



# IEEE Okanagan Subsection Presents

Shane Spraggs, Sr. Manager  
Production Operations, Disney Interactive



## **Agile project management techniques used at Disney Interactive**

**Time & Date:** 5:30 pm – 6:30 pm, Wednesday, November 19th, 2014

**Location:** E 103, [Okanagan College](#), 1000 KLO Rd., Kelowna, BC V1Y 4X8 ([parking info.](#))

### **Talk Abstract:**

Shane will provide an overview of agile project management techniques used at Disney Interactive to deliver features and content on a weekly basis for Club Penguin, a massively multiplayer online game for kids aged 6-12.

Agile as a project management approach has been around since 2001 and evolved from extreme programming in the late 90's. It aims to improve value to the customer through rapid iterative development.

The presentation will cover best practices, key learnings, misconceptions, and pit falls from our years of using Scrum, a popular interpretation of agile project management.

### **Speaker Biography:**

Shane Spraggs is Sr. Manager of Production Operations at Disney Interactive where oversees project management and the productivity of Studio production.

The Kelowna Studio of Disney Interactive is responsible for the world renowned kids game, Club Penguin. The game is played world-wide in six languages by millions of kids via clubpenguin.com and on iOS.

Prior to Disney, Shane was co-owner of Acro Media, a successful local web development company. With over 15 years' experience driving teams to successfully deliver in the online space, Shane brings a well-rounded perspective to project management and product delivery.

Shane is the President of the Okanagan Project Managers Group and has his PMP and CSM certification.

**Refreshments** will be provided. For further information please contact:  
Youry Khmelevsky (email: [youry@ieee.org](mailto:youry@ieee.org)). Registration Page: <http://is.gd/tPccYJ>