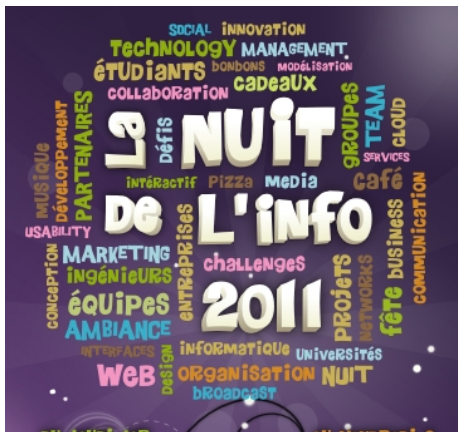

Défi Logica Sophia

Équipe :Les fruits du chêne

L'équipe : Les fruits du chêne

Chapuis François
Daboville Alexis
Fabre Jérémie
Gilbert François
Guegan Frédéric
Logre Ivan
Moreau Thomas
Muller Stéphane
Plissoneau Thomas
Pultier Antoine
Siala Ramzi

Agile Information Systems : Definition

Despite the age of the Agility concept, there is no consensus about the definition of Agile Information Systems. Yet, some characteristics are common to many experts definition :

1) Sensing: the ability to perceive environmental conditions; gather useful information from the system and readily detect changes and the ability to anticipate changes ;
2) Learning: the ability to effectively modify organizational behaviours and beliefs through experience and the ability to use information to improve the organization ;
3) Adaptability: the ability to effect changes in systems and structures in response to (or in anticipation of) changes in environmental condition ;
4) Resilience: robustness to diversity and variability, and the ability to recover from changes ;
5) Quickness: the ability to accomplish objectives in a short period of time; pace at which changes are accomplished, and the rate of movement within organizational systems ;
6) Innovation: the ability to generate many solutions to a problem ;
7) Concurrency: the ability to effectively perform related activities at the same time with the same assets ;
8) Efficiency: the ability to use minimal resources to accomplish desired results.

Agile Information Systems : Valorizing Agility

There are two main points when valorizing the agility of an information system :

1) Agility boosts competitivity by allowing frequent updates of the information system's architecture.
2) Agility improves overall simplicity of the information system.

Agile Information Systems : Evaluating Agility

There are many tools to evaluate the agility of an information system, but most of them use subjective values. The most objective ones are :

1) Agility Measurement Index scores the development process by evaluating the projects using five criterias : duration, risk, novelty, effort, and interaction.
2) Project Velocity (by Tisni J.Kurian), uses fuzzy mathematics.
   The Pv1 is the project velocity without requirement changes, and
   The Pv2 is the project velocity estimated when a requirement change occurs.
   They both use :
   1. Technical Complexity
   2. Documentation
   3. Programmer Capability
   4. Risk Impact
   5. Testing
   6. Deadline
   7. Requirement Change (when neded).