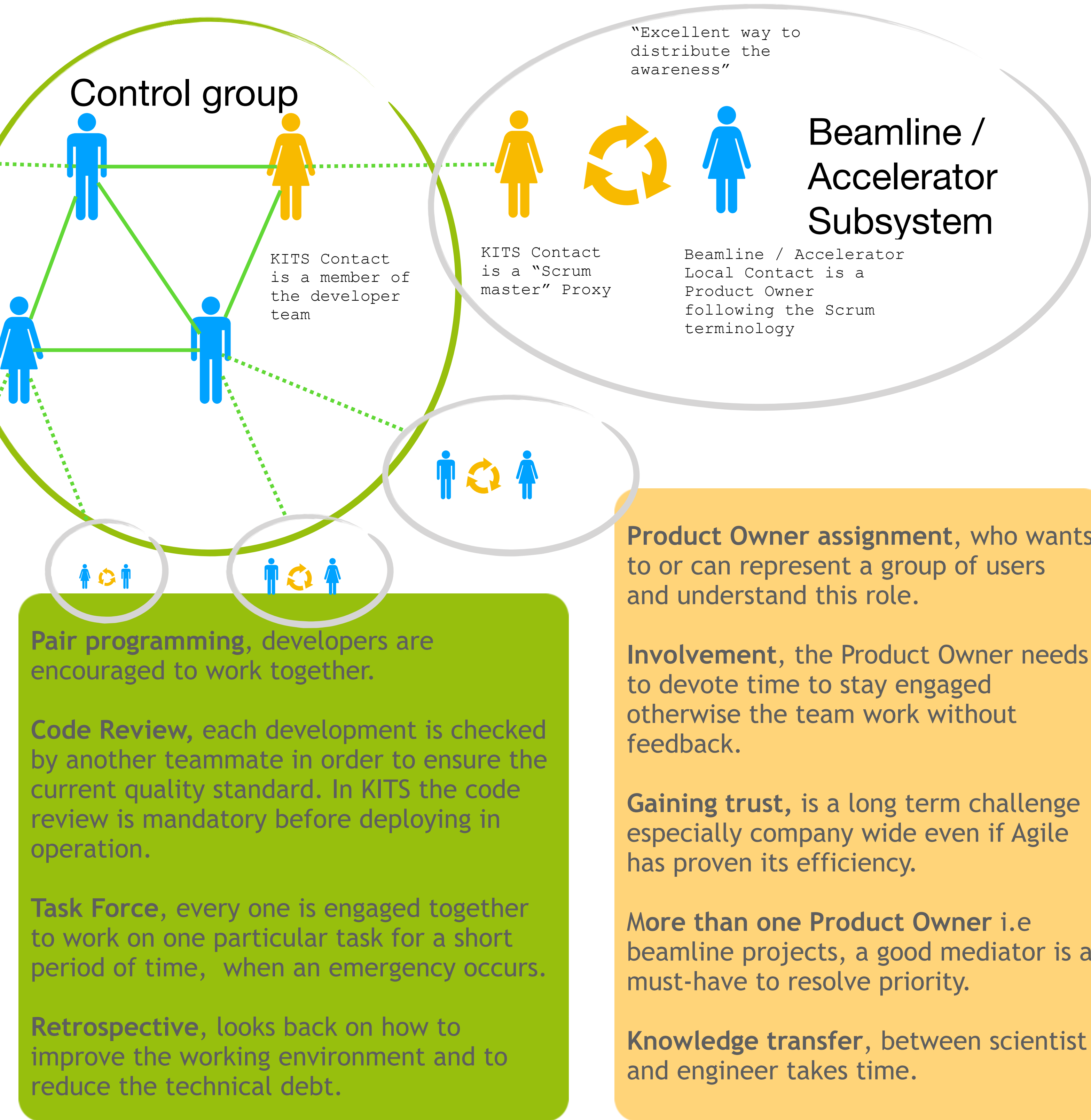


## Individual and Interaction



## Working Software

**Contract built on trust** with the user built on trust rather than a detailed list of predefined requirements.

**Winning the understanding** of the customer for the iterative process.

**Avoid working on architecture** first and not refactoring afterward, is challenging for the developer with little Agile experience.

