

## Visualization helps Agile teams & Organizations

	Number 1 is the team's current <b>Impediments</b> . Everyone should be immediately aware some stuff is blocking for reaching the Sprint Goal.
	Very next is the current <b>Sprint Goal</b> and desired <b>UserImpact</b> , all guests in your team area can see what the team is working on. No questions needed. The team itself can use this to validate if certain activities should be done now or could wait.
	An open and up-to-date <b>SprintBacklog</b> shows the current working plan for reaching the Sprint Goal. Even more, it provides direct feedback of actual deliverables and the progress a team has. Especially for the team it is good to have a clear and present overview so when some tasks are finished others can review them or continue in the sprint. Thus, eliminating waiting times.
	Teams are responsible for the quality of the product. Show it § us it!  Quality Dashboards and bug-o-meters cannot be missed from a healthy team area. It is a great starting point for costs and risk debates.
	Upcoming Releases on the Productroadmap (Story Map) of your product. It shows more information than a sprint and generates the feeling of working towards a bigger and concrete goal.
	Who is important for your strategy? It should be your customers or users. Their <b>Feedback</b> deserves a place among the information seen by the teams every day. Think about the top 3 requested features or direct feedback from social media or other channels.
7	Agile means adjusting and improving continuously. By making sure everybody in
	the teams sees the new Improvement topics, the awareness grows. Next to the
	improvements, the results are as interesting. Show how your team has changed and present the benefits to other teams and management.
	Your team's live product status and information, better known as Monitoring. In a
	Devops environment, the better equipped and accessible the better a team performs. No
	handovers from other departments are needed, the team is in the lead.