

Testing, Agile & DevOps Showcase North



14 February 2018, Manchester

Workshop

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The Joy of Kubernetes - Learn to feel the container orchestration love

14 February 2018,
Manchester

Presenter: *David O'Dwyer, Principal Engineer, LiveWyer*

This is an introductory level workshop designed to showcase the benefits of Kubernetes and will enable attendees to understand the basics needed to setup their own cluster.

The scope of this workshop is broad and will suit anybody working in a DevOps environment that wants to learn more about how and why to implement Kubernetes in their organisation. Through a mixture of presentations, demos and hands-on examples, workshop attendees will:

- ✓ Understand why containers are useful, but have limitations.
- ✓ Learn how to solve some these limitations with Kubernetes Pods.
- ✓ Know why the world's biggest companies are powered by schedulers and containers.
- ✓ Have a basic core understanding of how to use Kubernetes.



David O'Dwyer is the founder of LiveWyer, a London based consultancy which specialises in infrastructure development built on open-source technology. LiveWyer is a member of the Cloud Native Computing Foundation.

Drawing on a broad systems architecture background, David and his team have successfully deployed a number of Enterprise solutions built around the lean, agile Kubernetes system. Having worked with a number of server management technologies he now firmly believes Kubernetes is a key technology in making the use of containers both production ready and accessible.

Workshop Price	Super Early Bird until 15 January	£325 + VAT
	Early Bird until 26 January	£425 + VAT
	Standard Rate:	£525 + VAT



Agile 1's Game

14 February 2018,
Manchester

Presenter: *Seb Rose, Cucumber*

The agile manifesto lists some values. Agile methods often give you rules and guidelines. Understanding 'why' some recommendations are useful is often skipped. The "Agile 1's game" simulates swarming, story decomposition and WIP limits to give teams a visceral understanding of why some counter-intuitive practices actually lead to more regular delivery of value for the customer.

Often called the 'Kanban 1's game' I've found that this game is very useful for teams trying to get an understanding of basic agile practices, irrespective of which flavour of agile they are going to adopt. We'll spend a lot of time in this session playing, which is fun, but there is a serious point too. And, by the end of the session, delegates will be in a position to run the game themselves.



Seb Rose has been a Consultant, coach, designer, analyst and developer for over 30 years. Seb has been involved in the full development lifecycle with experience that ranges from Architecture to Support, from BASIC to Ruby. He's a partner in Cucumber Limited, which helps teams adopt and refine their agile practices, with a particular focus on collaboration and automated testing. Regular speaker at conferences and occasional contributor to software journals. Contributing author to "97 Things Every Programmer Should Know" (O'Reilly) and lead author of "TheCucumber for Java Book" (Pragmatic Programmers). He blogs at cucumber.io and tweets as [@sebrose](https://twitter.com/sebrose).

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Don't forget the developers!

14 February 2018,
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Presenter: *Kevin Rutherford, The XP Surgery*

This session will be a bit of a rant, aimed change agents, managers and senior technical staff. I will recount my experiences of agile transformations that have forgotten that the full term is 'agile software development'. I will also discuss approaches that do it right, including references to John Shook's work helping to create the NUMMI Toyota/GM car plant in the US.

The overall message is that stories, Post-its, stand-ups etc are not enough. The developers need help. Adopting emergent architecture, continuous delivery, pair/mob programming, test-driven development and so on is no walk in the park. It must be supported by mentoring and training, and by management processes including vertical slicing, feedback loops etc.

I will involve participants in exploring some of these topics, and in simulation games that demonstrate the cost to an 'agile transformation' when the team's technical practices are not placed at the centre of everything.



Dr Kevin Rutherford is a highly experienced software development coach, speaker, and extreme programmer working for the XP Surgery. He is the creator of the vastly under-rated Reek code smell detector, and the vastly over-rated book Refactoring in Ruby.

If you have ever used Unix System V or taken out a mortgage in the UK, you have unwittingly used his code. He now spends much of his time coaching and mentoring software development teams throughout the UK. His Erdos number is 3, and he was using vi before you were born.

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