

# Implementing Agile SW Development Processes in a Healthcare IT Organization — Approach and Lessons Learned

5<sup>th</sup> Annual UTD Project Management Symposium by Huma Sohrwardy *PMP, SCM* 

# Agenda

- Introduction
- Case Study Background
- Approach and Implementation Strategy
- Current State
- Lessons Learned
- Conclusion
- Q&A

### Introduction

- Case study in implementing Agile software development methods in Healthcare IT
  - Approach and lessons learned
  - Current state

# Case Study Background

- Up till 2008, IT PMO (spend segment) supported
   Waterfall SDLC Methodology
- Process was 'repetitive' and 'consistent'
- Issues encountered:
  - Solution delivery delays
  - Adverse impact on perceived solution 'value' to business
  - Low customer satisfaction ratings (target threshold – 4)

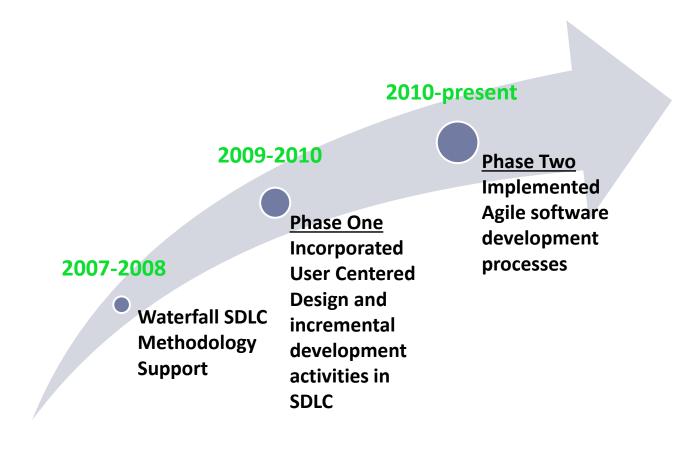


Avg. Customer Satisfaction Rating, 2007-2008, © MedAssets

# Case Study Background, contd...

- Key Reasons for low customer satisfaction
  - Requirements gathering was long drawn
  - Business stakeholders could not see results until development was complete
  - Outcomes not meeting business timelines resulting in expectation gaps
- Improvement areas identified
  - Enable business stakeholders to visually see outcome during project's life
  - Quicken product's delivery to market

# Approach and Implementation Strategy



#### Goal

Focus and deliver optimized 'value' to business and improve customer satisfaction

# Phase One – Incorporate User Centered Design Activities

Incorporate user centered design activities in SDLC

Allow business stakeholders to visualize end result prior to development

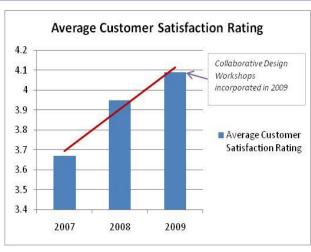
Conduct incremental development



- Coordinate and lead discussions between development and user experience teams
- Socialize SDLC revisions with IT organization and business stakeholders

### Phase One – Results

- Over 12 month period customer satisfaction ratings crossed target threshold of 4
- Development teams started using Scrum activities on projects



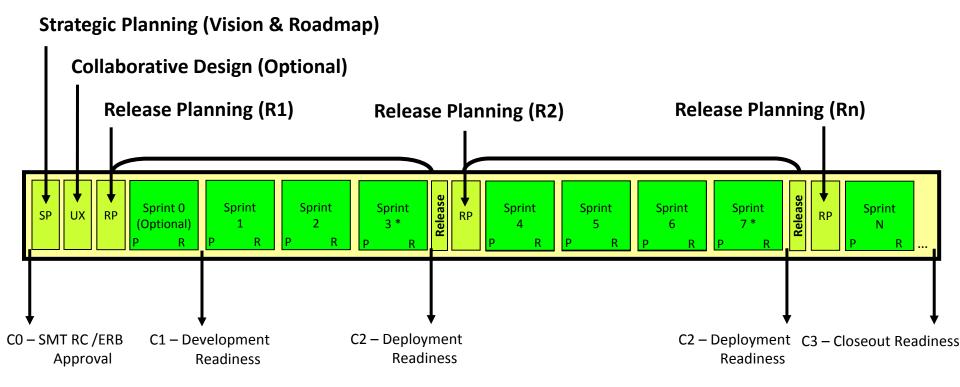
Avg. Customer Satisfaction Rating 2007-2009, © MedAssets

- Inconsistency in process, artifacts and terminology
- Over all satisfaction ratings not impacted
- Precursor to formally implementing Agile methods

# Phase Two – Implement Agile SDLC Methodology

#### Goals

- Ensure lean software development process without compromising quality assurance
  - Reduce artifacts and approval stage gates
  - Incorporate flexible project roles and responsibilities
- Ensure process met IT Governance needs
  - Implement cut down project change management processes
  - Account for activities related to release management, production support handover, technical architecture reviews, etc.