**Minimum viable product**. At any point of the project there is a working product in operation avoiding deadline rush.

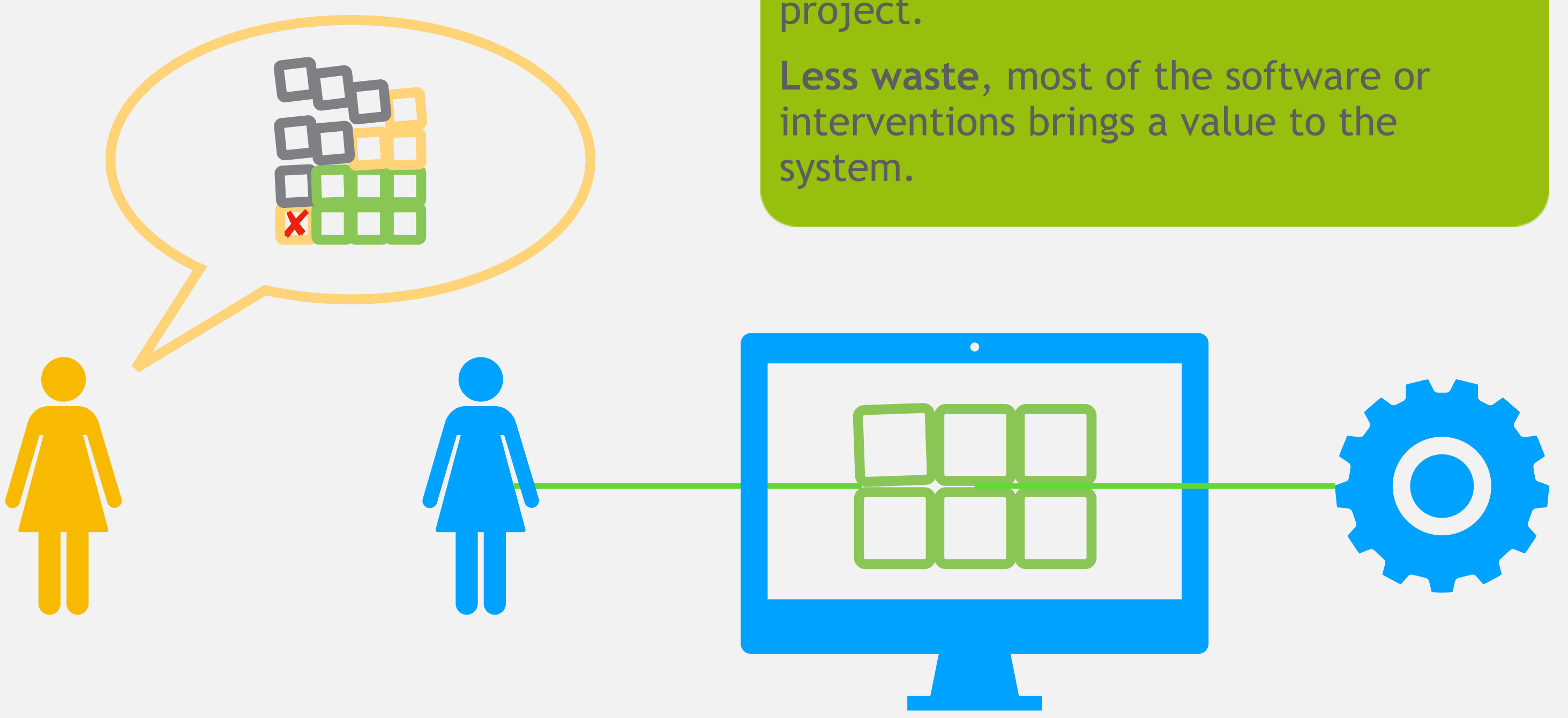
**Reuse solution** already developed instead of reinventing the wheel, get more time for the innovation.

