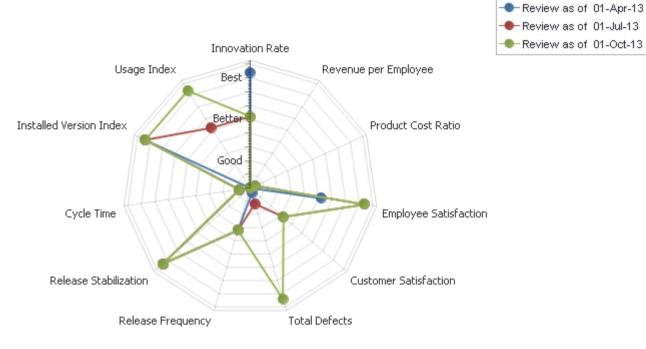
He Dev Art
Engagement Manager: Peter Götz
Printed by Peter Götz on 27-Apr-14 3:15:01 PM

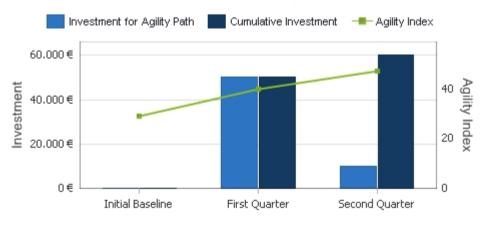
	Trend Line	Initial Baseline 1-APR-13	First Quarter 1-JUL-13	Second Quarter 1-OCT-13		
Enterprise Metrics - Agility						
Revenue	• • •	1.500.000 €	1.500.000€	1.500.000€		
Average Monthly Revenue	• • •	125.000€	125.000€	125.000€		
Cost of Product Domains	• • •	1.250.000€	1.250.000€	1.250.000€		
Product Cost Ratio	• • •	83,3 %	83,3 %	83,3 %		
Number of Employees	• • •	17	17	17		
Revenue per Employee	• • •	7.353€	7.353€	7.353€		
Investment in Agility	• • • •	Not Applicable	50.000€	10.000€		
Cumulative Investment in Agility	• • • •	0€	50.000€	60.000€		
ROI	• •	Not Applicable	-100,0 %	-100,0 %		
Employee Satisfaction	• • • •	88,0 %	91,0 %	90,0 %		
Customer Satisfaction	• • •	Not Applicable	76,0 %	83,0 %		
Foundational Metrics - Enabling Agility						

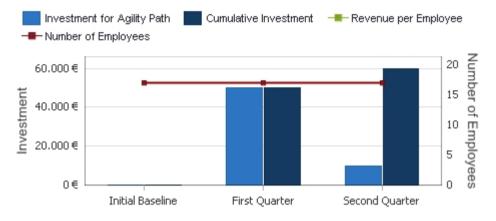
Release Frequency	• • •	12	12	12
Release Stabilization	• • • •	3	3	3
Cycle Time	• • •	24	24	24
Installed Version Index	• • •	100,0 %	100,0 %	100,0 %
Usage Index	•	Not Applicable	10,0 %	5,0 %
Innovation Rate		50,0 %	45,0 %	48,0 %
Total Defects	• • • •	187	95	32
Agility Index	• • •	29	40	47

Metrics At A Glance



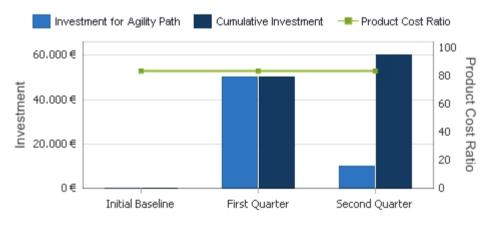
Impact of Investment on Agility Index





Investment in Agility vs. Revenue per Employee

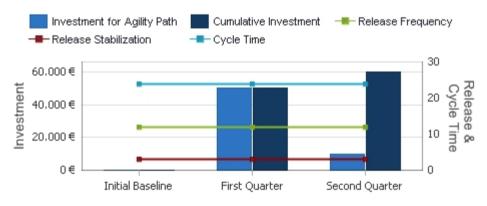
Investment in Agility vs. Product Cost Ratio





Investment in Agility vs. Employee Satisfaction vs. Customer

Investment in Agility vs. Release Frequency vs. Release Stabilization vs. Cycle Time





20.000€

0€

Initial Baseline

60

30

0

Second Quarter

Investment in Agility vs. Installed Version Index vs. Usage Index vs.

Investment in Agility vs. Total Defects

First Quarter

