

Agilique Strategies

- Inspired by Brian Eno and Peter Schmidt's Oblique Strategies, these 'cards' are intended for use in generating creative break-throughs in an Agile setting.
- Simply draw a card at random for inspiration during any Agile activity.
 - Use during Retrospectives, User Story Generation or Refinement, in coordination with a Sprint Goal, or any time an innovation is welcome.

Consider the flow...

Who is another user?

Pair

Can it be simpler?

Don't wait for the retro

Draw it

How can it be delivered?

Take an assumption.
Reject it.

Fulfill a commitment

Can it be more open?

What else?

Think of the customer

Go see

Change it

What's the worst thing that
could happen?

How could it fail?

Take a different stance

Find a champion

Another outcome

Talk it through

Empathy

What's the job to be done?

Make it safer

Improve

Do you check it?

Seek feedback

Create greatness

Make it human

Describe it

Why is it important now?

Where are you on the
map?

Know the intention

Play it

Mob

Spin up a new idea

Ask another why

Impose constraints

Show it to someone

Time for pomodoro

Find the most wasteful element

Move around

Change the role

Explore a different path

Take your self out of it