The Phoenix Project (DevOps Simulation)

Duration: 1 Day   Course Code: PHOENIX   Delivery Method: Company Event

Overview:

DevOps seems to be the latest 'buzzword' and trend in the IT industry. Driven by the business need for ever faster deployment of new functionality and frustration with the time and effort it takes to get new systems into Operations. It is no longer a question of 'should we adopt DevOps' ,but 'when and how'. However DevOps represents a significant cultural and behavioral change and many organizations fail to address this in their adoption. This game can be used to help explore and understand DevOps, and to identify and agree concrete actions for adopting and deploying DevOps practices. The simulation game is based upon 'The Phoenix Project' Book. **Duration of the simulation** 1 day **Number of participants** 8 – 12

Target Audience:

This simulation is intended for various business roles; IT Development and IT Operations that want to apply Lean, Agile and ITSM principles in particular. To improve the performance of IT services or to deliver more value to the business

Objectives:

- How to apply DevOps principles in a real life situation?

- How to find the right balance between delivering your SLA requirements and your IT projects according to plan?

- How to experience how DevOps can bring serious value to your business?

- How to increase the efficiency and effectiveness of your IT Department?

- How to create better flow in your teams?

- How to develop people's skills to act in a DevOps environment?

- How to show business their responsibilities in making IT Projects more successful?

Prerequisites:

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Testing and Certification

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Follow-on-Courses:
- DevOps (DASA) Fundamentals
- DevOps Practitioner
- DOI DevOps Foundation
- DOI DevOps Test Engineering

Content:

Do you recognise this?

In order to keep the competition ahead, business is increasingly demanding shorter release cycles for new applications. Operations are often seen as a barrier with long bureaucratic controls and delays in supplying production systems. They benefit from stability. The development department is open to change and wants to deliver new functionality quickly and often.

DevOps is a growing approach to shorten lead-time, increase quality and improve collaboration. However, this requires both a change of mind-set and culture as well as learning new behaviours in Development (Dev) and Operations (Ops). Many companies struggle with the implementation of DevOps and changing the culture.

The DevOps simulation game is based on the book 'The Phoenix Project'. The organisation Unlimited Units is in trouble. Newspaper articles reveal the bad financial situation of the organisation. The only way to save not only the company but also to make it competitive and profitable is to start the project "The Phoenix Project".

"The Phoenix Project" is an IT-enabled business transformation with Retail Operations as project owner. Scenario - The IT Manager of Operations is asked to take charge of the IT department and to ensure that "The Phoenix Project" will be a success. However, the IT Manager Operations faces a huge amount of work. Huge delays in issues, functions and projects.

Your team will assume different roles within the organisation Parts Unlimited. You act as Retail Operations, Human Resources and Finance - the roles of the management of the company and you act as IT Manager or one of the other IT team members who need to solve IT problems and the To develop applications.

Your challenge is to apply the principles of DevOps in this Business Simulation. In a number of rounds, you will work on IT projects and issues and ensure that "The Phoenix Project" is completed on time. But beware, the company continues to come up with new ideas and requirements, and developments from outside can also throw fun into the mix!

- 09:30 Getting acquainted and introduction to the Game
- 10:00 Start of first round
- 11:15 End of first round and short break
- 11:30 Reflection and retrospective
- 11:45 Start round two
- 13:00 End of round two and lunch
- 13:45 Reflection and retrospective
- 14:00 Start of round three
- 15:15 End round three and short break
- 15.30 Reflection and retrospective
- 16.15 Closing

Additional Information:

This simulation can also be used well for:Awareness programsAssessment sessionsTeam building

Further Information:

For More information, or to book your course, please call us on 00 971 4 446 4987

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