



### **Agility – for companies and employees**

In the face of ever-increasing change and the high pressure of innovation, agility is a prerequisite for future corporate success. Agile companies bring people together and empower them to work on projects and search for solutions collaboratively, independently and quickly. Classical project management is increasingly being complemented by agile methods, such as scrum or Design Thinking; not only is this happening in IT development, but also in other business areas. This requires tools and spaces that precisely support this kind of project work and new mobility.

### **Spatial requirements for agile project work:**

- Possibility for digital and analogue visualisations in the project room and team office

- Visualisations and interaction require more space
- Creative processes determine the visibility of tools/materials
- The flexibility and changeability of rooms are becoming ever more important

### **Tools for agile project work: ophelis deem**

ophelis deem is a set of work furniture specifically designed to support agile teams. The complementary pieces of this ensemble include a podium, mobile presentation boards, movable tables and benches, as well as a multi-functional room divider system.

ophelis deem was designed by Till Grosch Berlin in collaboration with ophelis.

Agile teams take their work environment into their own hands and organise it as their work requires. However, this requires tools and spaces that promote this type of project work and new agility. Innovation labs and creative spaces create the right environment. Like employees, working environments must be creative, flexible and agile.

Agile teams need the greatest possible freedom to achieve their goals – also in organising the working environment. Agile working stands for the extensive renunciation of centrally defined standards and processes – the rooms should be designed in such a way that users can easily change them to their current needs and requirements and adapt them to the current task.



A workshop atmosphere and analogue visualisations are conducive to the creative process. The teams communicate at eye level. Agility does not require hierarchies. The interaction between the participants entails frequent role changes (moderator, listener, input provider). Spaces and tools should support the creative process and the role change, promote the team spirit and force a change of perspective.

