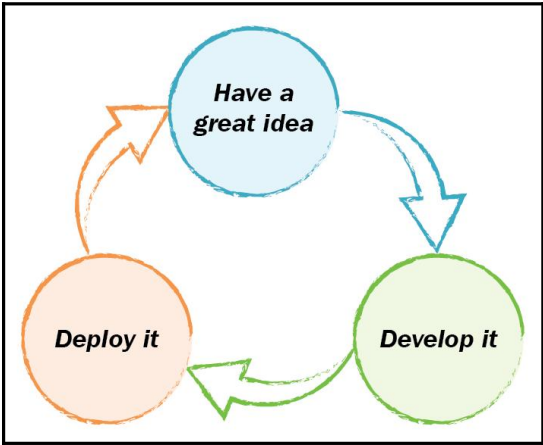
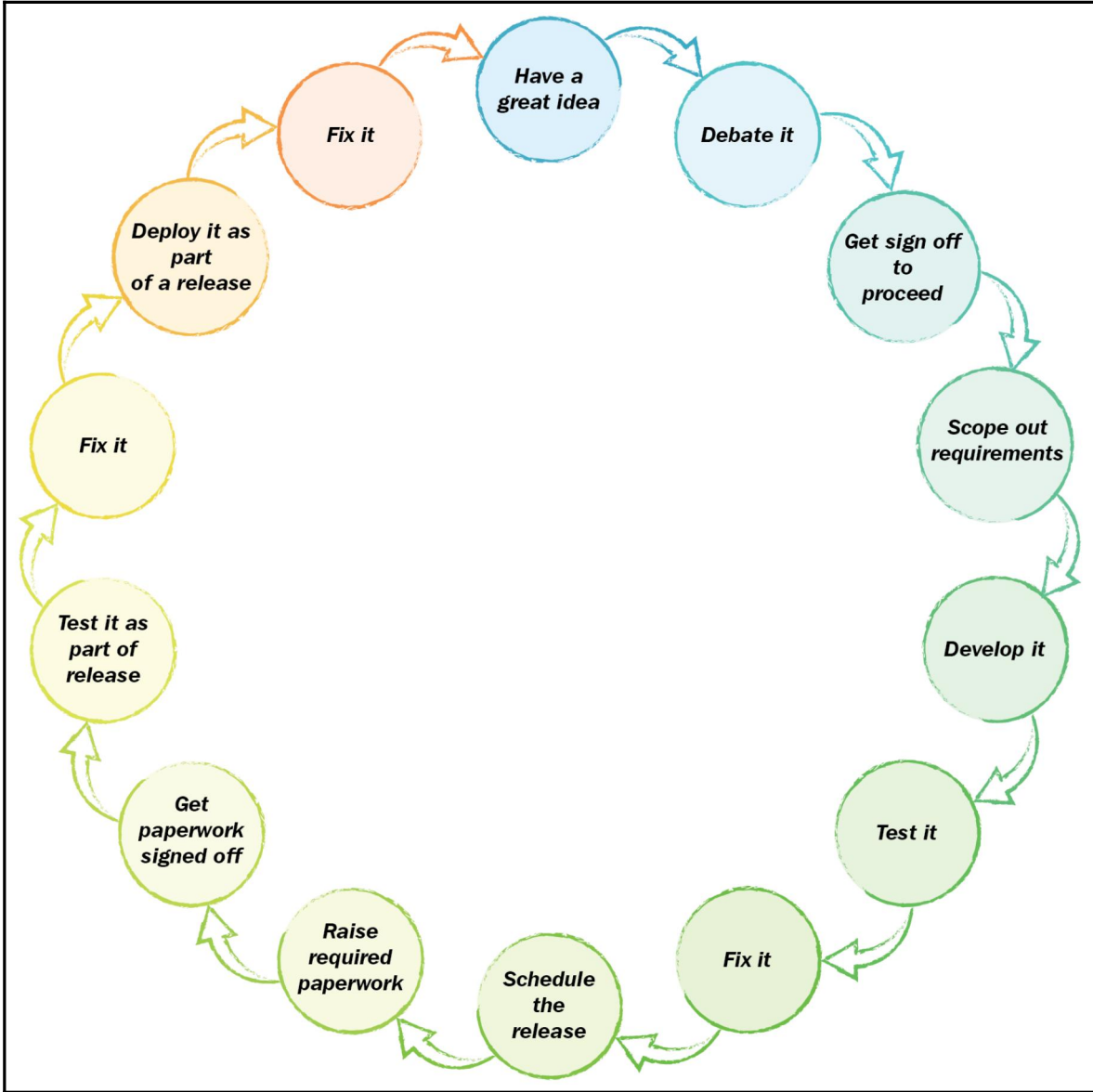
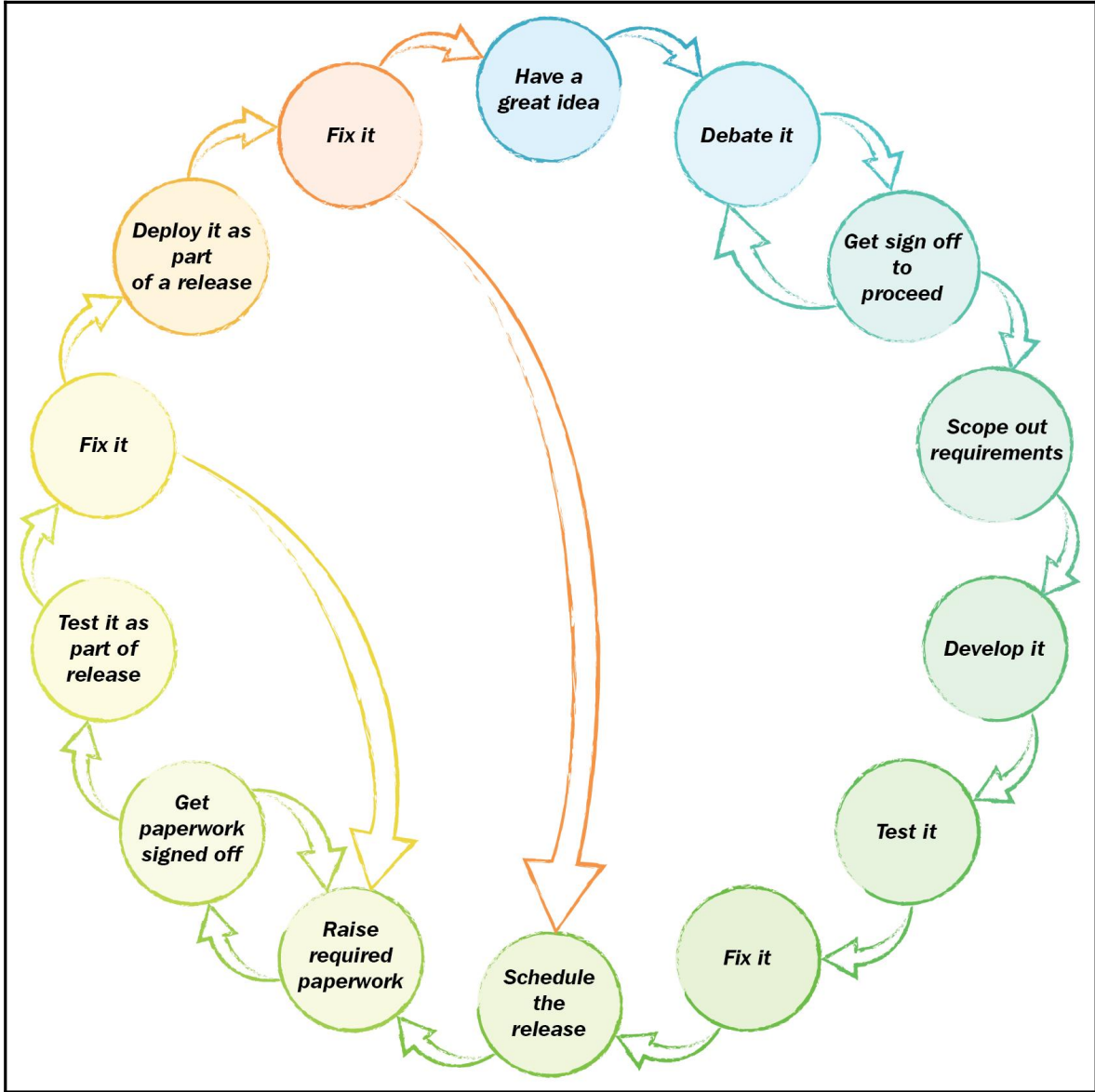
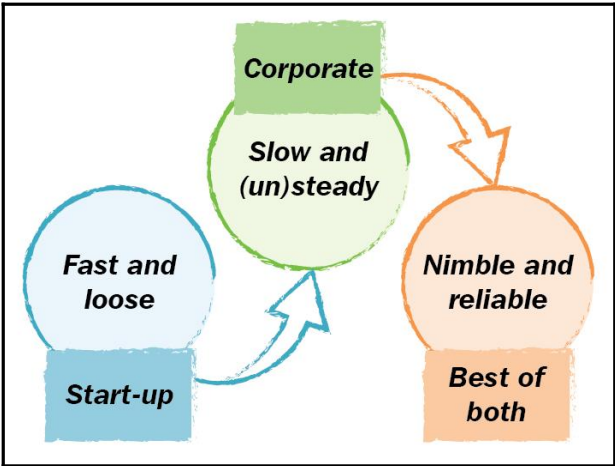
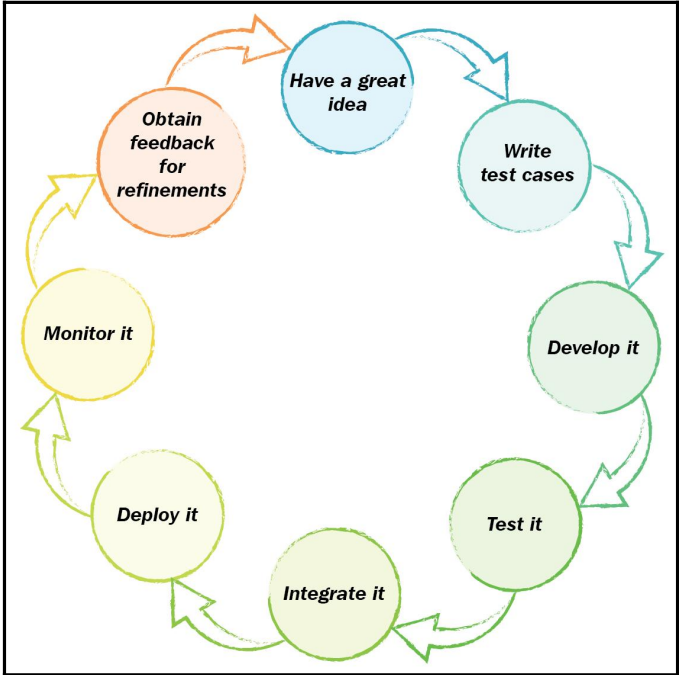


