A Concept Model of Agile Methods

for Large Distributed Virtual Teams

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Standard Practices

- Standard practices is an oft cited aid to virtual teams
- Agile methodologies are not known in every country
- Training should be provided and standards created

Virtual Infrastructure

- Infrastructure needs are most often overlooked
- Many countries do not have adequate computers
- Internet service is also a luxury in across the globe

Virtual Tools

- Many projects do not standardize development tools
- Complete development tools are easy to assemble
- Development environments should be integrated

Virtual Meetings

- Frequent communication is a key to project success
- Communication is better than documentation alone
- A critical key is to encourage frequent interactions

The work of two or more teams requires facilitation.
Local/remote team leaders must communicate often.
All team leaders can then pass on critical information.

Periodic Rotations

- Periodic F2F interaction is a CSF for virtual teams
- Teams should meet at critical junctures, i.e., kickoff
- Rotating customers and leaders helps establish trust

Regional Localization

- Minimizing interfaces between timezones is oft cited
- Products should be structured to localize activities
- It’s easier to communicate with nearshore teams