Software development is increasingly performed in an Agile way. There are less boundaries between different functions and people will perform different roles. Many organizations struggle to fit testing, development, analysis, and project management into the Agile way of working. The objective of I4Agile (Improvement for Agile) is therefore to make this easier. It provides insight in the maturity of software development activities in Agile context and it helps teams to grow to a higher maturity level. The approach is fit for organizations that just started applying Agile as well as for organizations with Agile experience.

I4Agile context

The I4Agile model has a strong relation to the Agile manifesto and its underlying principles. For the terms that are used in scrum, the definitions from the scrum guide are used. Since not everybody in the Agile world uses scrum, a suitable interpretation for other development methods needs to be made by the user of the model. As a result, the model is usable in different Agile contexts.

The I4Agile model

The architecture of the model is similar to many other improvement models. Key areas provide the necessary coverage of relevant aspects. Within each key area, growth is expressed by means of the levels *Forming*, *Norming* and *Performing*.
Each next level builds on the previous one (from left to right). Furthermore the model consists of checkpoints. A checkpoint describes a practice that reflects something of significant value to reach a particular level.

Flexibility and focus is provided by dividing the model in different modules all related to different aspects of development work. At the moment, the following modules are present:

- General (*)
- Testing (*)
- Development
- (Project) management (under development)

(*) Are equal to the TI4Agile key areas

I4Agile levels

- **Forming**: *Set the basis and the first steps towards working in an Agile manner*
- **Norming**: *Adopt a process that facilitates the Agile view on working*
- **Performing**: *Continuously improve the way you work by living the Agile way*

I4Agile key areas

Key area	Forming				Norming				Performing			
Stakeholder commitment	1	2	3	4	1	2	3	4	1	2	3	
Planning & Estimation	1	2	3	4	1	2	3	4	1	2	3	4
People	1	2	3	4	1	2	3	4	1	2	3	
Interaction	1	2	3	4	1	2	3	4	1	2	3	4
Teamwork	1	2	3		1	2	3	4	1	2	3	4
Environments	1	2	3		1	2	3		1	2	3	4
Key areas testing	**Forming**				**Norming**				**Performing**			
Test process	1	2	3		1	2	3	4	1	2	3	
Test management	1	2	3	4	1	2	3		1	2	3	
Test profession	1	2	3	4	1	2	3	4	1	2	3	
Test automation	1	2	3		1	2	3	4	1	2	3	
Regression & E2E testing	1	2	3	4	1	2	3		1	2	3	4
Defect management	1	2	3		1	2	3	4	1	2	3	
Key areas development	**Forming**				**Norming**				**Performing**			
Code quality	1	2	3	4	1	2	3		1	2	3	4
Software architecture	1	2	3		1	2	3	4	1	2	3	
CI/CD	1	2	3	4	1	2	3	4	1	2	3	3
Development testing	1	2	3	4	1	2	3	4	1	2	3	4
Development profession	1	2	3	4	1	2	3	4	1	2	3	
Metrics	1	2	3	4	1	2	3		1	2	3	
Key areas (project) management	**Forming**				**Norming**				**Performing**			
Demand – supply coordination	1	2	3		1	2	3		1	2	3	
Planning	1	2	3		1	2	3	4	1	2	3	
Reporting	1	2	3	4	1	2	3	4	1	2	3	

Project management profession	1	2	3	1	2	3	4	1	2	3
Integration	1	2	3	4	1	2	3	4	1	2	3

Terug naar Context Driven Testverbetering | Terug naar CDTV aanpak