Chapter 1: The Evolution of Software Delivery



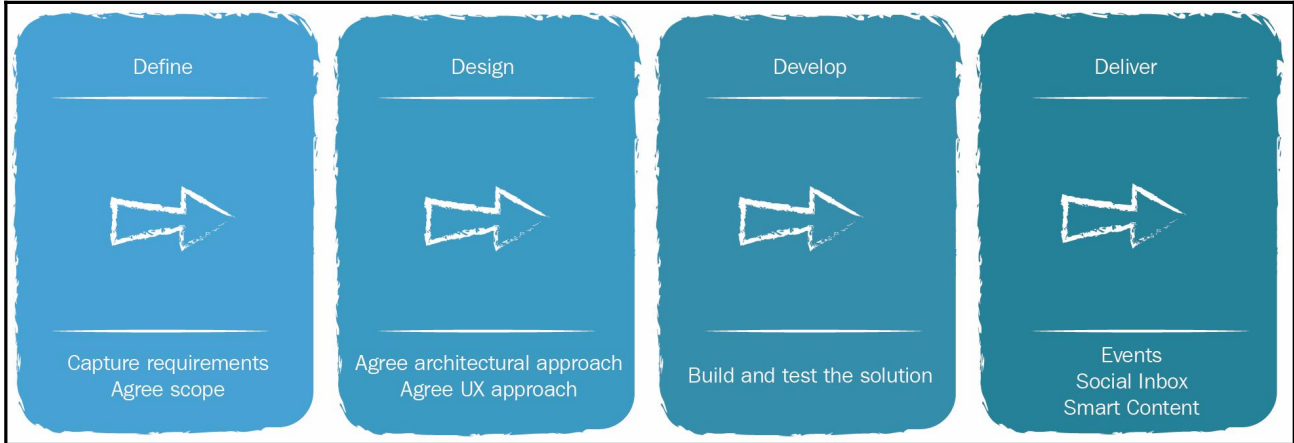




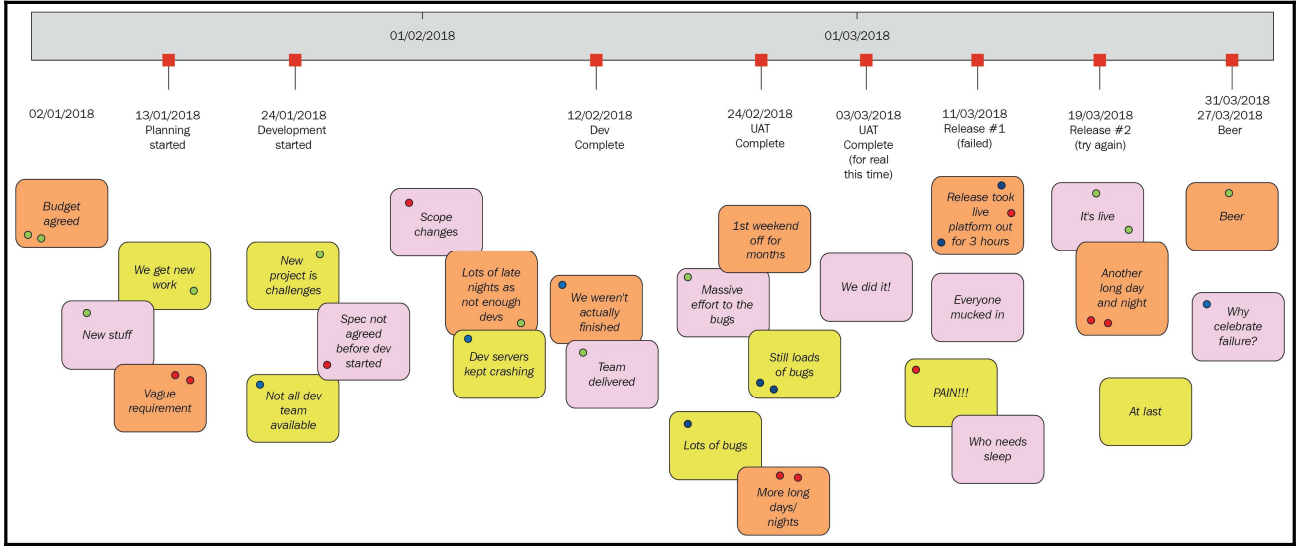


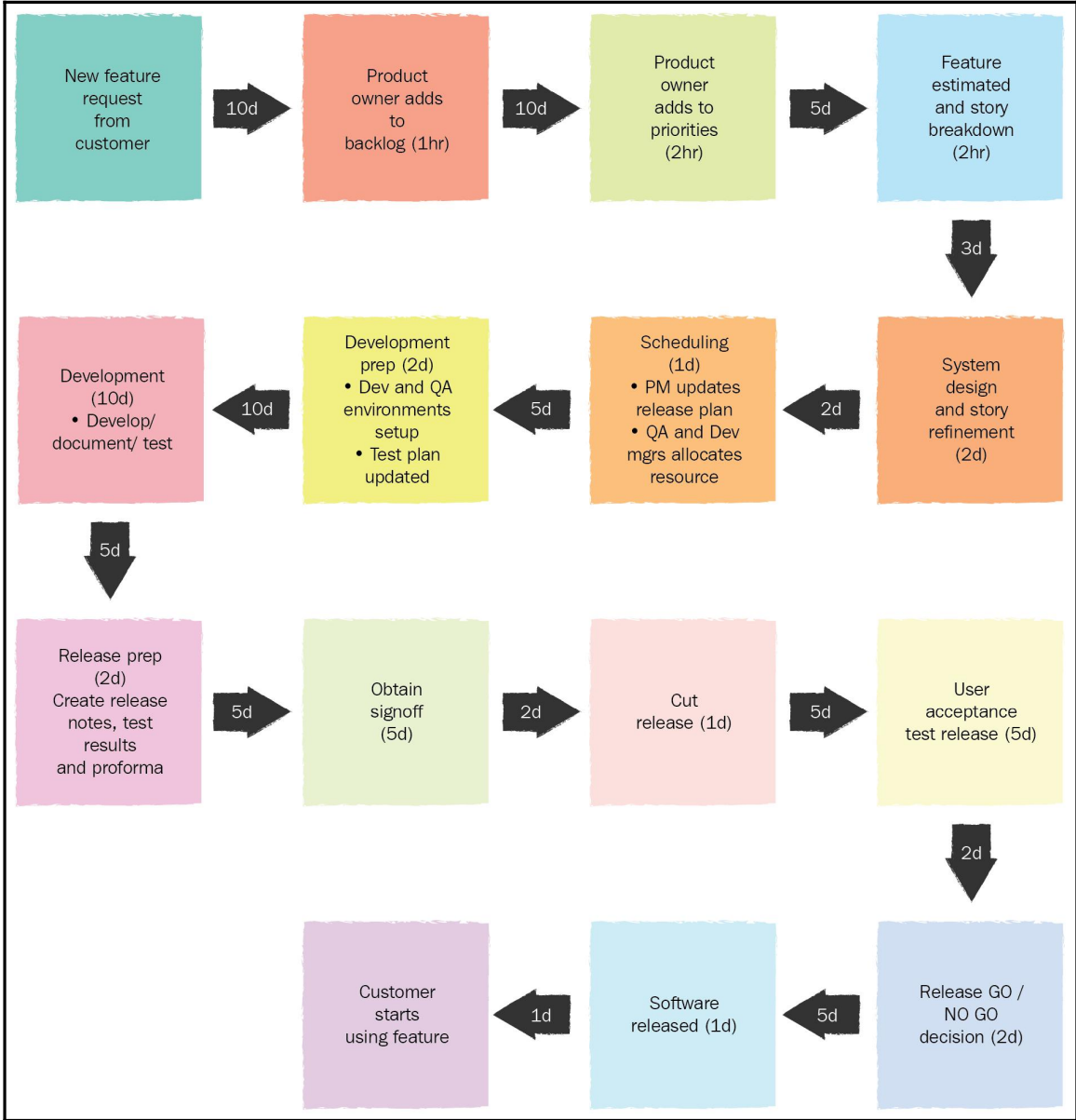
Chapter 2: Understanding Your Current Pain Points

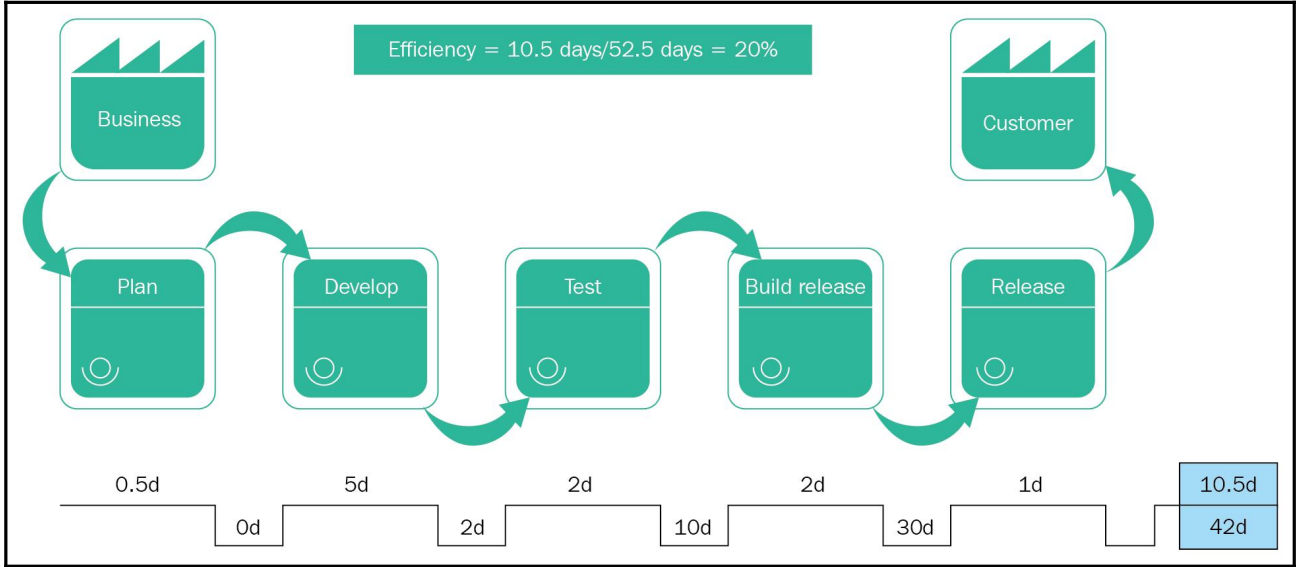




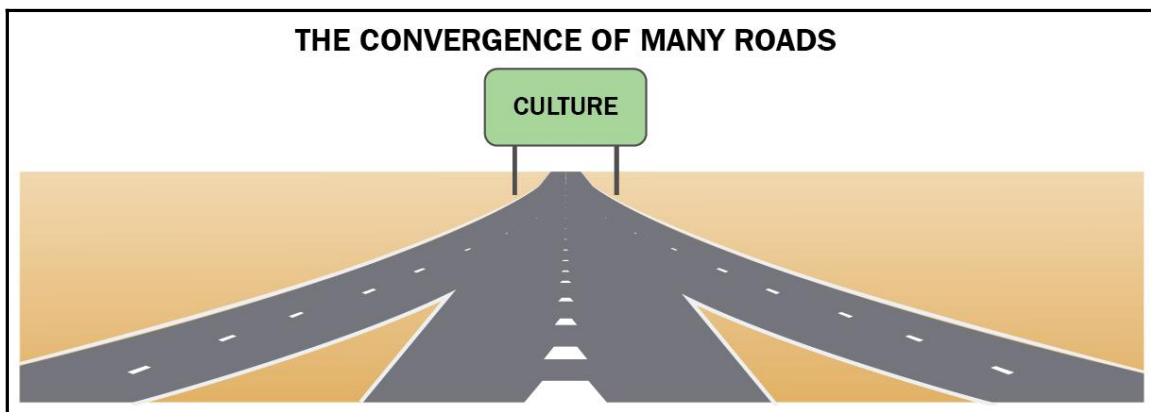
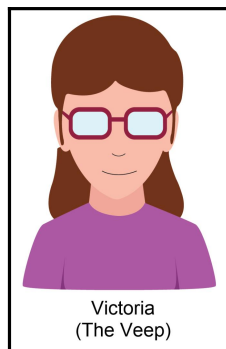
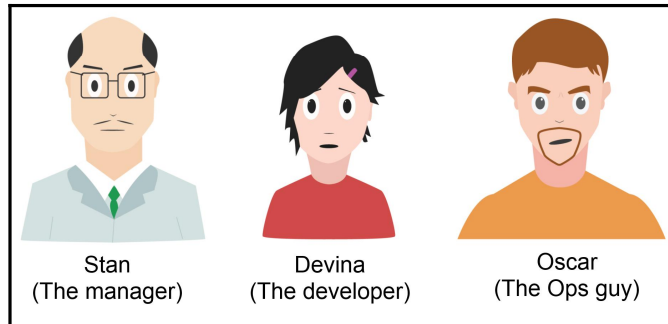
Times	Agenda item
08:00 - 08:30	Introductions, setting goal and rules of engagement for the day
08:30 - 10:00	Session #1 focussing on the definition stage
10:00 - 10:15	Break
10:15 - 11:45	Session #2 focussing on the design stage
11:45 - 13:15	Session #3 focussed on the development stage
13:15 - 13:45	Lunch
13:45 - 15:15	Session #4 focussed on the delivery stage
15:15 - 15:30	Break
15:30 - 17:00	Session #5 bringing everything together
17:00 - 17:15	Next steps and wrap up



