



The Agile Self-assessment Game

An Agile Coaching Tool for Improving the Agility of Your Teams and Organization

Ben Linders

Kanban

Scrum

Business Agility

Agile

DevOps

The Agile Self-assessment Game

An Agile Coaching Tool for Improving the Agility of Your Teams and Organization

Ben Linders

This book is for sale at <http://leanpub.com/self-assessment>

This version was published on 2020-09-06

ISBN 978-94-92119-15-5



Leanpub

This is a [Leanpub](#) book. Leanpub empowers authors and publishers with the Lean Publishing process. [Lean Publishing](#) is the act of publishing an in-progress ebook using lightweight tools and many iterations to get reader feedback, pivot until you have the right book and build traction once you do.

© 2018 - 2020 Ben Linders

Tweet This Book!

Please help Ben Linders by spreading the word about this book on [Twitter!](#)

The suggested tweet for this book is:

I'm reading [The Agile Self-assessment Game: An Agile Coaching Tool for Improving the Agility of Your Teams and Organization](#)
[#AssessAgility](#)

The suggested hashtag for this book is [#AssessAgility](#).

Find out what other people are saying about the book by clicking on this link to search for this hashtag on Twitter:

[#AssessAgility](#)

Also By Ben Linders

[What Drives Quality](#)

[Getting Value out of Agile Retrospectives](#)

[Waardevolle Agile Retrospectives](#)

[Welchen Wert Agile Retrospektiven liefern](#)

[Tirer profit des rétrospectives agiles](#)

[Obtendo Valor de Retrospectivas Ágeis](#)

[Ottieni il meglio dalle tue Retrospective Agili](#)

[Извлекаем пользу из Agile-ретроспектив](#)

[Obteniendo valor de las Retrospectivas ágiles](#)

[从敏捷回顾中收获价值](#)

[アジャイルふりかえりから価値を生み出す - 日本語版](#)

[Wartościowe Retrospekcje Agile](#)

[Continuous Improvement](#)

[Αποκομίζοντας αξία από τα Agile Retrospectives](#)

[Khai thác giá trị Agile Retrospective](#)

[Jak zvýšit přínos agilních retrospektiv](#)

[Problem? What Problem?](#)

[Agile Manifesto Retrospectives Questions Cards](#)

[Agile Testing Coaching Cards](#)

[Agile Retrospectives Bingo](#)

[Agile Retrospective Smells Cards](#)

*This book is dedicated to all the great agile teams around
the world to help them become even better!*

Praise for The Agile Self-assessment Game

A fabulous game which helps the team to better understand where they are in their agile journey, generate some insight and determine what they can do next to improve.

Amir Peled, Agile Coach at ING Software Development Center

I played the game and it was very helpful. We realized our agile maturity level, recognized actionable improvements and had great fun and insights!

Dimitris Dimitrelos, Agile Coach at Accenture

I liked the discussions the cards prompted: they surfaced a lot of things and we had great conversations.

Sandy Mamoli, Agile Coach & Founder at Nomad8

I played the game with my students. The benefits we got are a better understanding of what needs to be in place within the team and organization for successful agile. It's fun and a good way to start productive conversations within the team.

Lisa Sieverts, Instructor at Harvard University Extension School

Playing the game builds clarity and alignment on what Agile means to everyone on the team and helps team members meaningfully evaluate their agility.

Brandi Olson, Chief Agelist at Brandi Olson Consulting

Great game – very powerful providing wonderful insights.

Michael Whitworth, Agile Coach, Trainer, Advisor at Agileize

The game plays through quite easily and participants remarked that the exercise was quite valuable. We generated a ton of insights and even some concrete action items (which is relatively rare for this team).

Craig Eddy, Chief Developer at Empact Development

It's a great tool to use for a retrospective. The game engages the whole team and generates good discussion.

Christine Schubert, Agile Coach at National Council of Architectural Registration Boards

I have played the agile self-assessment with multiple teams. The participants had little experience with (serious) games, but the game was self-explaining and the teams had great fun playing. As the agile self-assessment is played in low threshold manner, I would recommend it for every team that is struggling with improving the agile process.

