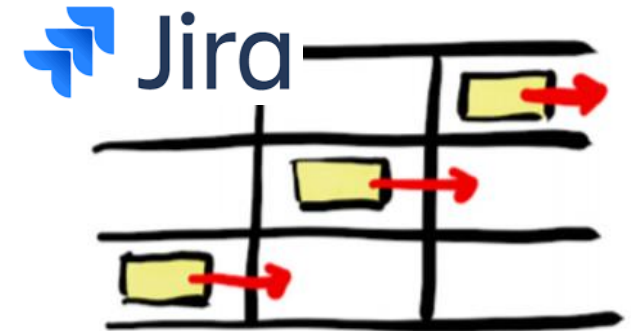


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Visual Management Digital Board



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