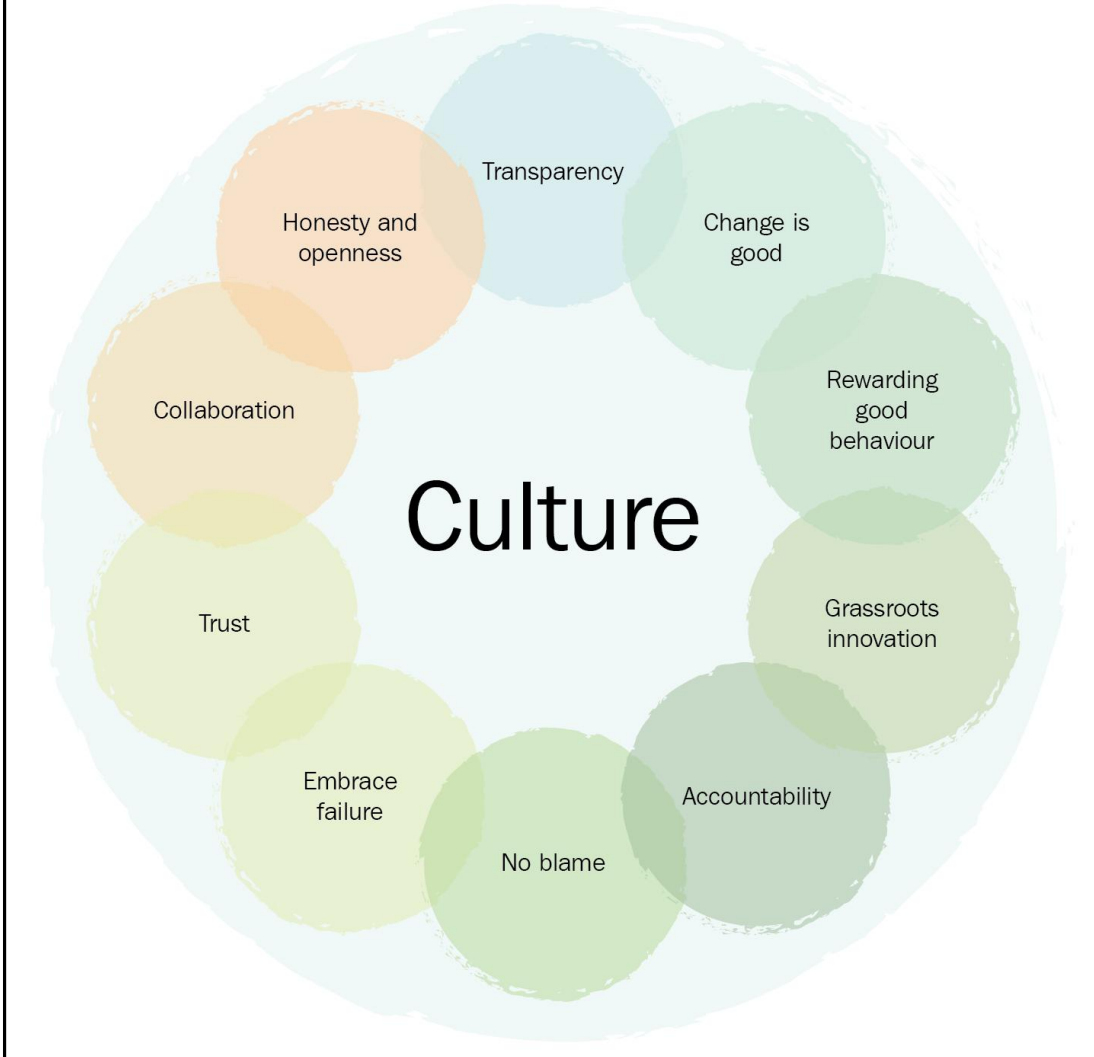


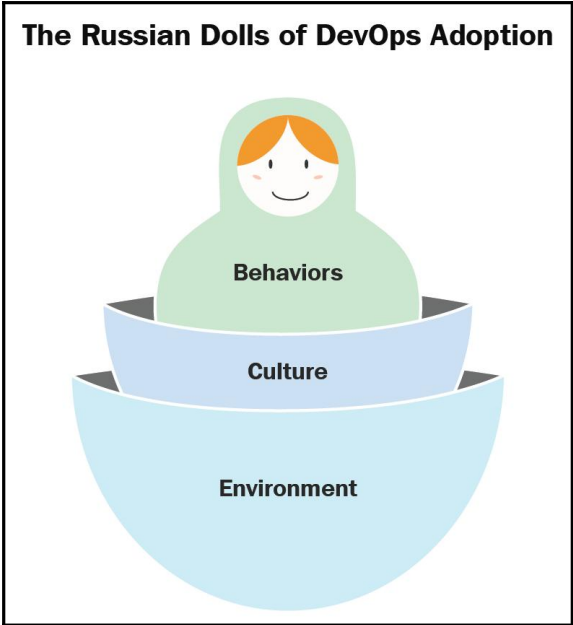


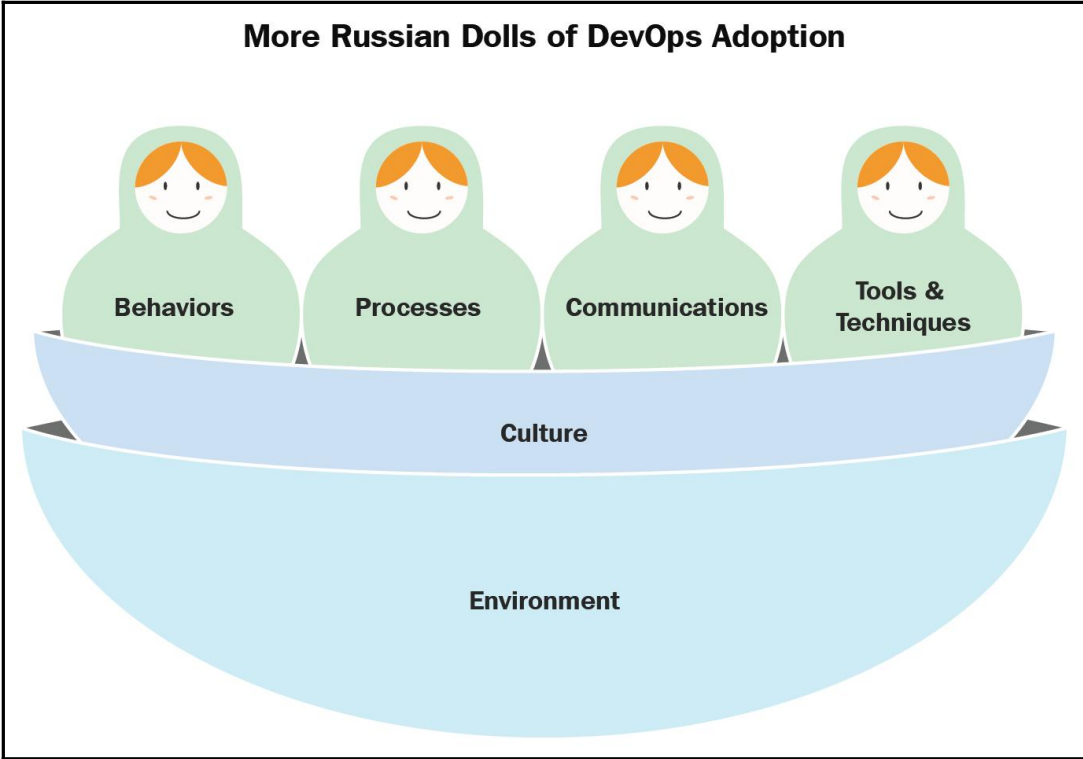
Chapter 3: Culture and Behaviors are the Cornerstones to Success