Berry Kersten, Agile consultant at Improve Quality Services

I really recommend the Self Assessment Game for Scrum Masters or Agile Teams as a way to facilitate and focus the discussion about possible improvements.

Andreas Schliep, Executive Partner at DasScrumTeam

The Agile Self-Assessment Game helped us to reflect on where we are in a fun way.

Peter Rubarth, Scrum Master, Agile Coach & Master Producteer

Contents

Preface	i
Introduction	iii
Agile Self-assessment Game	1
Assessing your Agility	2
Gamification	4
Playing the Game	7
Getting the Cards	9
Doing Retrospectives using Assessments	12
Getting the Agile Self-assessment Cards	13
Download from Ben Linders' Webshop	14
Packages with Cards	15
Training and Support	16
Kick-off Training for Agile Self-assessment Game	17
Agile Self-assessment Game - Corporate Edition	18
Assessing your Agility Services	19
Increasing your Agility Workshops	20
Free Lifetime Support for Playing the Game	21
About the Author	22
Bibliography	23

Preface

I'm an active blogger at www.benlinders.com. On my blog, I share my experiences on agile and lean topics, including agile self-assessments.

I have always been a big fan of assessments. They help you to reflect, see how you are doing, and find ways to improve.

In the early nineties, I started doing assessments with the Capability Maturity Model (CMM) which later became the CMMI. I preferred doing class C assessments; focused mini-assessments where I worked intensively together with professionals to help them find out how well they were doing and what they could improve on.

When agile started taking off in this century, many of teams that I worked with wanted to find out how agile they are. I searched for tools and checklists on agile which I studied in detail. I also tried out some of them, where I tailored them to suit the specific needs of the teams/organizations that I work with.

Over the years I found many checklists and tools that can be used for self-assessment; I'm listing them on my [Agile Self-Assessment Tools and Checklists webpage](#) which I'm maintaining since September 2013.

Early 2016 I created the first version of my card game to do Agile Self-assessments with teams. I started using the game more often in my workshops to teach agile practices and when I coach teams to help them reflect and improve at their own pace. Every time I used it I adapted the game by improving the statements on the cards, dropping cards, and adding new cards.

The first public appearance with the Agile Self-assessment Game was at [XP Days 2016](#). The room was fully booked, people really liked the game and spoke highly of it.

Next, I added the game to my webshop. In the first months, 1000++ people downloaded the game and played it. It got great reviews and became a big success. I added expansion packs for specific agile frameworks and updated the game based on the feedback received and my experiences from playing it.

This is the first book specifically about Agile Self-assessments. In this book, I explain what self-assessments are and why you would do them, and explore how to do them using the Agile Self-assessment Game. I'm also sharing experience stories from people who played the game.

This book is based on my experience as a developer, tester, team leader, project manager, quality manager, process manager, consultant, coach, trainer, and adviser in Agile, Lean, Quality and Continuous Improvement. It takes a deep dive into self-assessments, viewing them from different perspectives and provides ideas, suggestions, practices, and experiences that will help you to do effective agile self-assessments with your teams.

I'm aiming this book at Scrum masters, agile coaches, consultants leading agile transformations, developers and testers, project managers, line managers, and CxOs; basically for anyone who is looking for an effective way to help their agile teams improve and to increase the agility of their organization.

I love to hear your experiences from playing the game. Feel free to email me at benlinders@gmail.com!

Finally, I would like to thank all the people who invest time to read my blog and comment on the articles. Your feedback helps me to increase my understanding of the topics that I write about and makes it worthwhile for me to keep blogging!

Ben Linders
January 2019

Introduction

This book is about Agile Self-assessments, a practice that teams and organizations use to explore how well they are doing and come up with ideas to improve their agility.

What's in This Book

In this book, I explore the [Agile Self-assessment Game](#), a card game that I created and that is now played by teams all over the world. Teams use it to reflect on their own interworking and to agree upon the next steps for their agile journey.

