

Activity 2: The Entrepreneurship (Personal or your organisation) Manifesto

Objective:

- Create a personal manifesto to learn how to generate manifestos that are useful for creating efficient connections between nodes in an agile network.

Instructions:

1. **Personal: review the Agile manifesto (15 minutes)**
Each person individually reviews the agile manifesto and notes down ideas, points to highlight, etc. that may be useful in generating their own/organisation entrepreneurship manifesto.
2. **Team: interchange ideas (30 minutes)**
In teams of 2 to 4 people, interchange ideas point by point of the manifesto in order to create a common entrepreneurship manifesto.
3. **Group: feedback (20 minutes)**
Each team presents their entrepreneurship manifesto to the rest of the class

Assessment:

- Entrepreneurship Manifesto created.

Annex 1. The agile manifestó

Agile Manifesto	Entrepreneurship Manifesto
1. Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.	
2. Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.	
3. Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.	
4. Businesspeople and developers must work together daily throughout the project.	
5. Build projects around motivated individuals. Give them the environment and support they need and trust them to get the job done.	
6. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.	
7. Working software is the primary measure of progress.	
8. Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.	
9. Continuous attention to technical excellence and good design enhances agility.	
10. Simplicity--the art of maximizing the amount of work not done--is essential.	
11. The best architectures, requirements, and designs emerge from self-organizing teams.	
12. At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behaviour accordingly.	