**Faster feedback**, the User eXperience(UX) has usually a very high focus as the development follows the user's feedback.

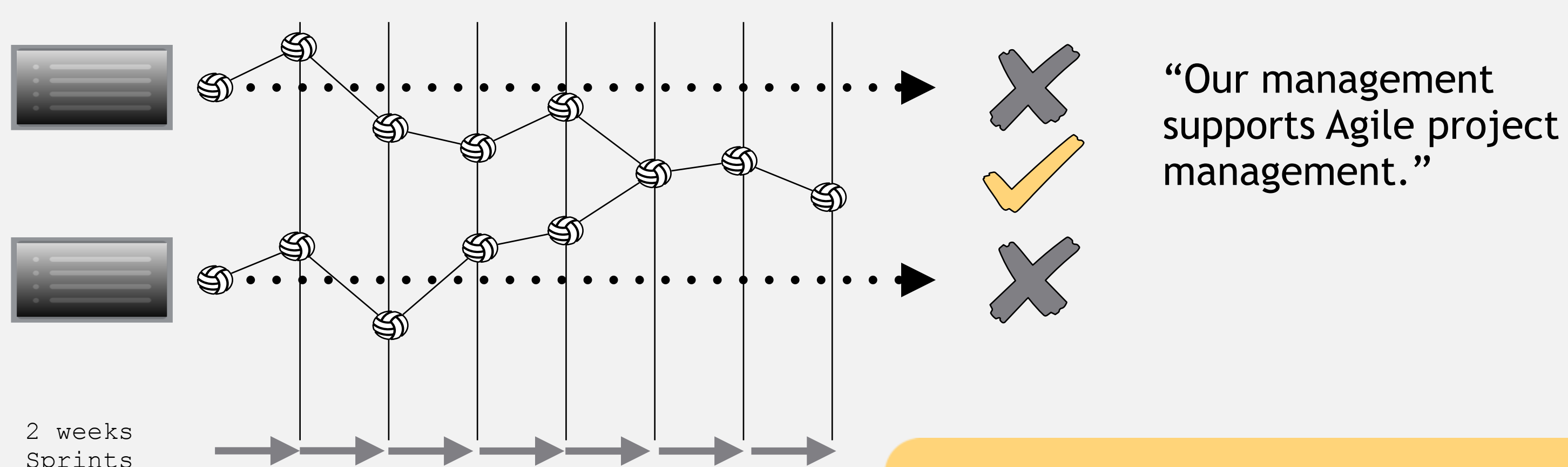
**Refactoring** is efficient as it occurs only on validated features.

**Problem solving**, major risk are treated first to prove the feasibility of the project.

**Less waste**, most of the software or interventions brings a value to the system.



## Responding to change



**Understand the Scope Trade**, the PO likes the possibility to change but may want it as an addition to the scope.

**Ready to validate**, understand if the user will be ready to test the new feature to avoid planning development too far ahead.

**3 months release ceremony**, it's difficult to align every PO for a 3 months release ceremony (SCRUM) as the projects have different pace. This would be fantastic to join the effort for common features.

**Readiness is tricky**, deliver on time the idea is to work ahead of time on the most risky developments.

**Be proactive**, a substantial amount of time is devoted to poll the people in order to identify the risk, the trade off, understand the value.

**Just In Time**, the Control teams really try to deliver the product on time without developing too far in advance. The user can start using the product and give immediate feedback. Few developments are wasted like unnecessary abstraction, mock up or unused features.

**Same pace for everyone**. A stand up meeting is held every morning. This is the right moment to synchronise with each other or ask for help. Having the same "Sprint" makes everyone aware of the delivery time, meaning the integration usually goes smooth.

## Customer Collaboration

**Time for own development**, around 25% for continuous improvement or innovative projects to "sell". Additionally 10% can be used for innovation.

**Long term vs short term**, sharing the same vision is a real challenge.

**Keep the involvement** of the stakeholder in order for Agile to work. The iterative feedback is necessary since there is no detailed specification to check the progress against.