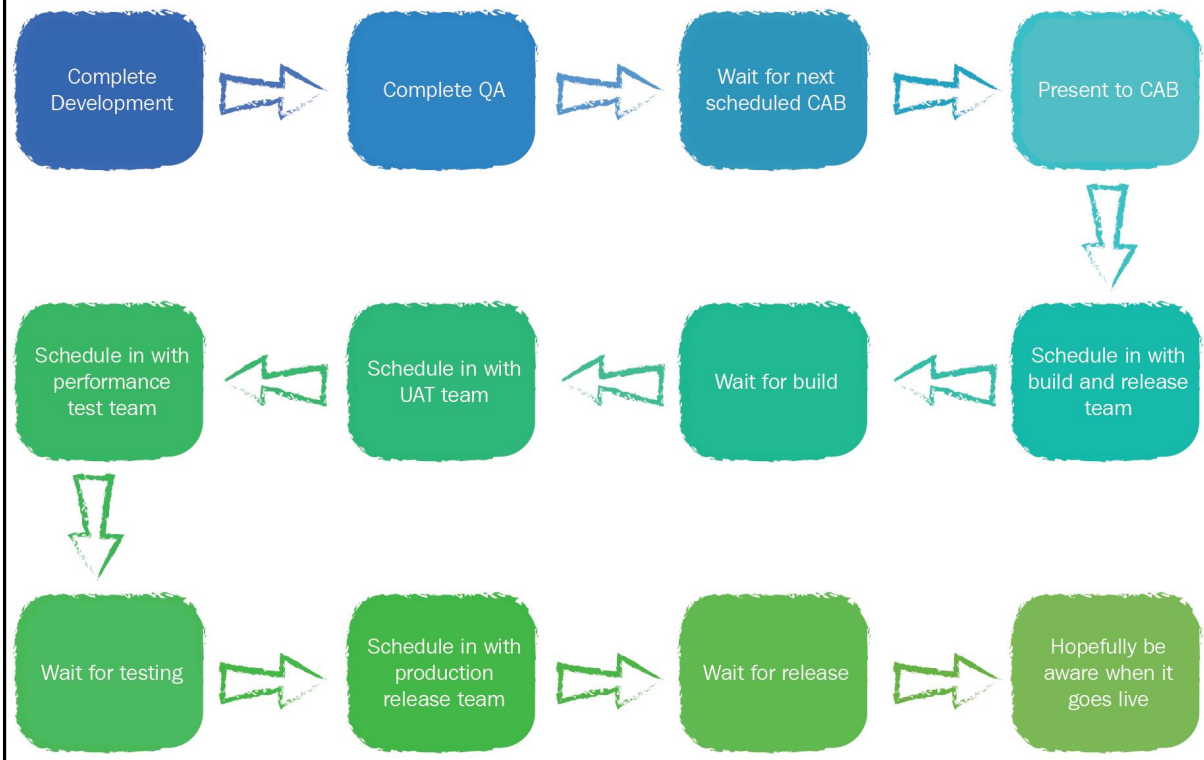
THE CULTURAL INTERCONNECTEDNESS OF ALL THINGS CD AND DEVOPS

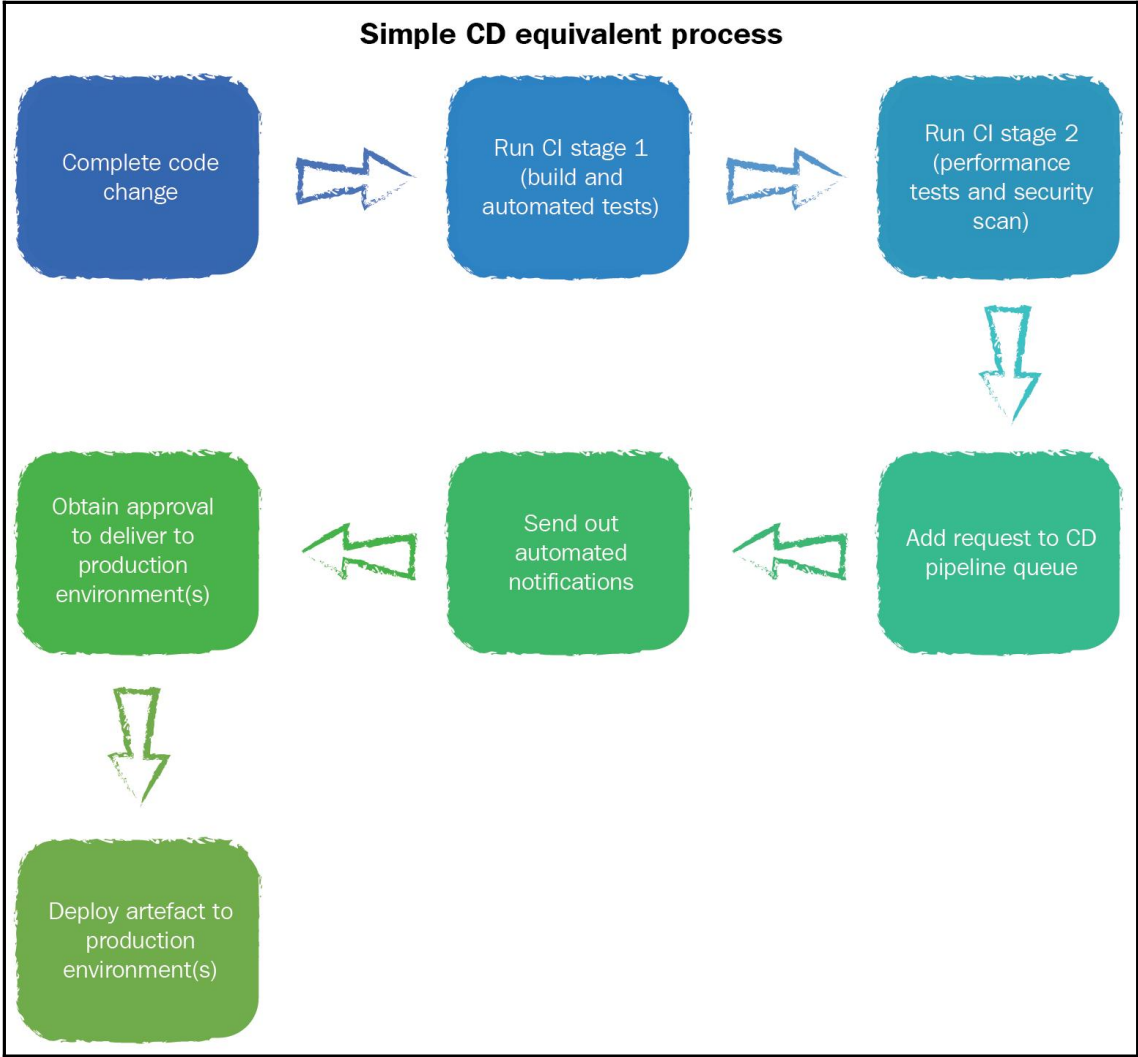




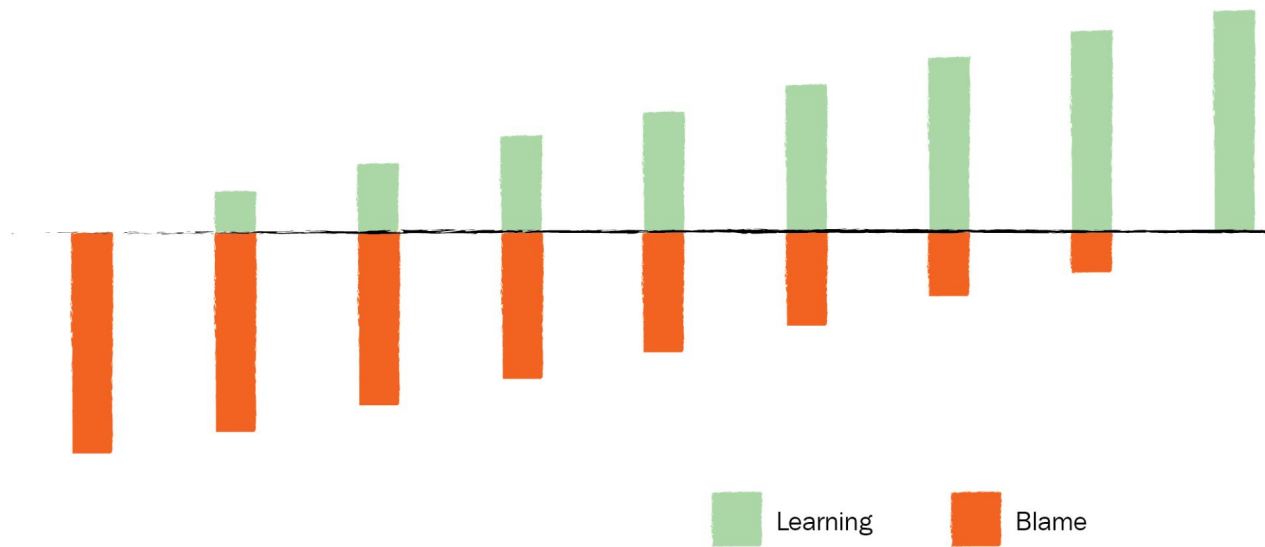


A typical heavy-weight process



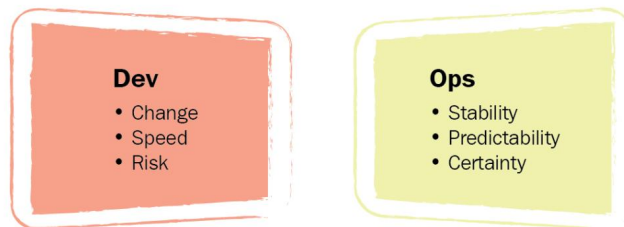


Learning vs Blame over time

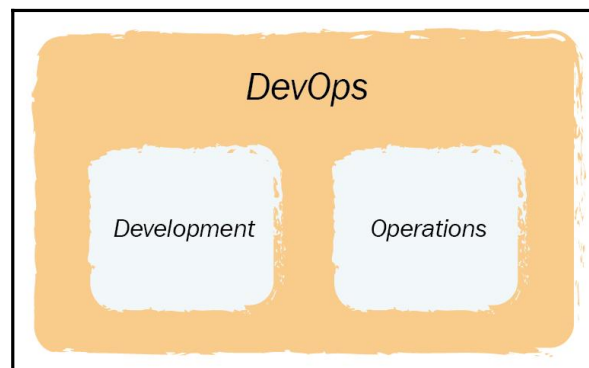
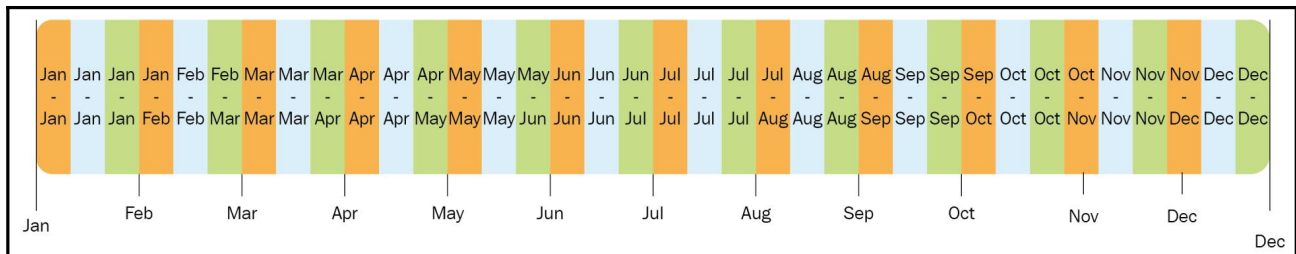
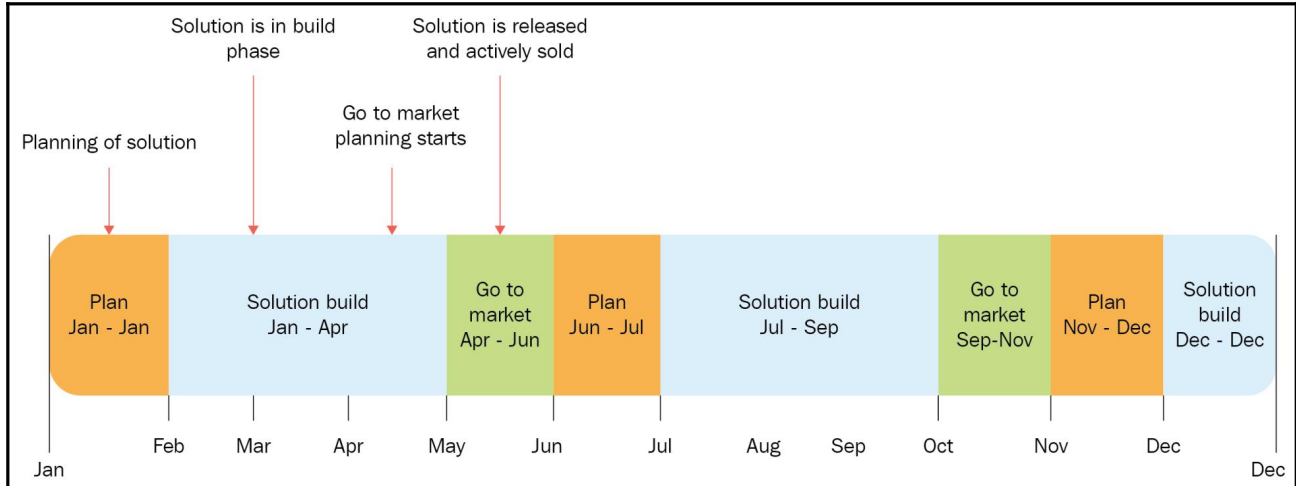


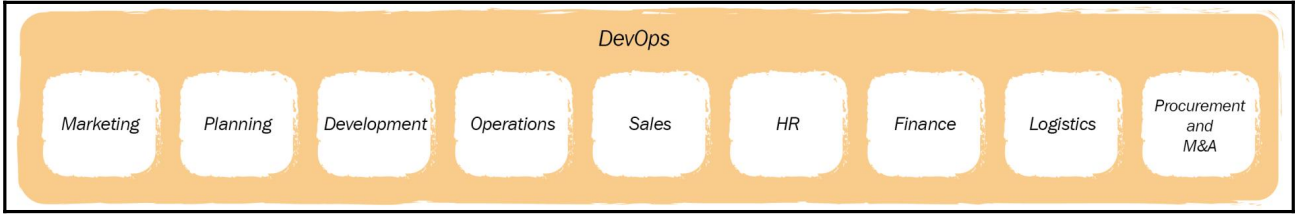
As blame diminishes, learning will grow as people will no longer feel that they have to keep looking over their shoulders and only stick to what they know or are told to do

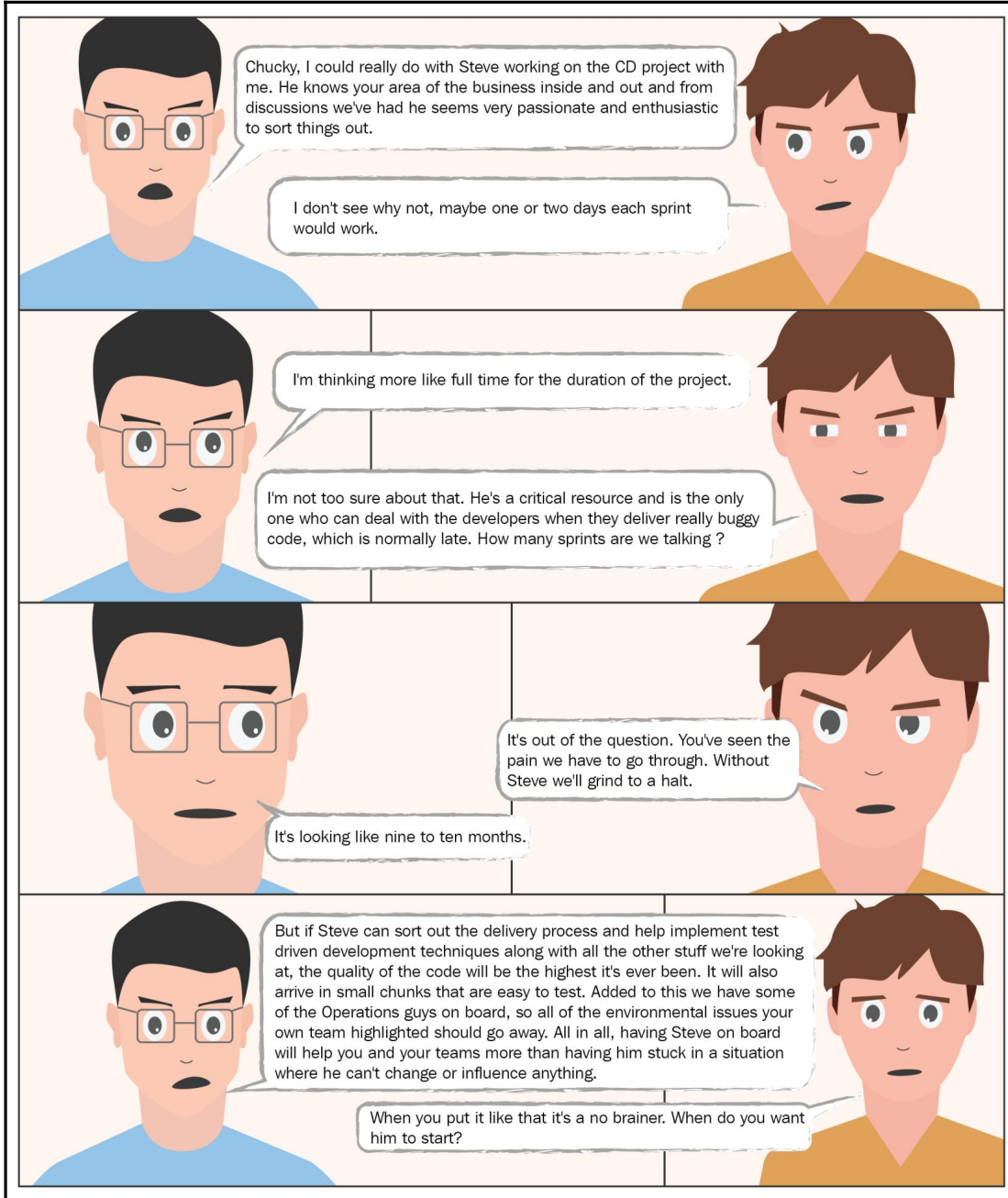
Incentivizing developers to deliver more quickly is at odds with incentivizing operations teams with keeping things stable and safe

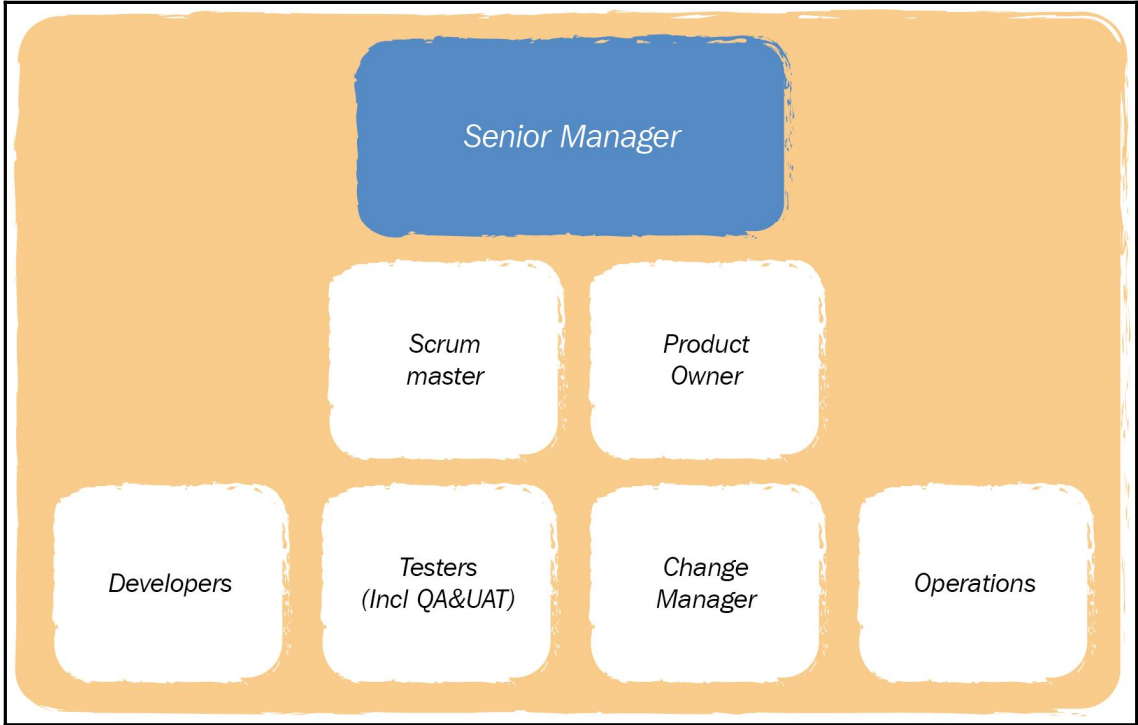


Chapter 4: Planning for Success

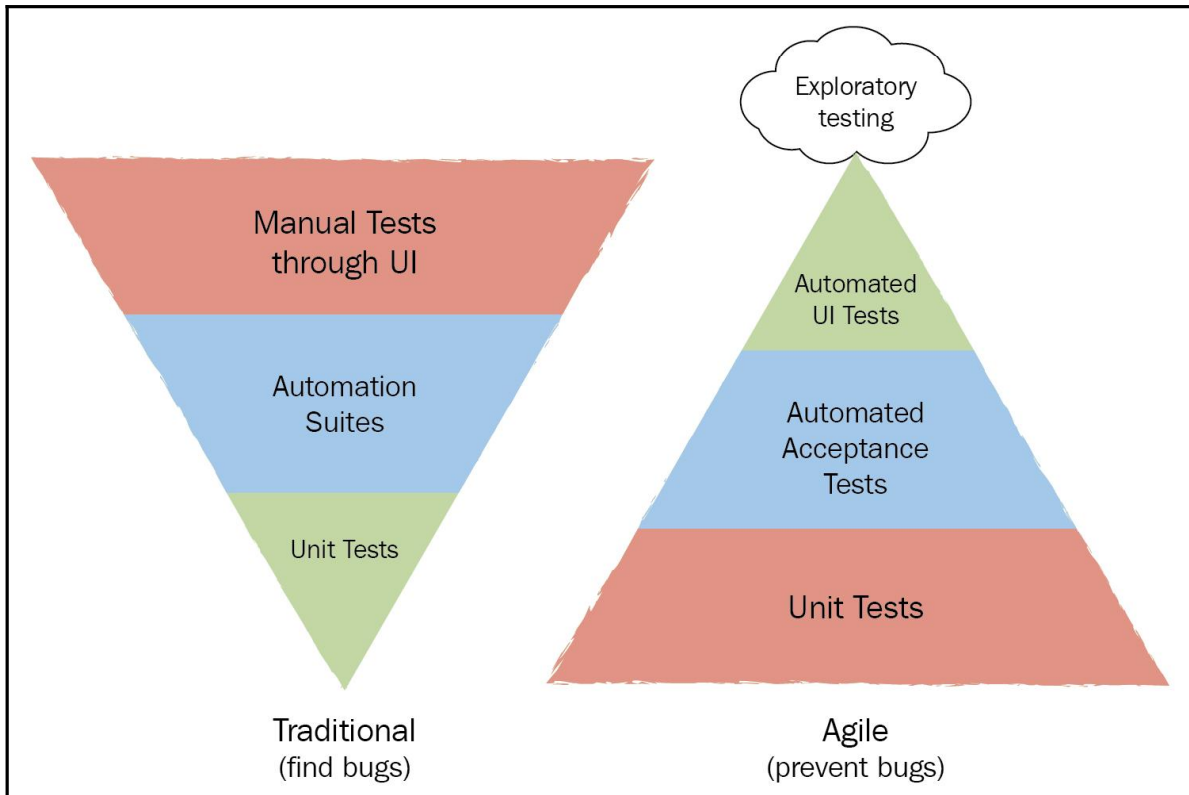
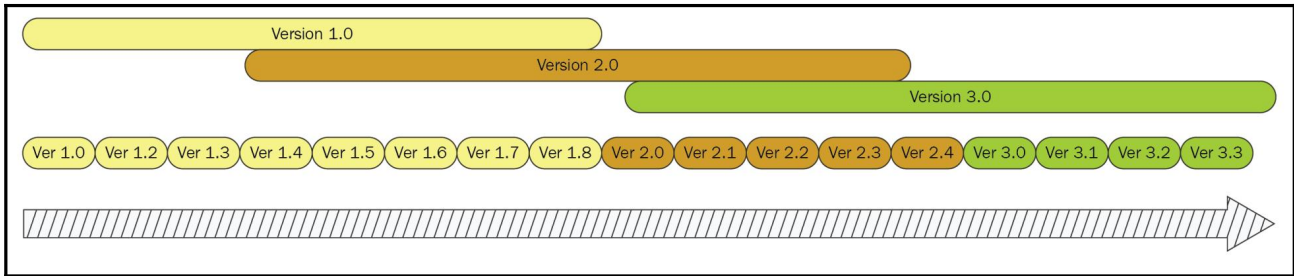