There's a full chapter with [Playing Suggestions](#) which provides ideas for how to play the game in your teams.

I'm providing [Experience Stories](#), from myself and from others who played the game, to inspire you and share how to use the cards and show what the game can do.

The list of [Frequently Asked Questions](#) provide answers to any question that you might have about agile self-assessments and playing the game.

The Agile Self-assessment Game is one of the ways to assess your agility. The chapter [Assessment Tools and Checklists](#) provides additional checklists and tools for agile assessments.

This *Agile Self-assessments* book doesn't intend to teach you the theory behind self-assessments or provide detailed descriptions of all possible self-assessment tools and practices. There are several possibilities to get [training and support](#) for playing the game.

The [Bibliography](#) provides an extensive list of books, articles, and links, that you can use to acquire in-depth knowledge of self-assessments.

How To Use the Book

This is a practical book with many techniques and ideas that you can apply in your specific situation. It aims to help you to support teams that want to improve and become fully self-organized.

There are many suggestions in this book which help you to apply self-assessments. They are marked as tips with a key symbol:



Try those tips that look suitable and see if they work for you. If they do, great! If not, try another one.

I also added stories and cases from organizations that I have worked with to share my experience:



Stories and cases are boxed with a user symbol. Use them to get inspiration and think about what you might do.

The suggestions provided in this book are suitable for agile coaches, Scrum masters, agile teams, and managers of agile organizations.



Register your book today to get access to supporting materials and download the card decks for playing games from this book with a discount at benlinders.com/agile-self-assessment-game.

With plenty of ideas, suggestions, and practical cases on Agile Self-assessments, this book will help you to apply assessments in your organization and help teams to improve.

Agile Self-assessment Game

The Agile Self-Assessment Game is used by teams and organizations to self-assess their agility. Playing the game enables teams to reflect on their own team interworking and agree upon the next steps for their agile journey.

With this card game, teams and organizations can discover how agile they are and what they can do to increase their agility to deliver more value to their customers and stakeholders.

In this chapter, I explore what you can do to assess your agility and explain how the Agile Self-assessment Game can be used to do assessments and support improvements.

Assessing your Agility

Agile methods and frameworks like Scrum, Kanban, SAFe or LeSS, don't tell you how to increase your agility. They provide practices, roles, and activities, and a structure which fits them together. But they are not recipes that can help you to truly become agile.



The values and principles from the manifesto for agile software development state that you have to find your own way for becoming agile, by reflecting how you are doing and finding out where and how you need to improve.

An agile self-assessment is a technique to find out how agile you are. Such assessments are normally done by the teams themselves, by investigating their way of working against the agile mindset, principles, and practices.

Self-assessments can be question-based or they can use checklists or frameworks to assess team performance. They can be used to investigate and discuss the use of agile practices and techniques and evaluate their contribution towards the value that is being delivered by teams.



Agile teams use self-assessments to find out how well they are performing.

Teams can use agile self-assessments to decide what practices they want to use and how to apply them in a way that helps them to do their work efficiently and effectively.

As the name suggests, agile self-assessments are the kind of assessment that professional team members can and should do themselves. This is what makes them different from external assessments or audits.



With agile self-assessments, teams are free to decide what to do and how to do it. Neither the assessment nor the results are imposed on the team.

Self-assessment can help you to increase the agility of your organization.



Agile coaches and consultants use self-assessments in agile transformations to guide teams and help them learn about agile to find their own way.

Gamification

The self-assessment practices (the game and playing suggestions) described in this book are based on gamification. Gamification is an approach where principles and practices from gaming are used in a non-gaming context.

In my work, I apply gamification in a business and team working context. It's about using practices from gaming to support professionals that are working together to deliver more business value; adding game aspects to their daily work to enable change and foster continuous sustainable improvement.



My experience is that gamification is a great way to engage and involve people.

There are significant differences between games and gamification. The main ones are:

- Games are normally used to learn new things and to practice them, where gamification intends to inspire people and encourage behavior change.
- Gamification focuses on the intended outcome and the results, where games give attention to the rules and the processes.