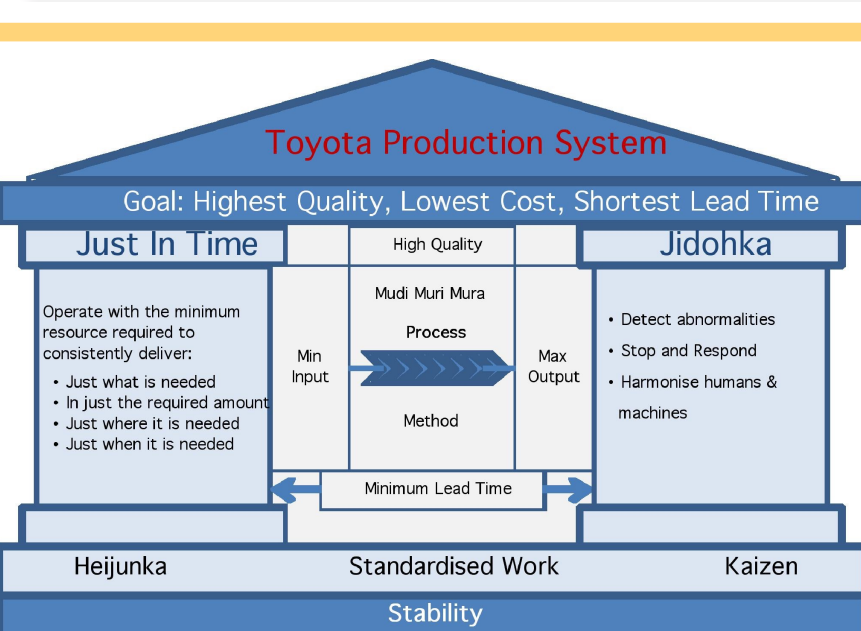
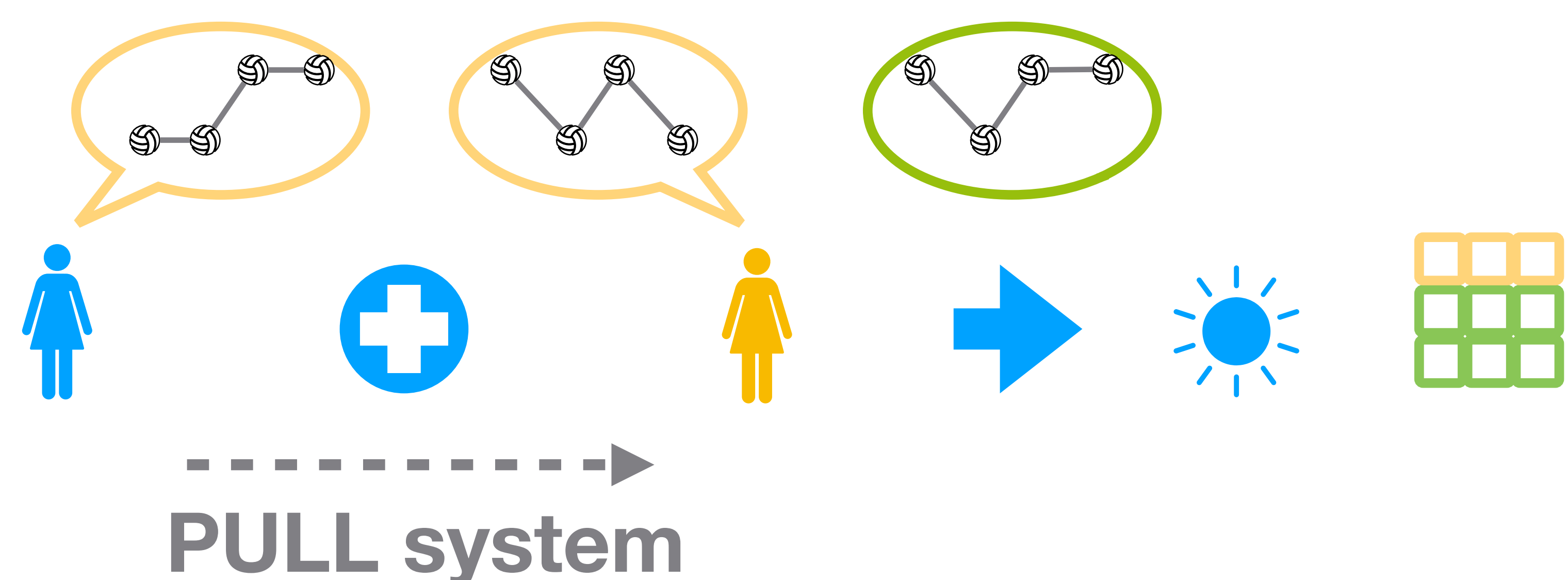
**Integration with Waterfall** is always tempting to provide a detailed time plan.