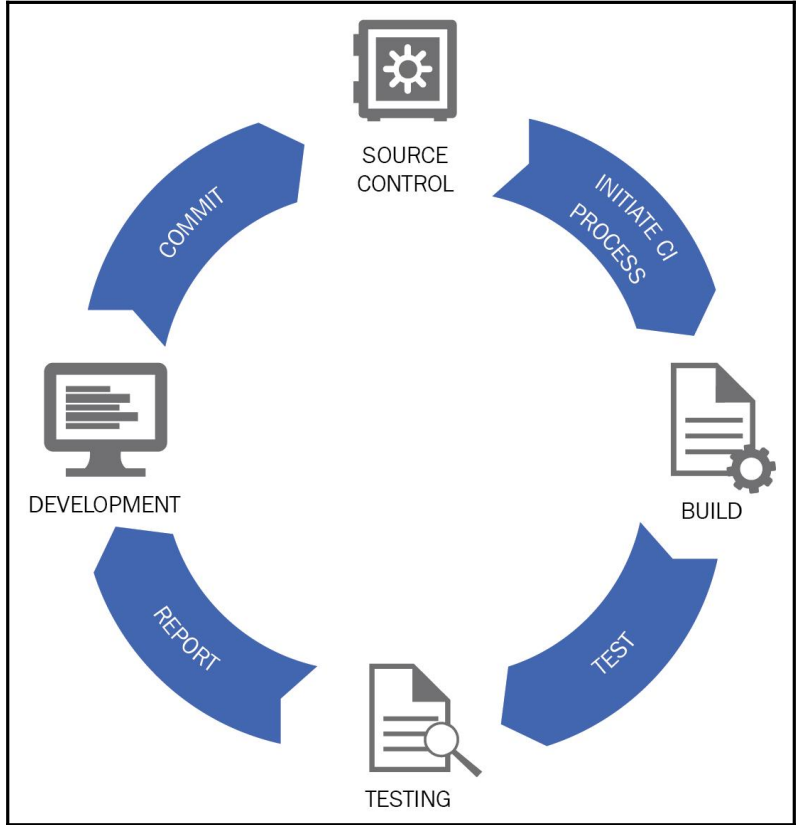


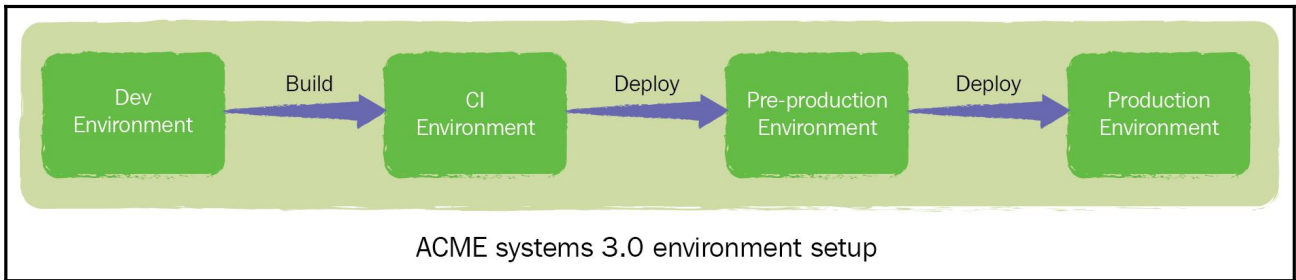
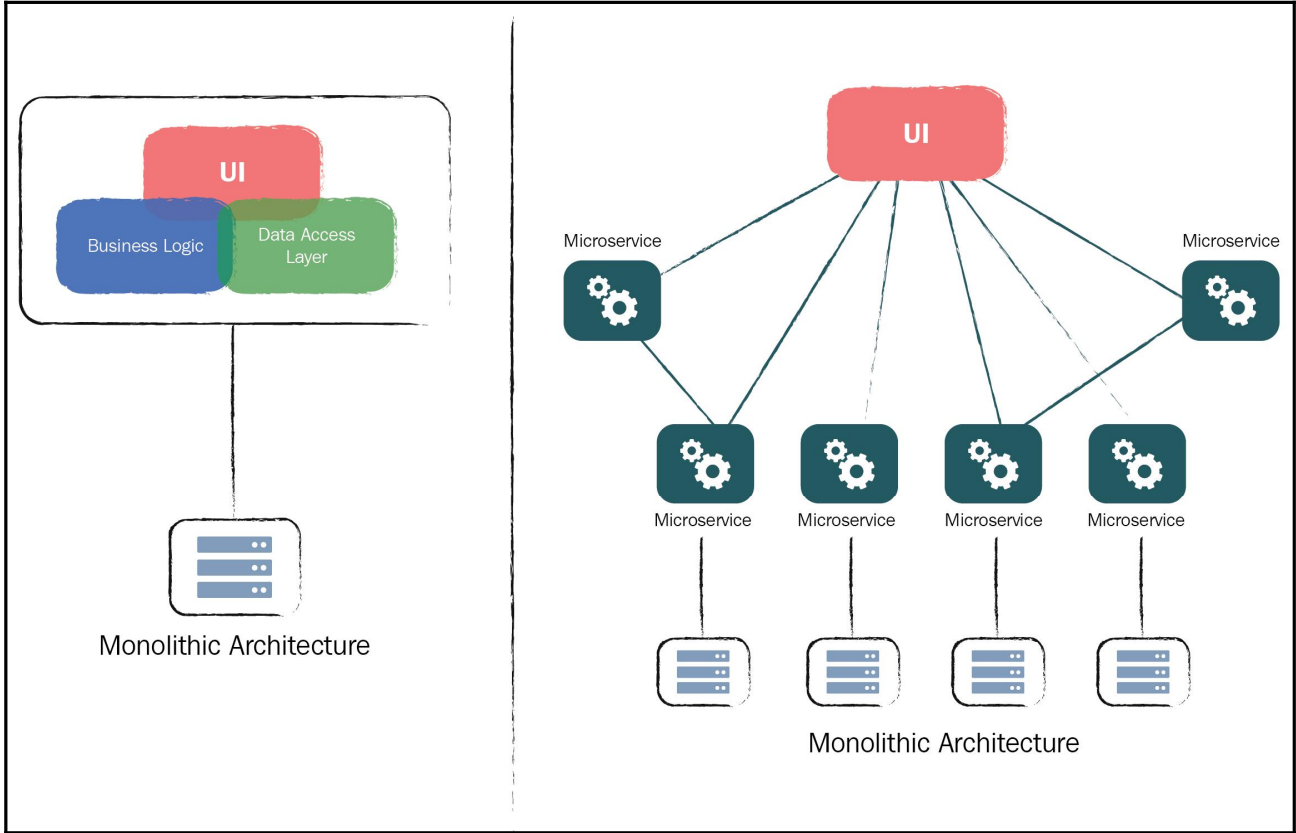


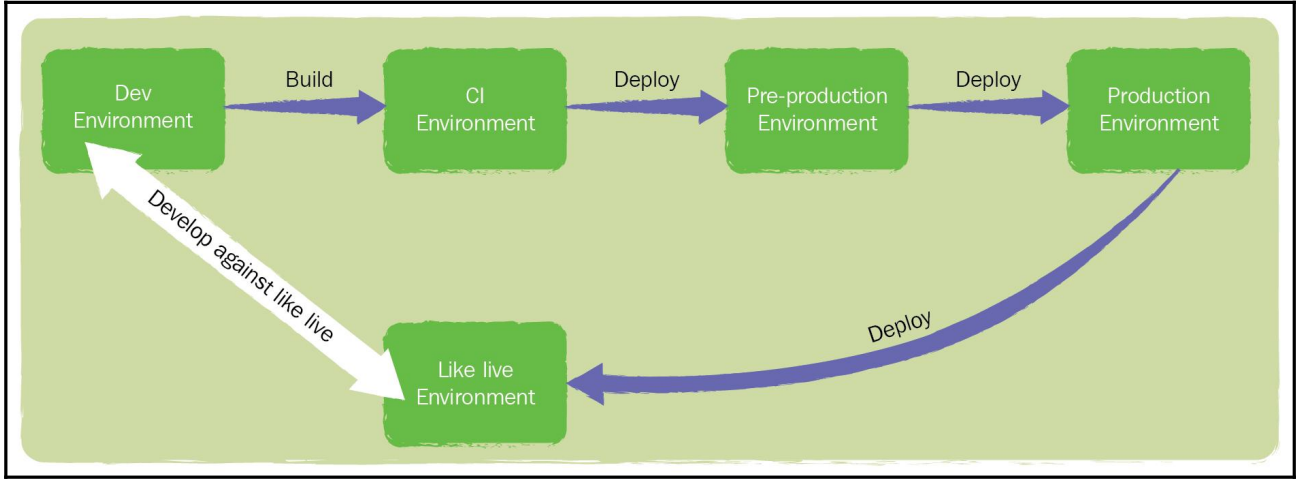


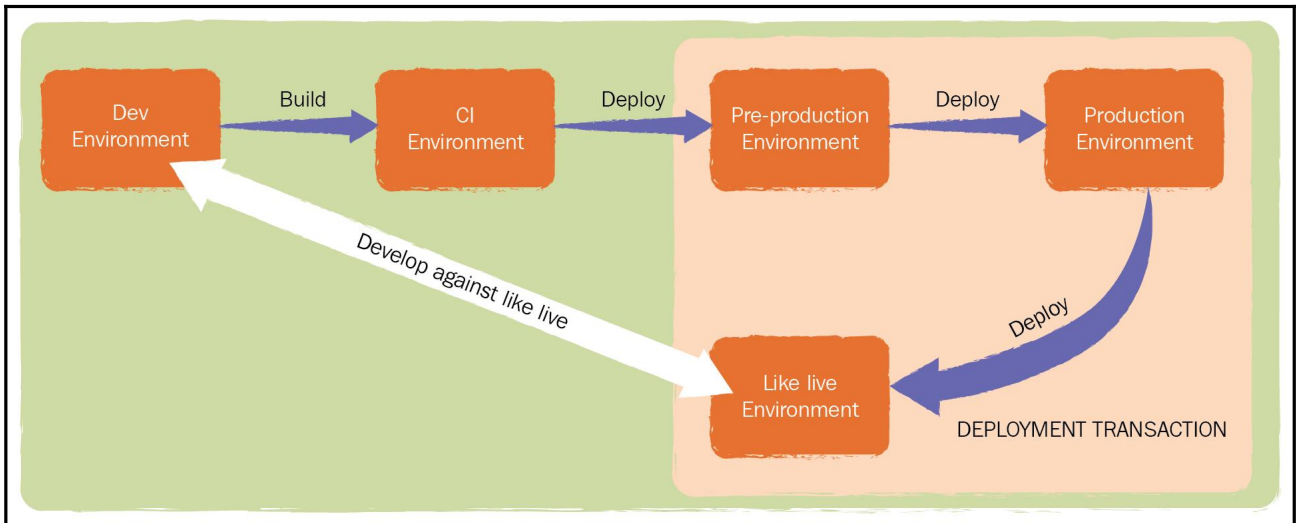
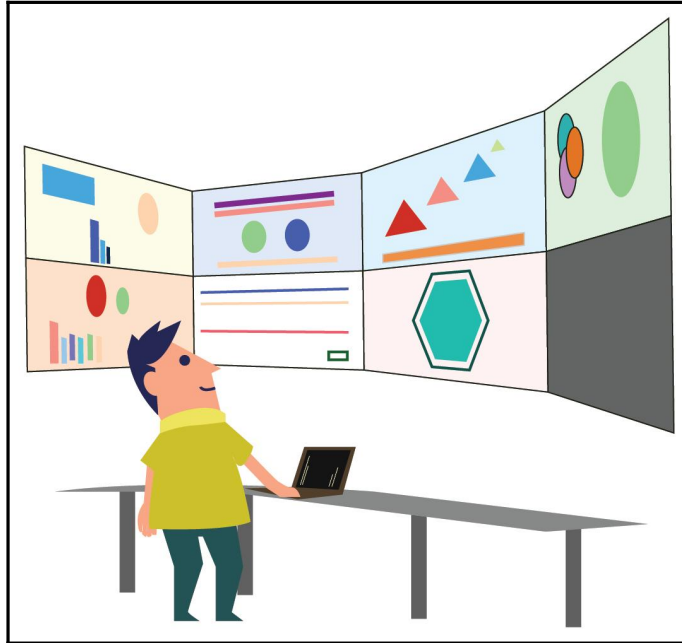
Chapter 5: Approaches, Tools, and Techniques



