Agile Leadership:
Solving Problems at the Pace of Change

Brainstorm problems - 5 min.

Use a problem from the problem list or consider these prompts to help you think of a different one.
* What's on the horizon that isn't being considered?
* Complete this sentence: _____ could be done so much better if _____.
Write here!

My problem is: _____.

Empathize - 10 min.

Put yourself in the shoes of those affected. Ask questions like:
* Who is affected by this problem?
* How do they currently feel?
* What do they currently have to do to workaround the problem?
* How would they solve the problem?
Write here!

Find Collaborators - 5 min.

Who would agree that your problem is significant? Motivating a cultural change
requires buy-in at multiple levels. Write specific names of people you can work with and inspire!
Write here!

Design Solutions - 10 min.

Think about potential solutions. Write down **as many as you can** in 5 minutes.
You'll then have 5 min. to choose your top 3.

Write here!

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Share top 3 solutions with a partner - 15 min.

Birds shares for 5 min. | Bees shares for 5 min. | 5 min. to pick one solution and refine it.
Partners, ask questions like:
* What solution seems most realistic?
* What would you do?
* What is missing?
* Are you attempting to solve too many problems (scope-creep)?

Focus on one solutions at a time!

Write here!

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Build a Minimum Viable Product (MVP) - 10 min.

Using the back of this packet (*or other materials), build a minimum viable product.
Options include:
* Make a mockup.
* Write a step-by-step storyboard (using the back of this packet).
* Draw a concept map (using the back of this packet).
* Design a case study (using the back of this packet).

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Cost-Benefit Analysis - 5 min.

Who benefits? Coworkers? Constituents? Your supervisor? The general populace?
List as many as you can.
* How do the financials shake out? Will you save or spend?
* Who loses if the solution fails?

Benefits	Costs

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Pitch - 10 min.

In 3 minutes or less, pitch the problem, solution, and rationale to a **new partner.**
The listener will have 2 minutes to give feedback.

Switch pitch after 5 minutes.

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Reflect - 5 min.

*Overachievers -- Revisit your solution every other day for one week and write down possible improvements.

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Pilot - 5 min.

*Overachievers -- Within a week, bring your solution to life on a smaller scale.
* Decide on a (realistic) timeline.
* Be open to feedback.
* Crunch numbers.
* Make iterative, continuous improvements.

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