Both games and gamification have value, but when it comes to self-assessments and organizational change I prefer to use gamification as it gets people involved in their own agile journey.



Although I'm applying gamification, I decided to use the term "game" for the assessment approach described in this book. Games appeal to people and are something they are often willing to try out. If the term "game" confuses people in your situation and context, feel free to use "gamification" or use another term that works for you.

The Agile Self-assessment Game explored in this book is not meant to be a game in the strict sense of the word where people have to play it "by the rules" and where there are winners and losers. Actually, with most of playing suggestions described in this book, everyone wins the game if they share and collaborate. There are no losers :-).



Where many games have winners and losers, I prefer to play games in such a way that people never feel like if they have "lost the game". For me, winning is not the main objective to have people play games, it's sharing, learning, and initiating change that I want to aim at.

The benefits that I have seen from using gamification in Agile Self-assessments are:

- People like to play games, it brings out their natural desires to socialize, self-express, and collaborate
- Gamification provides a different perspective and culture, which leads to new valuable insights
- Playing games with teams stimulates collaboration and helps to build relationships
- Gamification is a way to visualize what's happening which helps people to align and decide
- You can create an environment with gamification where people feel safe to speak up and be open and honest

The Agile Self-assessment Game is a gamified approach for reflection and learning. It's a behavioral game that helps to initiate and reinforce positive behavioral change by people in organizations.

Playing the Game

The Agile Self-assessment Game is played with decks of coaching cards specifically developed for this game. The cards contain statements that describe agile values, principles, and practices.

Examples of such statements are:

- The team is committed and takes responsibility for delivery
- Impediments are raised, recorded and resolved in a timely fashion
- The daily stand-up focuses on ongoing work, work that needs to be done, and impediments, and lasts no more than 15 minutes



Cards printouts

There are many ways to play games with these cards. This book provides you with [Playing Suggestions](#); sample games and gamification techniques for using the cards depending on the situation at hand and the goal that you want to reach.



You can use the playing suggestions in this book for chartering teams, assessing performance, or as exercises in your agile retrospectives.



The game can also be played at a meetup, games night or in an open space, in a coaching retreat or agile coach camp, or at any other occasion where you want to learn from each other and have some fun.

Getting the Cards

The basic Agile Self-Assessment Cards deck has 52 cards with statements on applying agile principles and practices. These cards can be downloaded in PDF format in my [Agile Games webshop](#).

Expansion packs with additional cards are also available in the webshop. These packs contain cards with statements covering specific principles and practices from agile methods and frameworks.



I highly recommended using one or more of the expansion packs when doing self-assessments in your organization, based on the methods and frameworks that the organization has adopted.

Currently, the following expansion packs are available:

- [Scrum](#)
- [DevOps](#)
- [Business Agility](#)
- [Kanban](#)

Agile Self-assessment Cards are available in multiple languages:

- [Agile Self-assessment Game - English](#)
- [Juego Autoevaluación Ágil - Spanish Edition](#)
- [Agilní sebehodnoticí hra - Czech edition](#)
- [Gra Agile Self-Assessment - Polish edition](#)
- [Agile Zelfevaluatie Kaarten - Dutch edition](#)
- [Jeu de cartes d'autoévaluation Agile - French edition](#)



Support the developer of the game and get [Free Lifetime Support](#) by downloading your games and expansion packs directly from [BenLinders.com!](#)

The book with cards is published through Leanpub. Multiple languages are supported with specific packages, currently available are:

Agile Self-assessment Game - English edition: The book (in English) with the main Agile cards and expansions packs for Scrum, Kanban, DevOps, and Business Agility.

Juego Autoevaluación Ágil - Spanish edition: The book (in English) with the main Agile cards in Spanish and expansions packs in Spanish for Scrum, Kanban, DevOps, and Business Agility.

Agilní sebehodnoticí hra - Czech edition: The book (in English) with the main Agile cards in Czech and expansions packs in Czech for Scrum, Kanban, DevOps, and Business Agility.