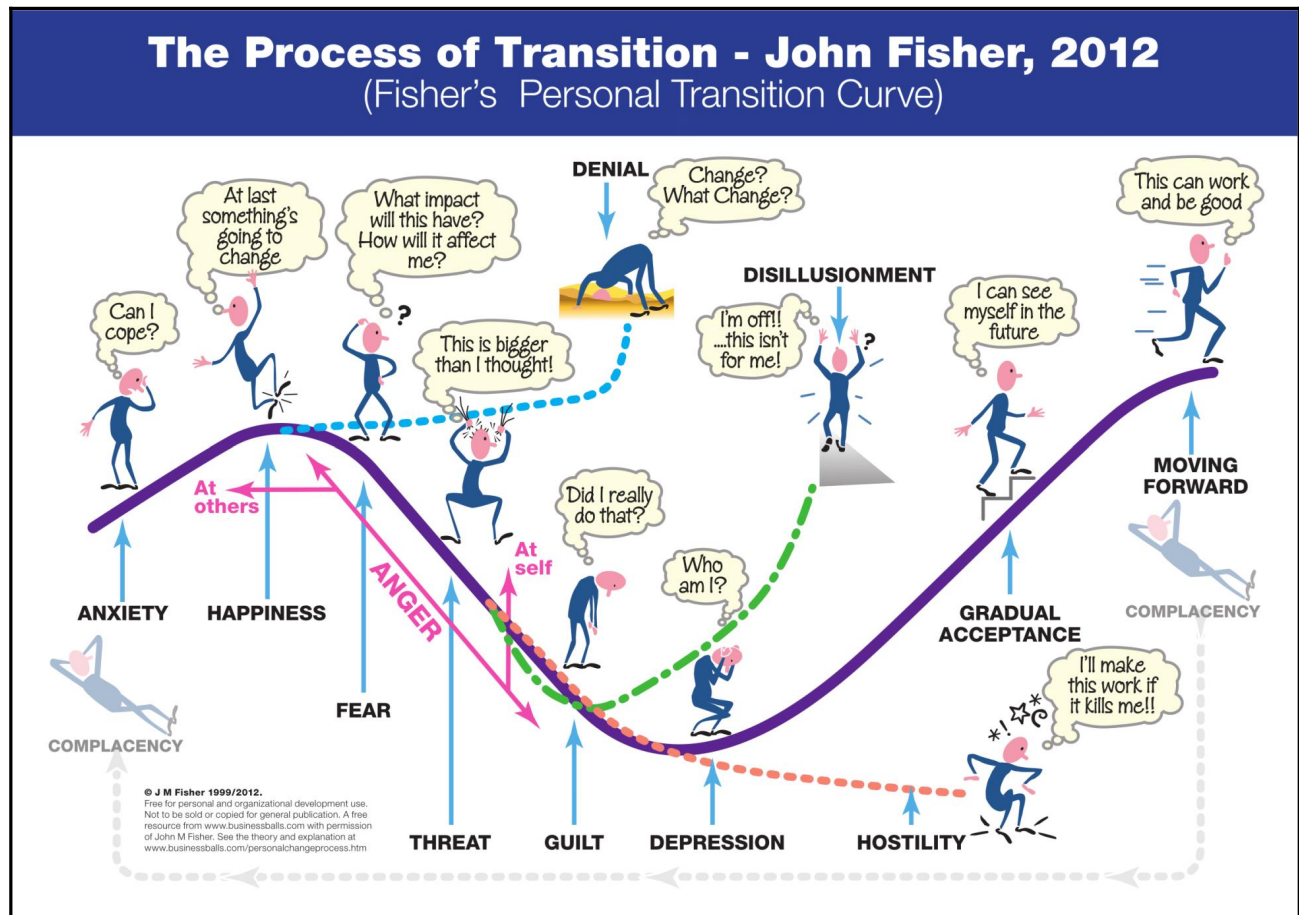
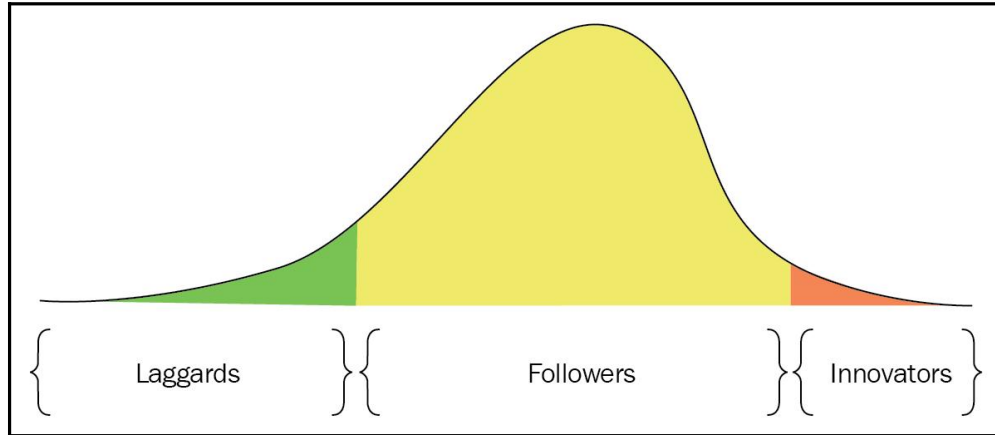


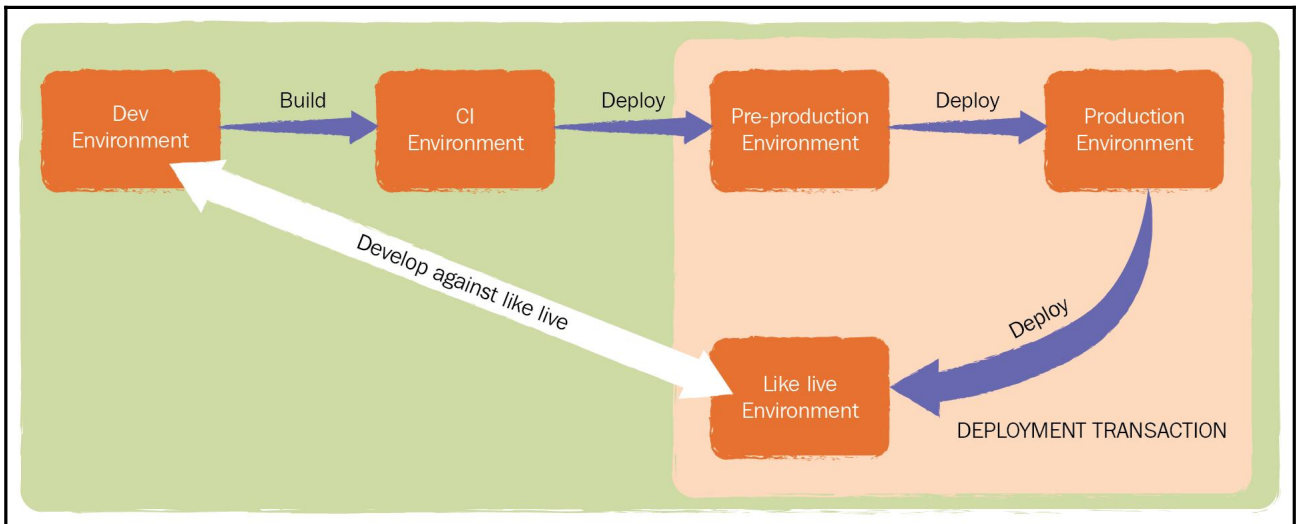
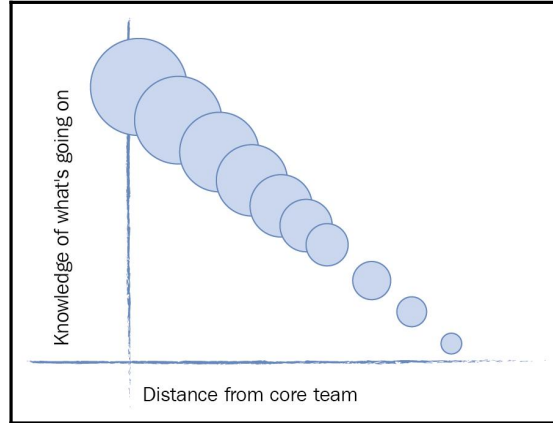


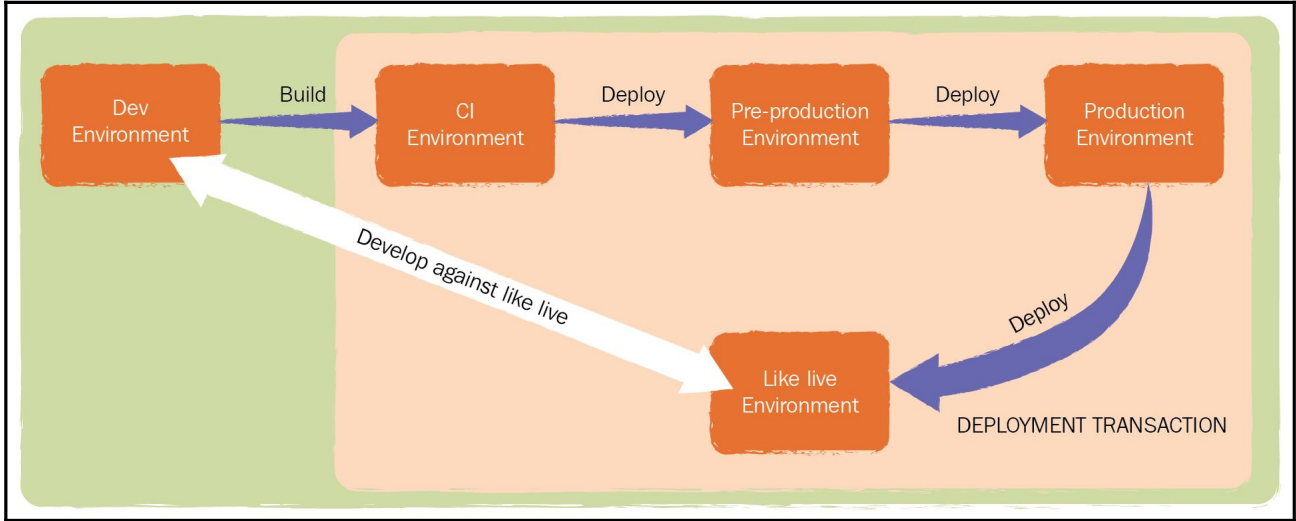




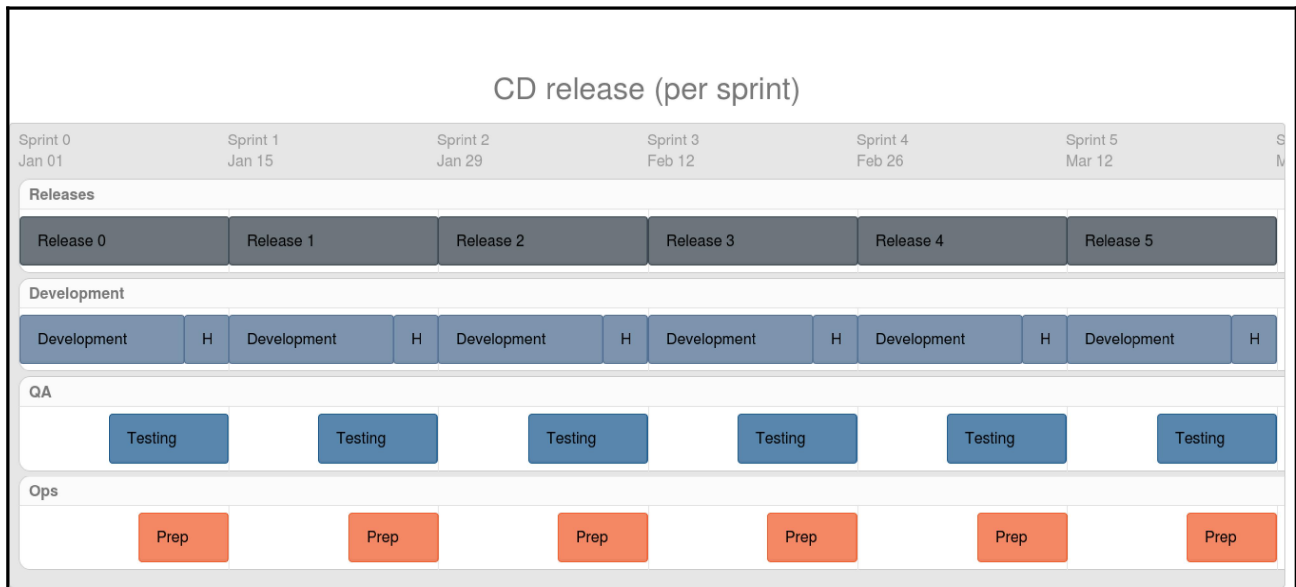
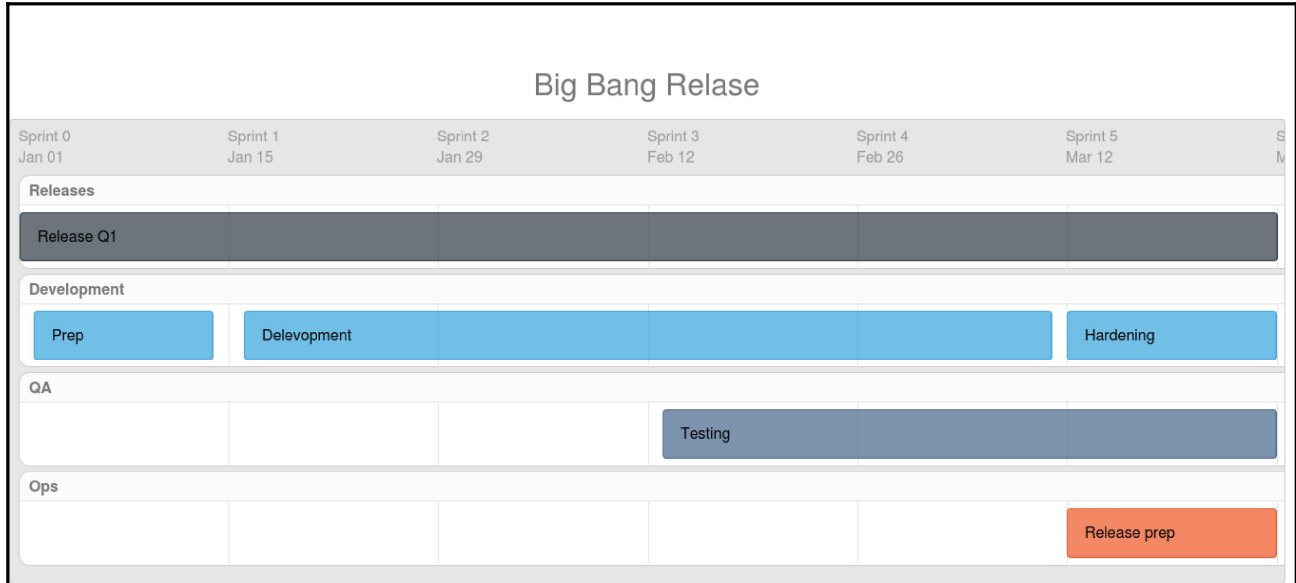
Chapter 6: Avoiding Hurdles

