

**Table 2: Agile Perception Results**

	Principle	Importance for Org (%)		
		High	Medium	Low
<b>1</b>	Achieve customer satisfaction through early and continuous delivery of valuable software.	60	24	16
<b>2</b>	Changing requirements should be welcomed, even late in development for the customer's competitive advantage	40	34	26
<b>3</b>	Working software should be delivered frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale	25	42	33
<b>4</b>	Working software should be the primary measure of progress	37	34	29
<b>5</b>	Business people and developers should work together frequently throughout the project.	84	13	3
<b>6</b>	Projects should be built around motivated individuals who should be provided with the appropriate environment and support to get the job done	53	39	8
<b>7</b>	Face-to-face conversation is the most efficient and effective method of conveying information to and within a development team	60	26	14
<b>8</b>	The needs of the development team must be prioritized in line with cost, quality and time	35	18	47
<b>9</b>	The principles of good design should be strived for at all times	44	28	28
<b>10</b>	A development environment and its products should strive for and exhibit simplicity.	23	48	29
<b>11</b>	Architectures and designs should emerge and not be imposed.	26	21	53
<b>12</b>	Frequent reflection should be used for continuous improvement of development process and product.	23	44	33