

BETTER *FASTER* **HAPPIER**

TITLE

**MINIMUM VIABLE AGILITY
TRAINING
CASE STUDY**

WITH

THE SOLE SUPPLIER




A large, black, cursive-style logo for the word "Sole". The letters are thick and fluid, with a small white dot on the top of the 'S' and the 'e'.A light gray L-shaped graphic in the top-left corner of the slide.

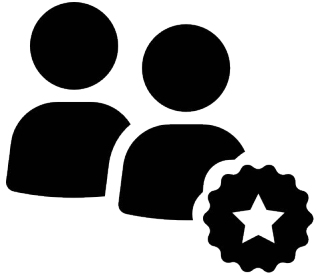
ABOUT THE SOLE SUPPLIER

A London-based startup, The Sole Supplier is now Europe's largest sneaker platform, bringing 3 million monthly users the latest deals from over 100+ retailers.

The Sole Supplier's leadership wanted to use the training to **improve the speed and quality of their software engineering delivery.**

A light gray L-shaped graphic in the bottom-right corner of the slide.

ABOUT THE TRAINING



19 ATTENDEES

Two 8 person product teams attended, including engineers, designers and product managers

The CTO, CPO and CMO also joined



3 DAYS

Two and a half days of training

Half day workshop for teams to design new ways of working

The training and workshop were delivered in person



£11,800

Total training cost: £11,800

Cost per person: £740

RESULTS SIX WEEKS AFTER TRAINING

80%

**REDUCTION IN
CYCLE TIME**

73%

**INCREASE IN
PREDICTABILITY**

23%

**REDUCTION IN
BUGS**

“

WE'RE ONLY 3 WEEKS IN AND THE TEAMS ARE THE MOST ENGAGED THEY'VE EVER BEEN. THEY'RE DELIVERING AT A RAPID PACE AND TAKING PRIDE IN THEIR DELIVERY METRICS. IT'S GREAT TO SEE!

NICK KERSTEN, CHIEF TECHNOLOGY OFFICER

”

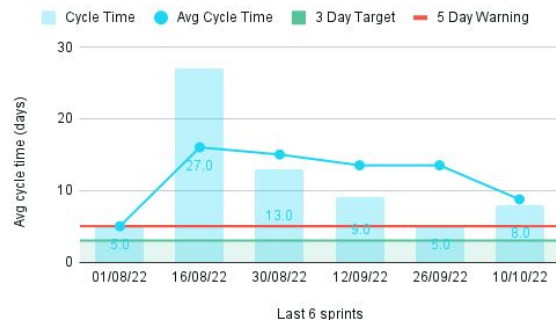


APPENDIX
DETAILED METRICS

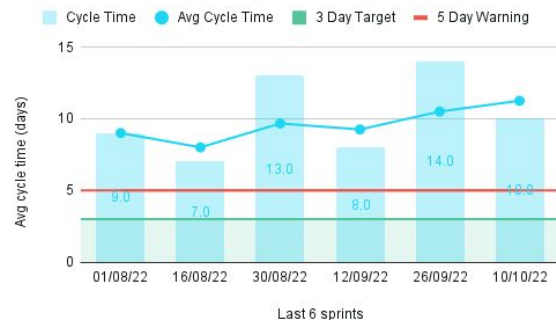
BEFORE & AFTER: CYCLE TIME

BEFORE

Average Cycle Time (Stories & Tasks)

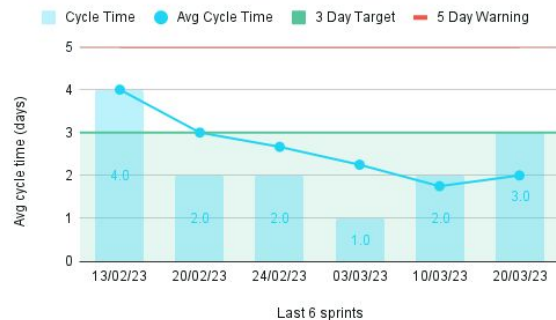


Average Cycle Time (Stories & Tasks)

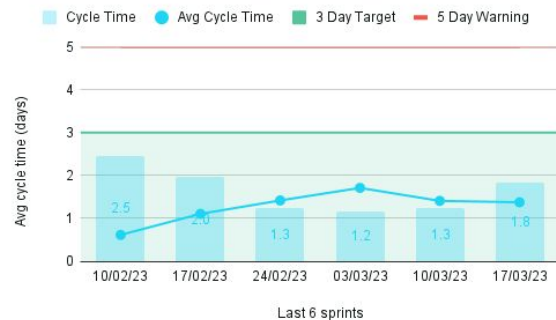


AFTER

Average Cycle Time (Stories & Tasks)