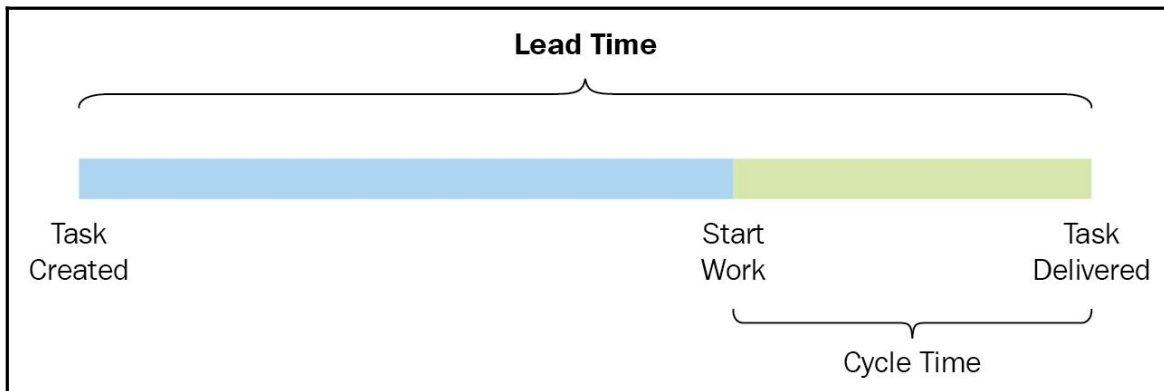


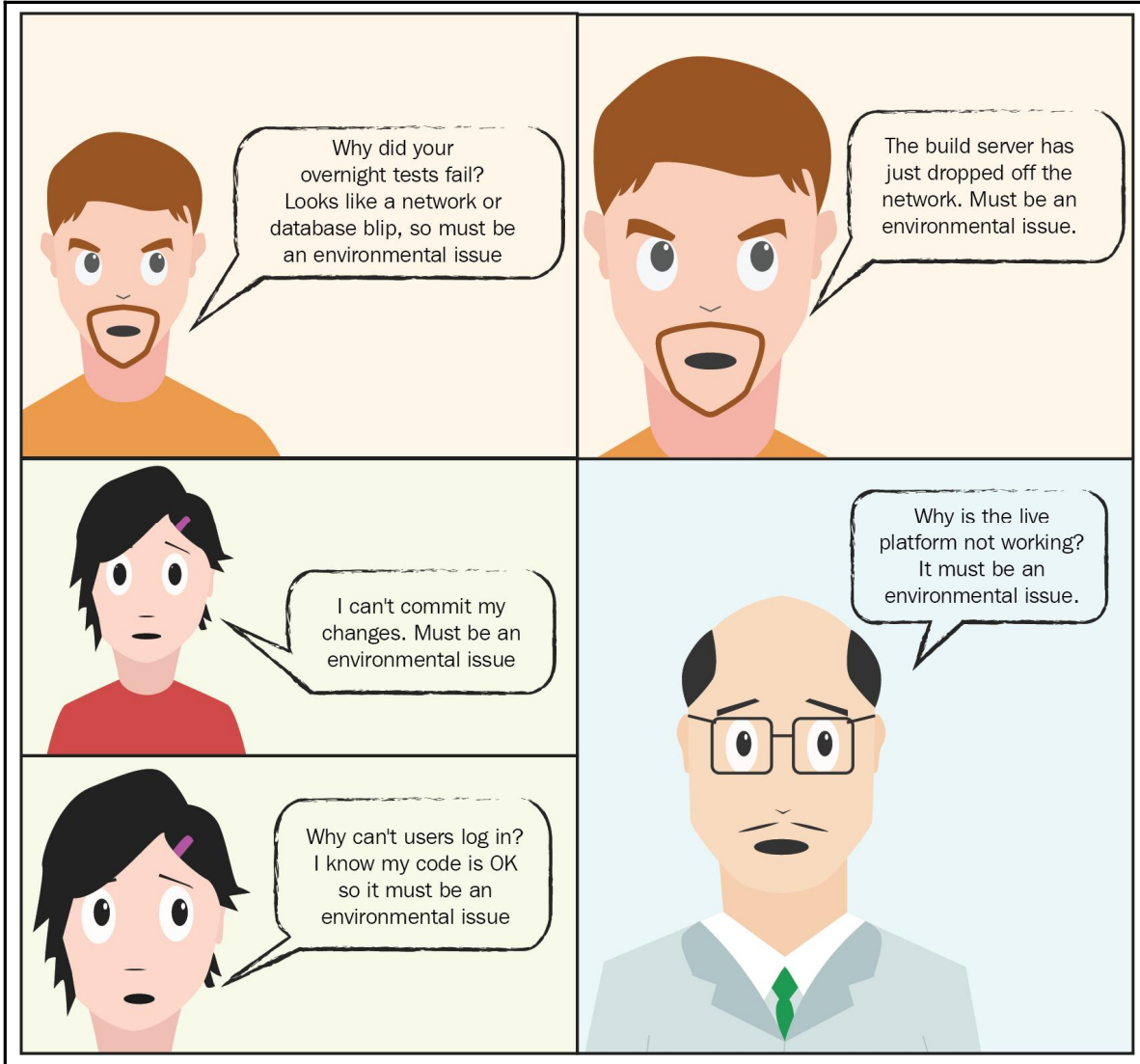




Chapter 7: Vital Measurements

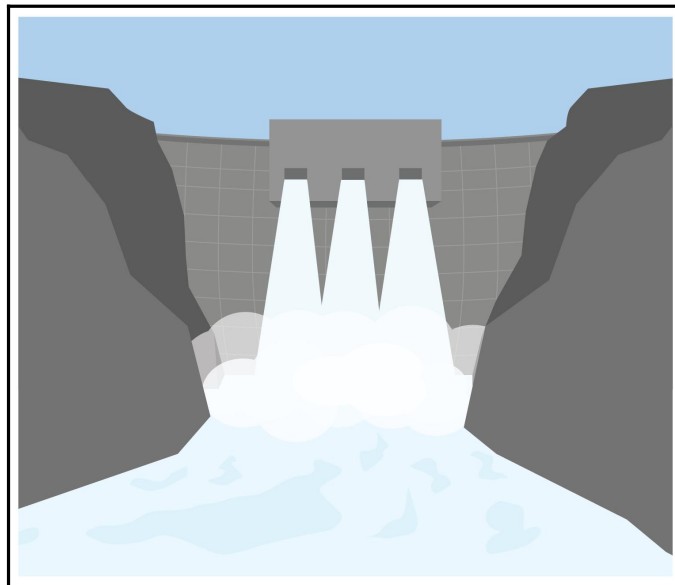
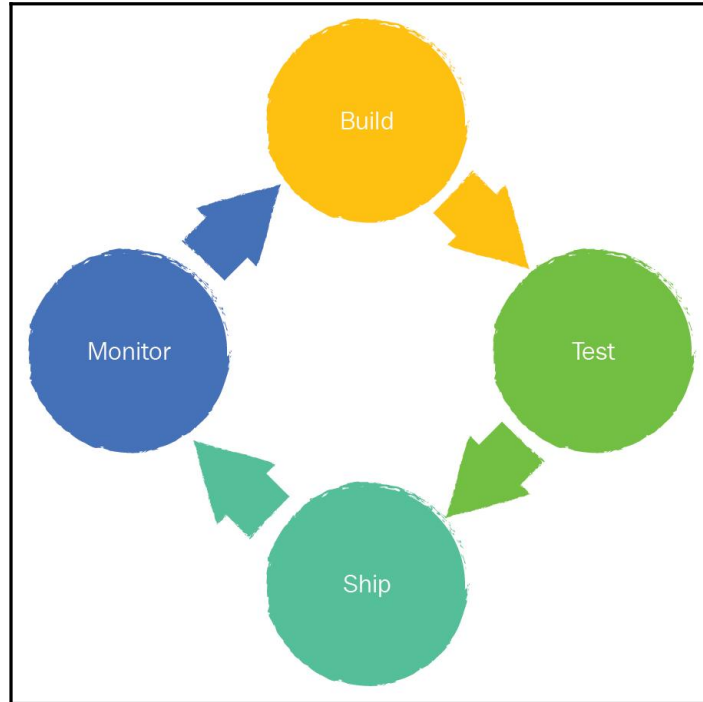


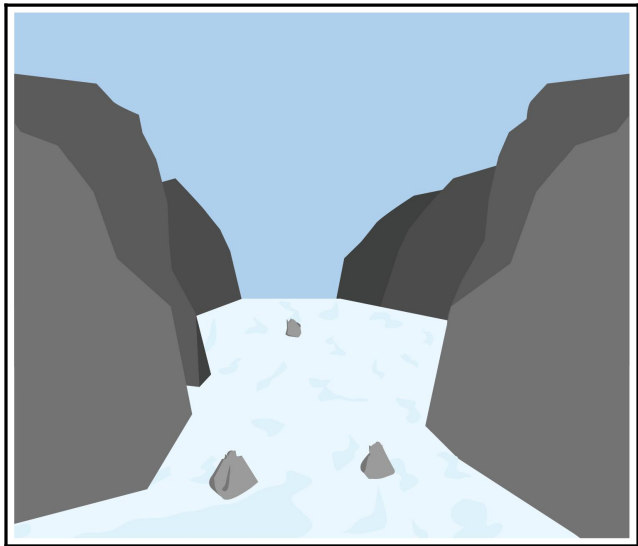
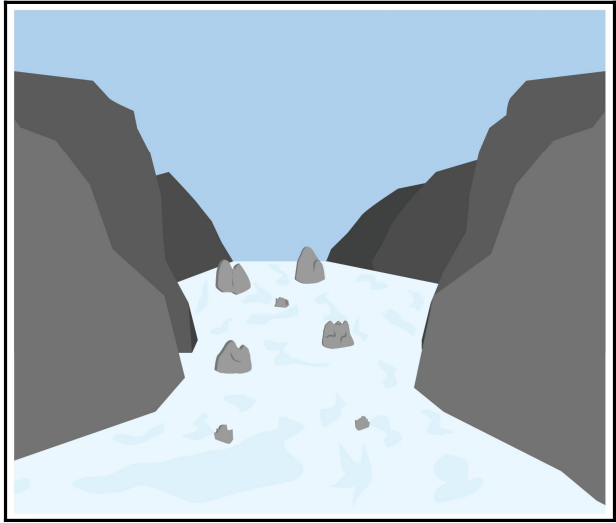


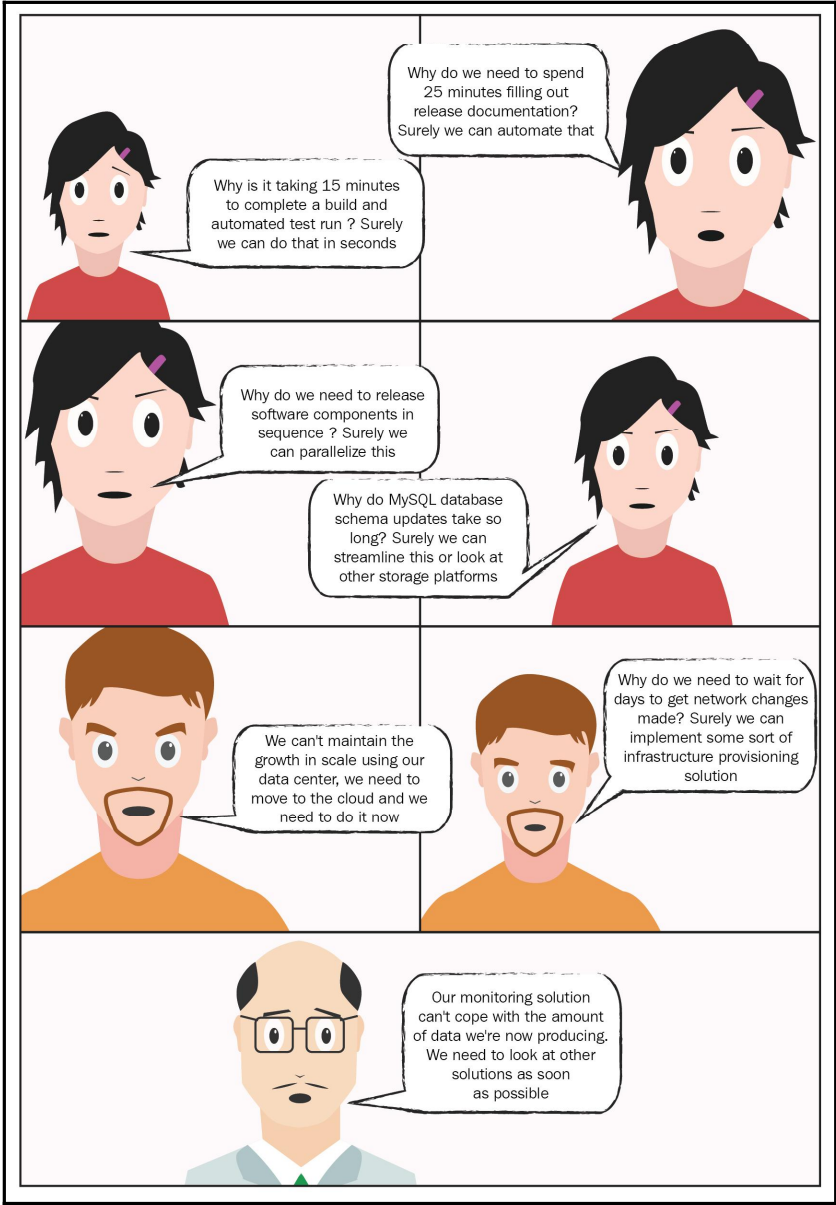


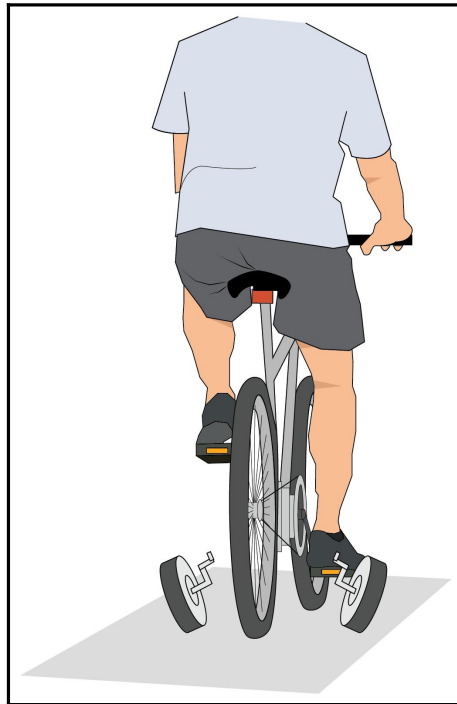
	This wk	This month	YTD
Number of releases candidates:	10	32	102
Number of releases:	8	30	99
Average time from release candidate build to live:	20 min	32 min	30 min
Most released service:	CUSTORDERS	PAYMENTS	CUSTORDERS
Quickest time for release Candidate to live:	10 min	14 min	10 min
Quickest time for commit to live:	120 min	160 min	120 min