Legend

<sup>\* -</sup> Stabilization Sprint (Optional)

# Phase Two – PMO Role and Stakeholders

#### □ PMO's role

- Coordinate and lead discussions between teams and formalize process
- Responsible for change management i.e. communication and training
- Socialize new process with senior IT management and get their sign off/support
- Monitor process within the continuous improvement framework
- Key stakeholders
  - Development, enterprise architecture, business analysis, user experience, quality assurance and project management team representatives

# Phase Two – Rollout Strategy

- New process socialized to IT teams via training sessions
- 2-3 technology projects selected to pilot new process
- Key project characteristics
  - Substantial UI components
  - Requirements not well defined
  - Negligible business process reengineering scope
- Scope of pilots consisted of healthcare spend analytics, group purchasing office functionality and workforce scheduling solutions
- Lessons learned captured and improvements incorporated within process

# Phase Two – Leaner and Flexible Process

Waterfall SDLC	
# of project documents*	12
# of stage gate approvals	8
# of project roles	17

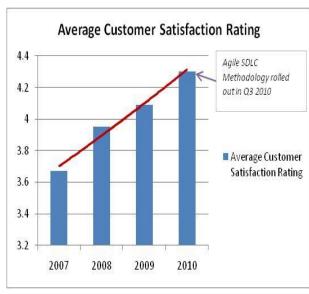


Agile SDLC	
# of project documents*	7
# of stage gate approvals	3
# of project roles	3

<sup>\*</sup> Excludes checklists

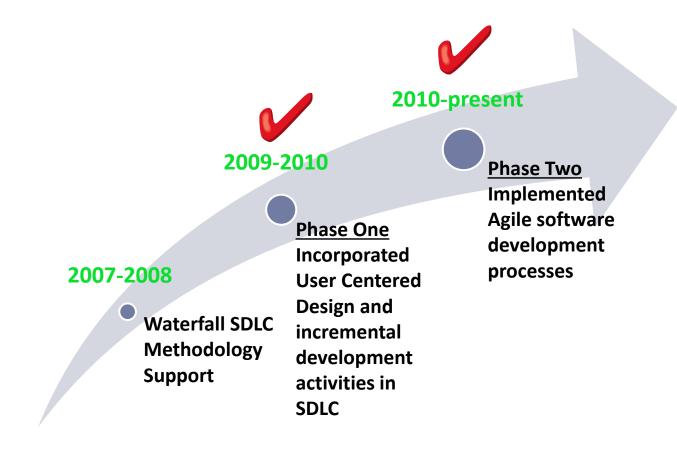
## Phase Two – Results

- In 2010 customer satisfaction ratings continued to grow well above target (target threshold – 4)
- □ Over 80% increase since 2007
- Correlation between incremental development cycles and improved ratings



Avg. Customer Satisfaction Rating, 2007-2010, @ MedAssets

# Approach and Implementation Strategy



#### Goal

Focus and deliver optimized 'value' to business and improve customer satisfaction

### **Current Status**

- 80% of technology projects using Agile software development methods
- 70% of PMO team is Scrum Master certified
- Dedicated Scrum rooms established
- Deploying Rally© within segment to manage software development processes by Q3 '11
- Revised financial budget tracking
- Leaner project change management process tracking changes to major 'themes'

### Lessons Learned

- Committed product owners are key for successful Agile implementations
  - This group was overlooked in the initial rollout in 2010
  - Resulted in IT product managers taking on the role to fill gap
- A dedicated experienced resource is necessary to coach teams in using Agile methods
  - This role was not assigned consistently on all projects due to availability constraints
  - Resulted in teams taking longer to understand and adhere to Agile methods / concepts

### Conclusion

- Agile SDLC implementation has brought about positive change in the IT organization and has met minimal resistance
- Faced challenges and continues to do so today, i.e.:
  - Bring about behavioral and organizational change within teams to embrace self management and empowerment
  - The Product owner role is most challenging to fill but at the same time key in delivering successful outcomes
- PMI commencing Agile PM certification pilot (PMI-ACP³)
- Application of a consistent SDLC methodology is important but process should not drive outcomes

### Questions?

# Acronym Key

Acronym	Description
ACP	Agile Certified Practitioner
IT	Information Technology
PMI	Project Management Institute
PMO	Project Management Office
SDLC	Software Development Life Cycle
SW	Software
UI	User Interface