# Peter Cronin's method for developing at pace: in a nutshell

**Current practices — Sprints and SCRUM — no longer keep up with today's software development environment.**

Rigidities built into these techniques mean they are unsuitable for modern software development. Cycles are now incredibly short. Now, real-time feedback outpaces any Sprint.

This hobbles team flexibility and cripples code output and quality.

## Reboot performance improvement and scale at pace

It is possible to bring planning under control and increase output without sacrificing quality.

What's required is Pace — a new and breakthrough set of counterintuitive rules and decision-making tools to:

### 1

**Generate rapid flow.**

A revolutionary, high-speed software development approach that builds on the central tenets of Agile and enables software teams to develop continuously.

### 2

**Leverage rapid growth.**

A simple decision-making toolset that product managers and team leaders can use to make sharp decisions that harness growth — even in the face of increasingly imperfect information.



## Delivering on Agile's promises

Pace recognises that software development today is a far cry from where it was 20 years ago, and we all need to be even MORE Agile in today's highly-variable environments!

This new approach to planning, development and deployment overcomes the shortcomings Sprints introduce to allow a truly Agile approach with fewer risks and greater potential to scale.

Perhaps have Peter lead this discussion with your group?