Chapter 8: You Are Not Finished Just Yet

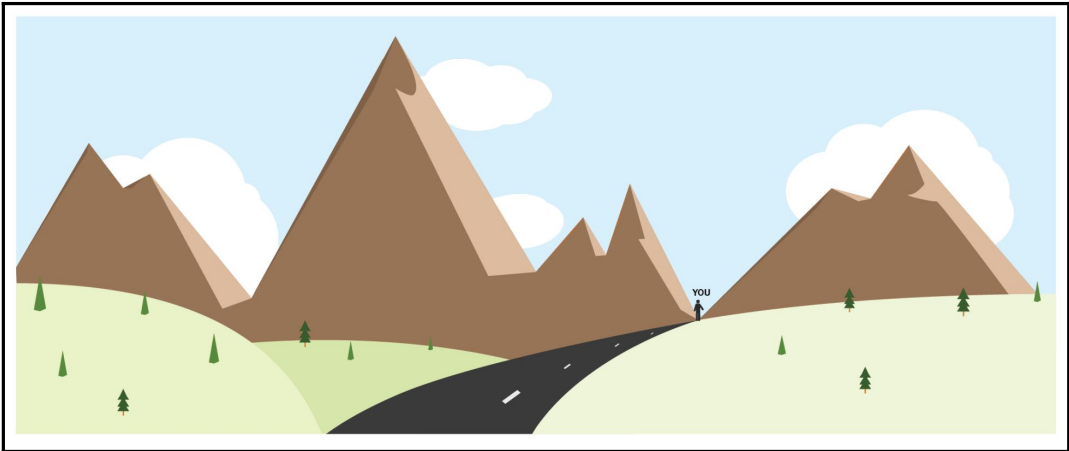




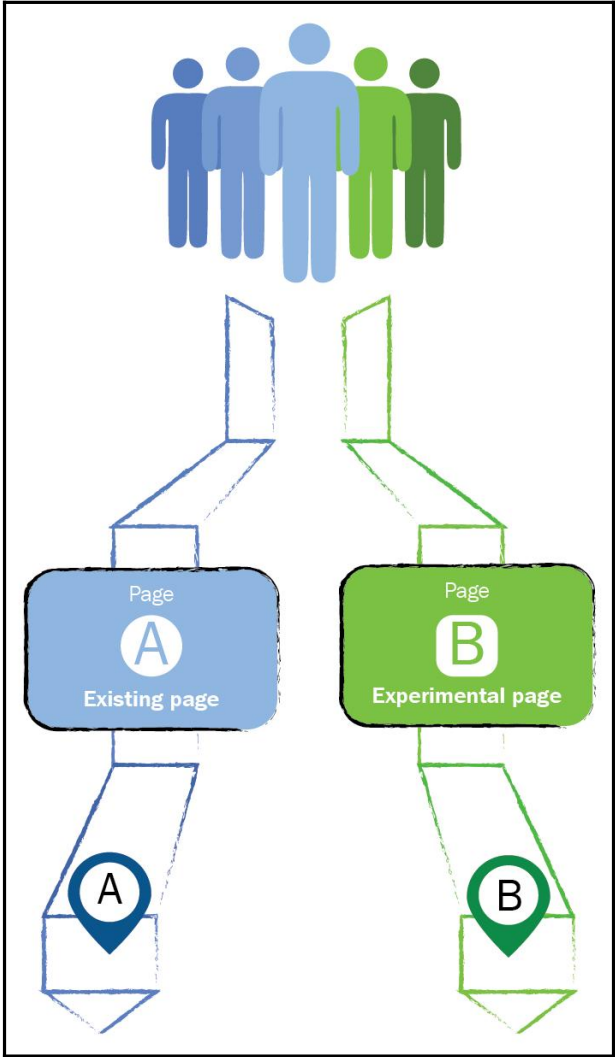




Chapter 9: Expanding Your Opportunity Horizon

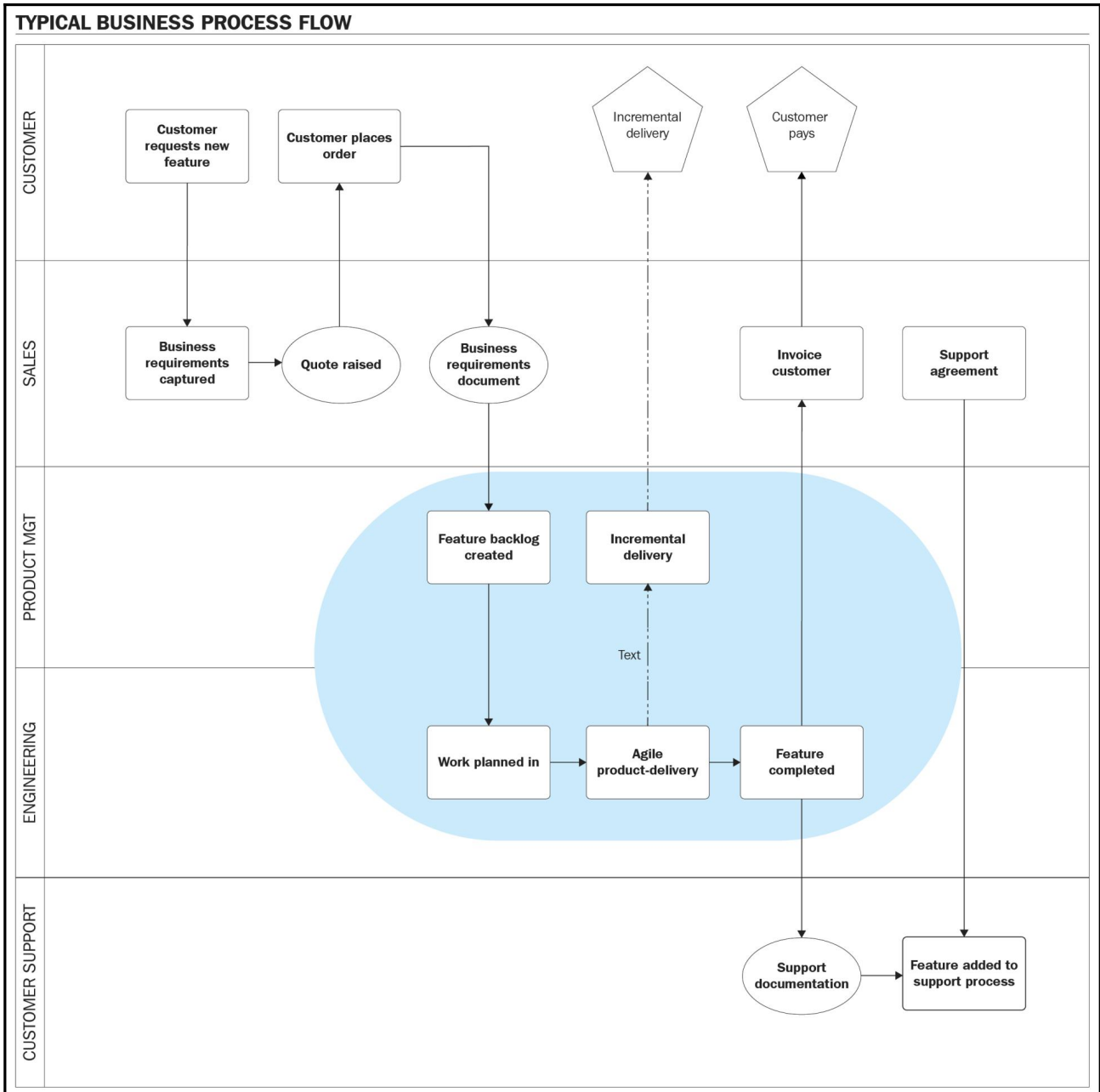


Reporting-menu (B) flag	Legacy-reporting (A) flag	Result
ON	OFF	New reporting (C) automatically enabled
ON	ON	New reporting (C) automatically disabled
OFF	OFF	Third-party reporting (D) automatically enabled

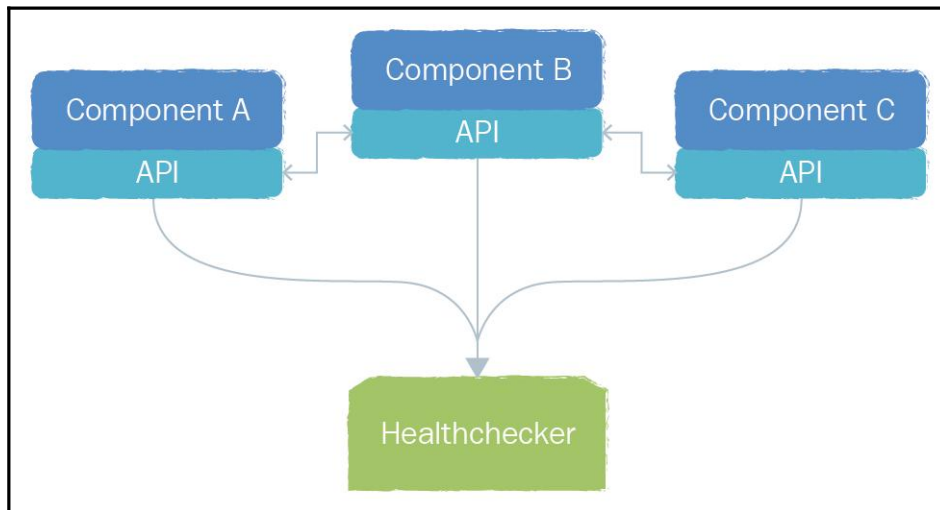
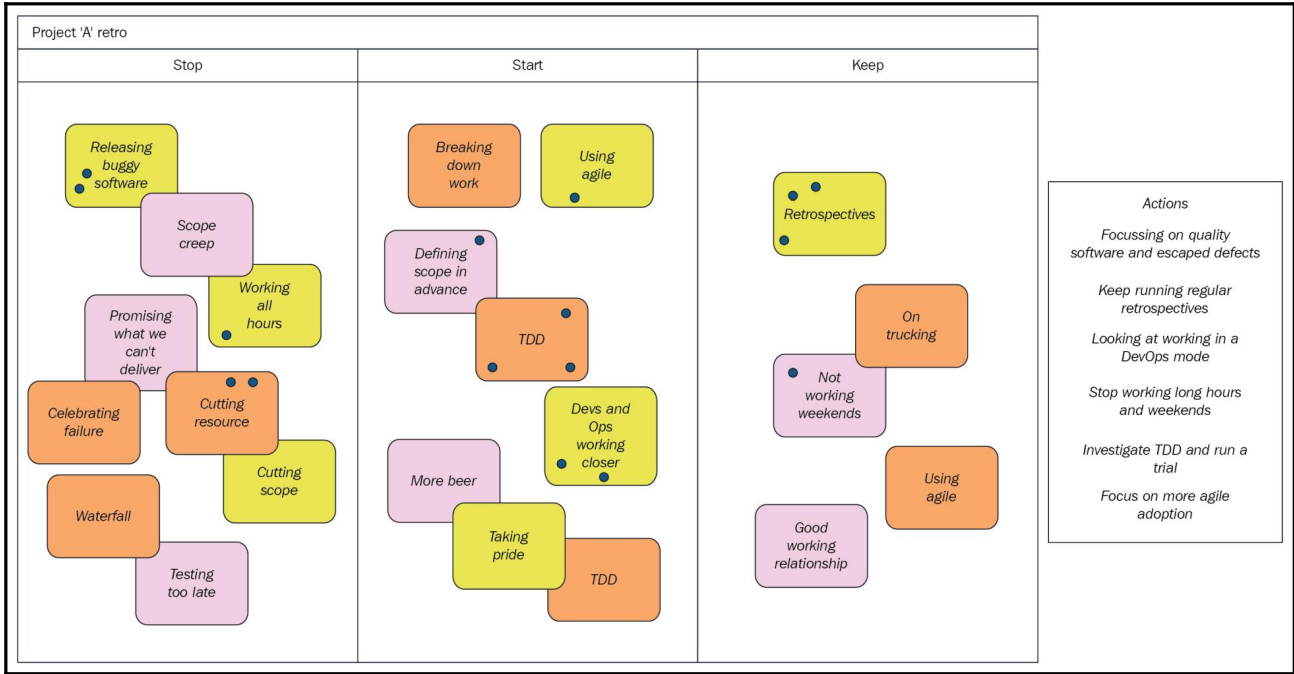




Chapter 10: CD and DevOps Beyond Traditional Software Delivery



Appendix A: Some Useful Information



*****End*****