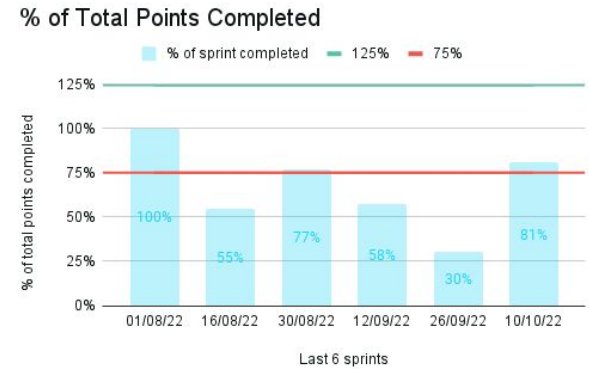
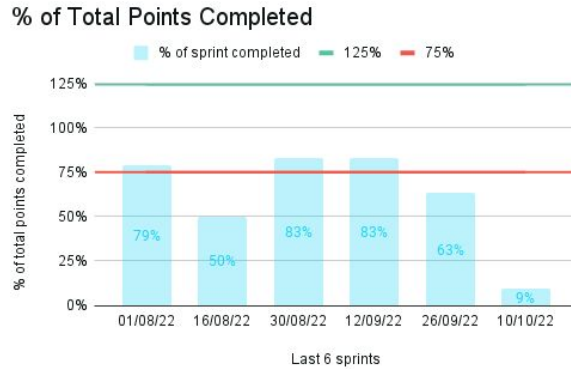


Average Cycle Time (Stories & Tasks)

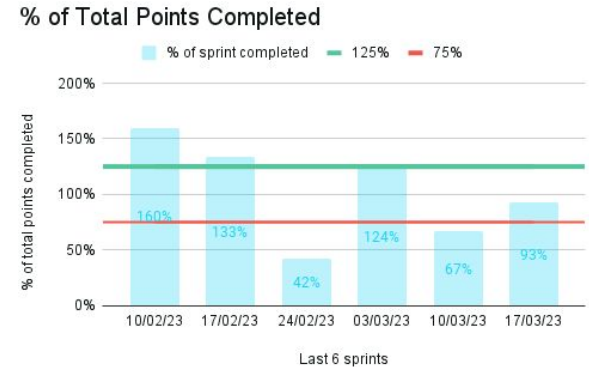
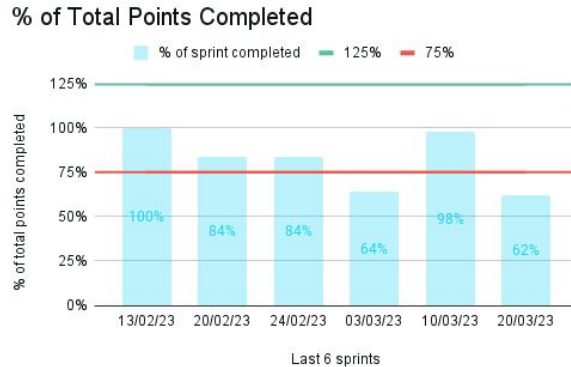


BEFORE & AFTER: PREDICTABILITY (VOLUME)

BEFORE

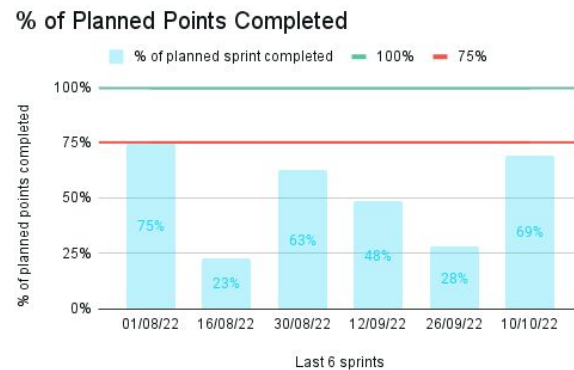
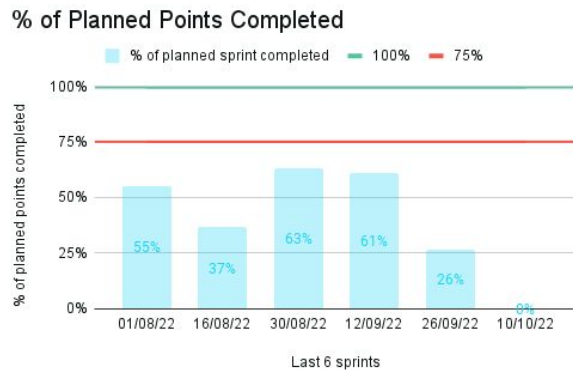