**User Autonomy Level to adapt**, people may have their own opinion and can end up building their own solution, with its own pros and cons.

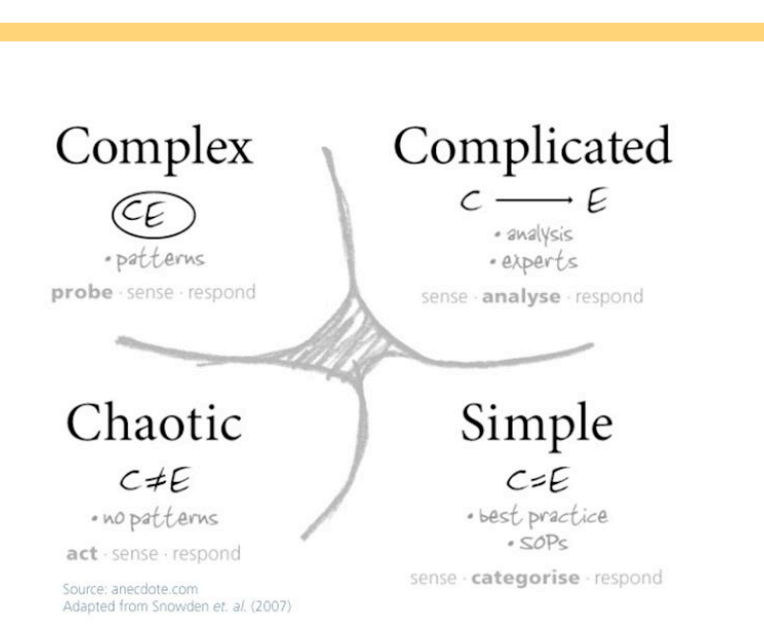
**User Oriented**, all development are steered by the user's needs.

**Work on possible solutions**, when the development goes in the right direction, provide simple rather than complex solution.

**Time to think**, behind the specification of the product there are many assumptions that the user can clarify.



Projects management of synchrotron is both complicated and complex. Building scientific facilities are resource consuming although largely made out of standard and well known components. The industrial approach of project management resolves this complication by requiring analysis and planning to facilitate the execution of tasks. The complexity comes by all the research making unique the accelerators, the beamlines and its usage. Known unknown requires experiments which evolve continuously causing the development path to be naturally iterative. Agile project management has come a long way since its definition in 2001. Nowadays this method is ubiquitous in the software development industry following different implementation like Scrum or XP and started to evolve at a bigger scale (i.e Scaled Agile) applied within an entire organization. The versatility of the Agile method has been applied to a Scientific technical development program such as the MAX IV Laboratory control system. This article describes the experience of 7 years of Agile project management and the use of Lean Management principles to develop and maintain the control system.



## MAX IV Laboratory

has operated successfully for more than 30 years and is currently operating the new MAX IV synchrotron facility in Lund. Fully developed it will receive more than 2 000 scientists annually, from Sweden and the rest of the world. They will do research in areas such as materials



science, structural biology, chemistry, geology, physics and nanotechnology. MAX IV is the largest and most ambitious Swedish investment in national research infrastructure. It is the brightest source of x-rays worldwide, inaugurated June 2016. MAX IV Laboratory is hosted by Lund University.