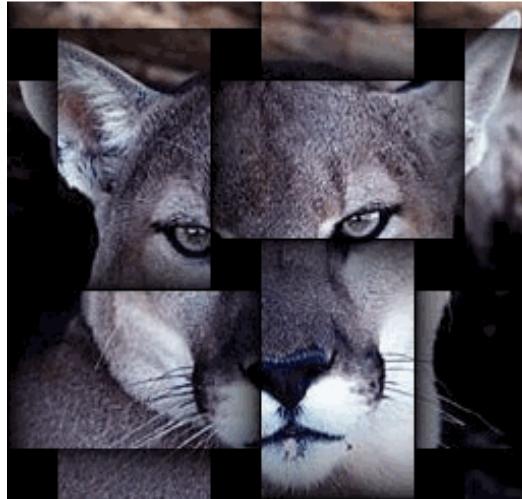


Student Project  
**My Method**

***PUMA***



*Architecture of a generation  
of high-performance enterprises*

*Jean-Pierre Vickoff*

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## Student Project « My Method »

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### Evolution in the Agile way of thinking

In 1986, Boehm presented a new iterative and incremental development model.

In 1991, James Martin (RAD), basing his work on this vision of continuous evolution, developed a rapid development method for structured applications by essential phases and added the adaptive concept based on permanent user validation.

Starting in 1994, evolutions of this root approach (Jean-Pierre Vickoff in France with the RAD2 Process published by Gartner Group and DSDM in England) introduced complements such as:

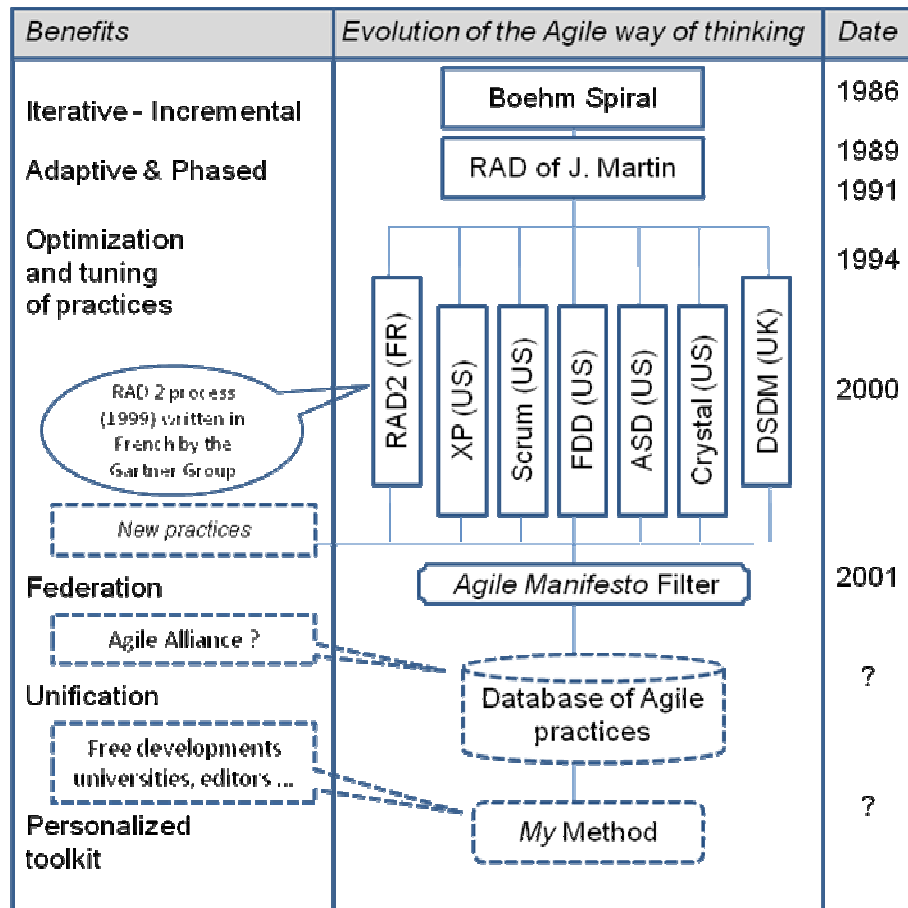
- The use of communications
- The organization of different types of meetings
- Group facilitation and relationship building
- “Methodological shortcuts” for modeling
- Architecture of Construction (interconnection of iterations)
- The formalization of light implementation processes
- *Mappings* with different quality tools

Around 2000, a new wave of methods (of which eXtreme Programming and Scrum are the principle examples) pushed to the extreme the practices of application construction quality as well as adaptive techniques for estimation, planning, and project management.

The Agile movement needed twenty years, in parallel with the pressure of globalization, to really shake up classical project management. From now on, the future of methodological agility certainly finds itself, on the one hand, in the instrumentation and “à la carte” personalization of essential practices in a specific context; and, on the other hand, in the enlargement of all aspects of organizational Agility.

The objective of PUMA is to formalize one of the forms of this anticipation.

## My Méthode in the Agile way



The dotted lines (first picture) show the probable future of Agile methods. The development of a software program or a site using the knowledge transfer tool represented by “My Method” can easily be performed as a student project. It would even have the advantage of involving the Agile project management practices.

Jean-Pierre Vickoff, who will furnish the technical elements in English and in French through the site Agile-Enterprise.com, calls out to the universities and schools around the world regarding this subject:

**“Participate, be Agile!”**

## History of PUMA



In September 2001, Jean-Pierre Vickoff, one of the pioneers of the Agile way of thinking in the I.S. field and its French-speaking initiator, writes the first communication regarding PUMA. Its translation (in English) is then expedited to the American universities

In December 2001, “*Développeur Référence*” (IDG) uses the PUMA graphic design (Proposition for Unifying Agile Methods) on the cover of an issue that devoted its main feature to the rough outlines of this novel Agile vision. The communication is then taken up in 2002 by numerous publications (in French).

At the time, PUMA already expressed its vision of Agility as follows “After having determined the major portion of the common practices and the differences in practices of each approach, the unified Agile method is composed of an optimal selection of common practices to which it is convenient to judiciously add specific practices in function of the context.”

It seems that the initial idea of PUMA was quite good, because Ivar Jacobson announced in 2006 in *EssUp (Essential Unified Process)* “a basic method which will be enriched with additional practices in function of the project needs.”

Since then, Jean-Pierre Vickoff has enlarged the scope of PUMA (now the Proposition for Unifying Agile Methods) by adding two outer layers to cover the entirety of the organizational adaptation aspects as well as the anticipation and optimization of processes. Because, without taking these points into account, there are no enterprises or organizations that are truly Agile.

Representing a significant advance and an enlargement of the scope of organizational agility, the principles of PUMA are the subject of several publications in French and in English on the site *Agile Alliance*.



## PUMA is a global framework of the Agile enterprise

**PUMA is a dynamic framework for the evolution of business processes, information systems, and collaborative modes.**

By basing itself on the fundamentals of the Agile movement and the technical standards that it integrates and brings together, PUMA represents the first formalization of an Agile and global Enterprise method, coupled with a project motor, by the intermediary of a solutions model. This model was conceived with regards to the new order of current requirements classes and the imperatives of the incremental, iterative principle.

**The Agile Project Motor is one of 3 components of PUMA. More precisely, it is the component of operational implementation.**

By modeling the high-level generic structures applicable to all organizations, PUMA’s ambition is to reduce the complexity of their management. If a professional who faces the PUMA solution immediately thinks “it’s naturally obvious, I already had it in mind, but I never had the time to formalize it,” the challenge of Agility will be taken.