AFTER

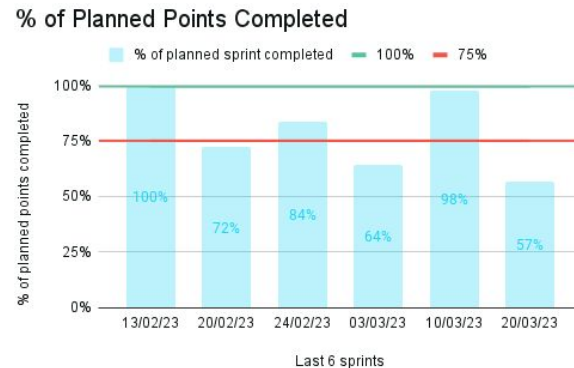
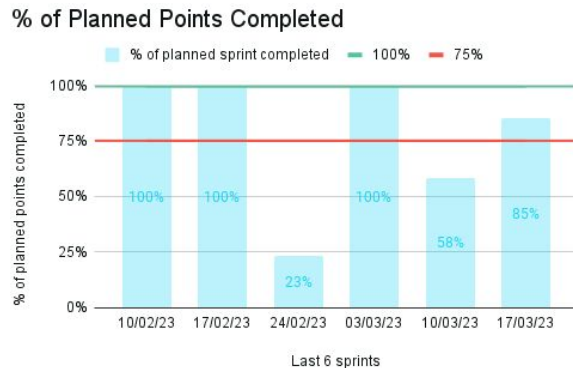


BEFORE & AFTER: PREDICTABILITY (PLANNED)

BEFORE



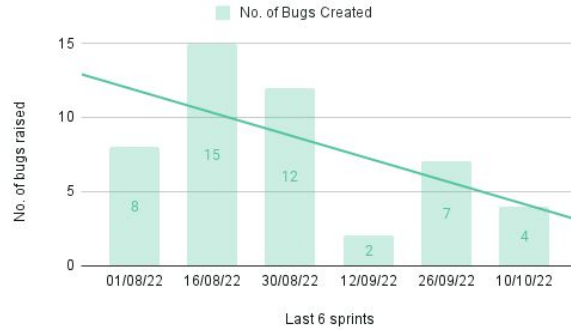
AFTER



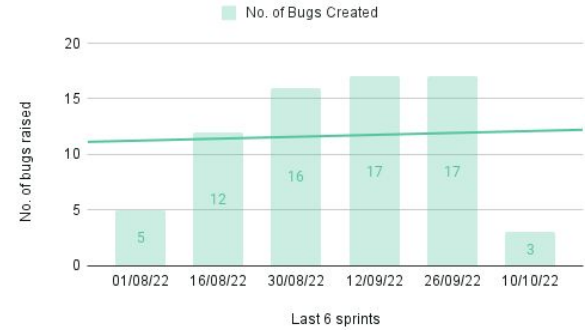
BEFORE & AFTER: **QUALITY**

BEFORE

Bugs Created

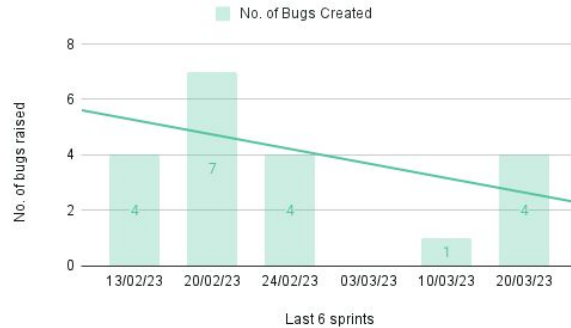


Bugs Created

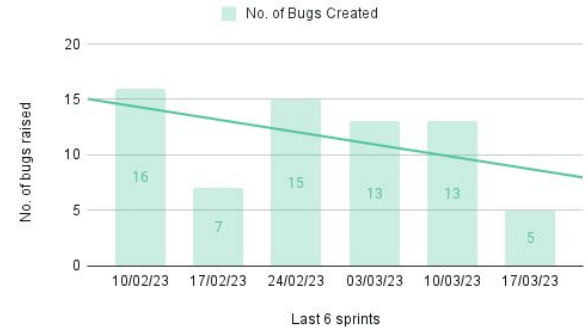


AFTER

Bugs Created



Bugs Created





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