Gra Agile Self-Assessment - Polish edition: The book (in English) with the main Agile cards in Polish and expansions packs in Polish for Scrum, DevOps, and Business Agility.

Agile Zelfevaluatie Kaarten - Dutch edition: The book (in English) with the main Agile cards in Dutch and expansions packs in Dutch for Scrum, Kanban, and DevOps.

Jeu de cartes d'autoévaluation Agile - French edition: The book (in English) with the Agile cards in French.

Find more information about the above packages (book and cards) [here](#).

Summing up: Did you buy the book without cards, or do you want to extend your existing game with cards in another language? Here's how you can get the cards for playing the games described in this book:



Visit my [Agile Games Webshop](#) to download decks of cards in your preferred language or extend your game with expansion packs.

or



Register your book and buy card decks with a discount at benlinders.com/agile-self-assessment-game!

The Agile Self-assessment Game, the cards, and all Expansion Packs are licensed under a [CC BY-NC-ND 3.0 License](#). If you want to use the game commercially, please contact [Ben Linders](#).

Doing Retrospectives using Assessments

Agile retrospectives are a great way for the teams to inspect and adapt their way of working. I highly recommend them, my first book [Getting Value out of Agile Retrospectives](#) and the [Retrospective Exercises Toolbox](#) provide many exercises that you can use to keep your retrospectives valuable.

Normally retrospectives look at the past iteration/sprint to define actions for the next one. This makes them useful to address issues that teams are dealing with currently, but less suitable to guide the teams' agile journey and to keep your agile transformation on track. For that, you need a tool that tells you where you are and where to go next. This is where agile self-assessments fit in.



You can play the Agile Self-assessment Game in your retrospective to guide your agile journey and increase agility.

The [game can be used in retrospectives](#) for teams that have recently started; they can check which practices to pick up in next sprints.

It's also suitable for experienced teams where team members are already well adapted to each other, to search for new improvements for their team working.

Getting the Agile Self-assessment Cards

The exercises and games described in this book can be played using card decks from the Agile Self-assessment Game.

This chapter provides information about downloading card decks from my webshop or buying packages with the cards and the book.

The Agile Self-assessment Game and all Expansion Packs are licensed under a [CC BY-NC-ND 3.0 License](#). If you want to use the game commercially, please contact [Ben Linders](#).

Download from Ben Linders' Webshop

The cards from the basic game and all expansion packs can be downloaded in PDF format in my webshop.



Before buying cards, register your book to buy card decks with a discount coupon at benlinders.com/agile-self-assessment-game.

Available card decks:

- [Main Agile Cards](#)
- [Scrum Expansion Pack](#)
- [DevOps Expansion Pack](#)
- [Busines Agility Expansion Pack](#)
- [Kanban Expansion Pack](#)

There are also Agile Self-assessment Card decks available in multiple languages:

- [Agile Self-assessment Game - English](#)
- [Juego Autoevaluación Ágil - Spanish Edition](#)
- [Agilní sebehodnoticí hra - Czech edition](#)
- [Gra Agile Self-Assessment - Polish edition](#)
- [Agile Zelfevaluatie Kaarten - Dutch edition](#)
- [Jeu de cartes d'autoévaluation Agile - French edition](#)

Packages with Cards

If you got this book through Leanpub you may have chosen to buy a package that includes cards. Multiple languages are supported with specific packages, currently available are:

- Agile Self-assessment Game - English edition: The book (in English) with 52 basic Agile cards and expansions packs for Scrum (39 cards), Kanban (52 cards), DevOps (26 cards) and Business Agility (26 cards). Total of 195 English cards!
- Juego Autoevaluación Ágil - Spanish edition: The book (in English) with 52 basic Agile cards in Spanish and expansions packs in Spanish for Scrum (39 cards), Kanban (52 cards), DevOps (26 cards) and Business Agility (26 cards). Total of 195 Spanish cards!
- Agilní sebehodnotící hra - Czech edition: The book (in English) with 52 basic Agile cards in Czech and expansions packs in Czech for Scrum (39 cards), Kanban (52 cards), DevOps (26 cards) and Business Agility (26 cards). Total of 195 Czech cards!
- Gra Agile Self-Assessment - Polish edition: The book (in English) with 52 basic Agile cards in Polish and expansions packs in Polish for Scrum (39 cards), DevOps (26 cards) and Business Agility (26 cards). Total of 143 Polish cards!
- Agile Zelfevaluatie Kaarten - Dutch edition: The book (in English) with 52 basic Agile cards in Dutch and expansions packs in Dutch for Scrum (39 cards), Kanban (52 cards), and DevOps (26 cards). Total of 169 Dutch cards!
- Jeu de cartes d'autoévaluation Agile - French edition: The book (in English) with 52 basic Agile cards in French. Total of 52 French cards!

Find more information about the above packages (book and cards) [here](#).

Training and Support

There are several ways to get trained in playing the game: Take a one-hour kick-off training or buy the corporate edition which includes this training, or attend a public or in-house workshop.

I provide many services for assessing your agility and can help you to increase delivered value.

I want you to be successful. Hence, I provide Free Lifetime Support on everything that I do to help you using what I deliver it in your specific situation.

Kick-off Training for Agile Self-assessment Game

The kick-off training is a one-hour instructor-led remote workshop to play the Agile Self-assessment Game: Learn how to create the cards, prepare a game and play it with your teams.

After buying this service you will be contacted by me to plan the training and arrange everything. I'm normally available on short notice and am flexible regarding the time to accommodate what works for you.

The kick-off training can be extended to go deeper into the game and gamification. We can turn into a mini-workshop if you want to explore how to use this game as a tool for continuous improvement. Contact me and we'll work it out :-).

This workshop is part of my remote coaching services. These remote services are provided using a video + audio connection (Skype or likewise) at a time that works for you and me.



My remote workshops and coaching sessions are highly interactive, you'll learn things that you can apply directly in your daily work in a short timeframe without any traveling.

Agile Self-assessment Game - Corporate Edition

With the corporate edition of the game, organizations can discover how agile their teams are and what they can do to increase their agility to deliver more value to their customers and stakeholders.

The corporate edition of this successful agile game includes:

- Cards for playing the Agile Self-assessment Game
- Expansion Packs for Scrum, DevOps, Kanban, and Business Agility
- Playing Suggestions and Experience Stories
- Multi-team corporate license or up to ten facilitators
- One hour of free remote kick-off training on the game
- Free Lifetime Support

The corporate edition grants the company a license to have the game played within the company by multiple facilitators.

After buying this corporate edition you will be contacted by me to plan the kick-off training and arrange everything. I'm normally available on short notice and am flexible regarding the time to accommodate what works for you.

Assessing your Agility Services

I provide many services for assessing your agility and can help you to increase delivered value.

The following services are offered:

- In-house workshop: Playing the Agile Self-assessment Game (contact me for details)
- Public workshops which include the Agile Self-assessment Game
- Agile assessment for your team, department, or organization (contact me for details)
- Train the assessors, remote or on-site training for facilitating self-assessments (see also the Kick-off Training mentioned earlier)
- Facilitation for playing the game at your event (conference, meetup, hackathon, game lab, etc)
- Tailoring the Agile Self-assessment Game to your specific needs
- Licenses for playing the game

As a senior adviser and coach with more than thirty years of experience in software development and management, I'm there to guide you through your agile journey and help you increase your agility to deliver more value to your customers and stakeholders.

For the latest information about my services, visit [Assessing your Agility](#).

Increasing your Agility Workshops

I regularly provide workshops, masterclasses, and training sessions, where people gain new insights, try out different practices and techniques, and learn how to apply them effectively in their own specific situation.

Below find some of the workshops that I give. For up to date information, visit [workshops](#).

Making Agile Work for You

If your agile transformation is not delivering results, if you are doing agile and want to deliver more value to your customers and stakeholders: join my workshop [Making Agile Work for You](#).

