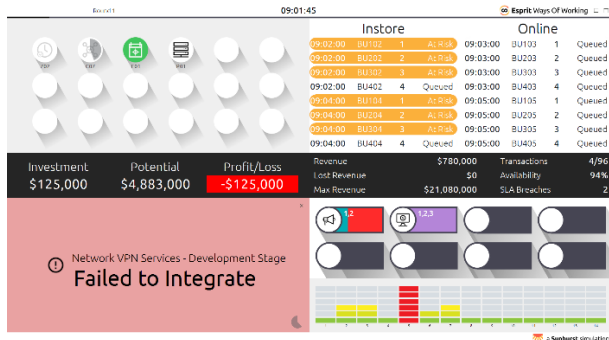


Everyone's trying DevOps, but most are failing



Esprit WoW is a high-impact, energetic way to accelerate understanding, involvement, and acceptance of DevOps, Lean/Agile and other rational ways of working.

Most large IT enterprises are trying to adopt these new ways of working, and most are failing. Esprit brings to life the pain points that motivate DevOps, and provides practical experience of how to make the processes work.

“The biggest obstacle to DevOps success is people” – but those same people will be your biggest asset in the transformation! Resistance to change is the barrier to overcome, and the best way to do that is to clearly communicate the motivation and benefits of the DevOps approach.



Benefits

- Excellent **educational tool and enabler**
- Creates **breakthrough understanding**
- **Practically demonstrates the case for change**
- **Turns sceptics into advocates**
- Unites Dev and Ops into **high-performing cross-functional teams**
- Provides **new practices that can be executed immediately**
- **Accelerates adoption of DevOps across the enterprise**
- Promotes **organic growth of commitment to change at all levels**
- Creates **buyin at CXO level and around the organisation**
- Demonstrates the value of vendor tools in context
- **Engages people practically, socially and emotionally: it's not just talk**
- **Smashes silos with a wave of energy and enthusiasm**
- **Inspires commitment to improvement programmes**
- Can be contextualised, branded and customised for your organisation
- Powerful medium for **change**

How it works

Participants are assigned roles across the disciplines: Business, Development, QA, Operations, Service Desk etc. They're thrown into a simulated environment that challenges them to develop and launch new products against a backdrop of constantly changing internal and external forces. This realistic approach delivers tension and excitement. After each round there is a review period packed with dramatic "aha!" moments for everyone – and the insights come from the participants themselves.



Round 1: chaos!

Poor communication

No collaboration: different functions are in conflict

Poor performance from development and QA

Lost business opportunity and revenue

Round 2: introduce processes

Service Virtualisation

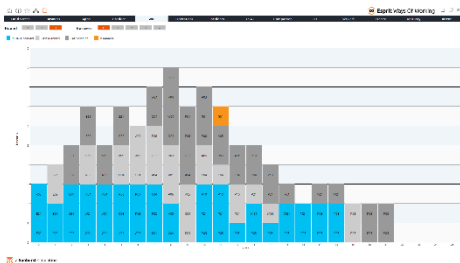
Minimum Viable Product iterations

Fail Faster

Automation

Shift Left

Product	Business	Development	QA	Operations	Service Desk	Customer	ROI	Efficiency
Service Desk	501	3.4.3	3.2.0	3.4.3/3.7.0	1	Rigel	80%	
Business	1033	3.8.3	3.9.10	3.8.3/3.9.10	1	Rigel	80%	
Product Line	1021	2.9.10	2.2.0	2.9.10/2.2.0	3	Proxycor	80%	
Cloud Support	1011	2.9.10	2.2.0	2.9.10/2.2.0	2	W		
Cloud Support	1013	2.9.10	2.2.0	2.9.10/2.2.0	2	W		
Cloud Support	1041	1.2.0	1.4.3	1.2.0/1.4.3	2	Saturn	80%	
Cloud Support	1062	2.2.0	2.9.10	2.2.0/2.9.10	2			
Cloud Support	1085	3.6.2	3.4.3	3.6.2/3.4.3	2			
Cloud Support	1054	3.6.2	3.4.3	3.6.2/3.4.3	1			



Round 3: optimised

Shorter time-to-value

Increased parallelism

Reduced rework

Improved ROI

By the end of the simulation, the team has self-diagnosed how their old ways of working were inefficient and counterproductive. They've turned into an agile, proactive team that can flex and pivot in respond to a changing environment, dealing smoothly with every curveball that fate throws at them. And they're ready to apply these lessons to their day jobs.