In this workshop, you will learn how to apply agile practices to develop the right products, deliver faster, increase quality, and become a happy high-performing team!

Improving Organizational Agility

If your organization is trying to adopt agile but finding it hard to do that, having difficulties adjusting to short delivery times, and unable to remove barriers that are blocking cross-organizational collaboration: join my workshop [Improving Organizational Agility](#).

Learn how to apply agile throughout your organization by changing the culture and mindset and improve in small but meaningful steps.

Valuable Agile Retrospectives

In the [Workshop Valuable Agile Retrospectives for Teams](#) you will practice different kinds of retrospective and learn how to adopt and apply retrospectives in your own organization.

Free Lifetime Support for Playing the Game

I provide [Free Lifetime Support](#) on everything that I do to help you using what I deliver it in your specific situation. I want you to be successful.

I will help you to apply things that you learned in my workshops or advisory or coaching sessions, support you if there are questions while or after reading my books, preparing or playing games, or when using any other product or service provided by me.

It works like this:

- Sent me an email and describe your needs. Please include additional information about what you are aiming at and why, the current situation, or anything else that might be relevant.
- I will give you suggestions and/or ideas for what you can do. Normally I will answer within 24 hours.

The reason I do this is that I want the people that I work with and anyone who buys the books that I wrote or games that I created to be successful.

As a buyer and reader of this book, you are entitled to [Free Lifetime Support](#). Please contact me by email at benlinders@gmail.com.

Free Lifetime Support is offered by me with a fair use policy. Play it nice, and I will help you, anytime.

About the Author

Ben Linders: Trainer / Coach / Adviser / Author / Speaker



Ben Linders is an Independent Consultant in Agile, Lean, Quality and Continuous Improvement, based in The Netherlands.

Author of [Getting Value out of Agile Retrospectives](#), [Waardevolle Agile Retrospectives](#), [What Drives Quality](#), and [Continuous Improvement](#). Creator of the [Agile Self-assessment Game](#).

As adviser, coach, and trainer, I help organizations deploying effective software development and management practices. I focus on continuous improvement, collaboration, communication, and professional development, to deliver business value to customers.

I'm an active member of networks on Agile, Lean, and Quality, and a well-known speaker and author.

I share my experiences in a [bilingual blog \(Dutch and English\)](#), as an [editor for Culture and Methods at InfoQ](#), and as an expert in communities like Computable, Quora, DZone, and TechTarget.

Follow me on twitter: [@BenLinders](#).

Bibliography

My Blog and Books

Ben Linders - Sharing my Experience - www.benlinders.com

[Getting Value out of Agile Retrospectives - A Toolbox of Retrospective Exercise](#)

[What Drives Quality - A Deep Dive into Software Quality with Practical Solutions for Delivering High-Quality Products](#)

[The Agile Self-assessment Game - The Agile Coaching Tool For Improving Your Agility](#)

[Continuous Improvement - A toolbox for Scrum masters and Agile Coaches to increase agility](#)

Register your book at benlinders.com/agile-self-assessment-game

Books (Ordered on Title)

[Accelerate](#) by Nicole Forsgren, Jez Humble, and Gene Kim

[Agendashift Part 1](#) by Mike Burrows.

[Agile Software Development Complete Self-Assessment Guide](#) by Gerardus Blokdyk.

[Debugging Teams](#) by Brian W. Fitzpatrick and Ben Collins-Sussman.

[Getting Value out of Agile Retrospectives](#) by Luis Gonçalves and Ben Linders.

[iTeam: Putting the 'I' Back into Team](#) by William E. Perry.

[Liftoff](#) by Diana Larsen and Ainsley Nies.

[Managing for Happiness](#) by Jurgen Appelo.

Links

[Manifesto for Agile Software Development](#)

[Agile Self-assessment Game](#)

[Agile Self-assessment Tools and Checklists](#)

[Assessing your Agility](#)

[Agile Coaching Tools](#)

[Agile Games Webshop](#)