

# SCRUM

Introduction & Discussion

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Agile IT Project Management, Scrum, Innovation

**ARMERKATER.de**



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# Introduction

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- IT Project Manager
- Certified Scrum Product Owner
- Agile Methoden seit 8 Jahren
- Blog:  
[www.armerkater.de](http://www.armerkater.de)
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- Projectmanagement & Entwicklung  
[www.yiid.de](http://www.yiid.de)
- Continuous Integration
- Agile Methoden seit 2 Jahren

# Agile Manifesto

- **Individuals & interactions**
  - over processes and tools
- **Working software**
  - over comprehensive documentation
- **Customer collaboration**
  - over contract negotiation
- **Responding to change**
  - over following a plan

# Roles in Scrum

- **ProductOwner**
  - Defined the goal & the „what“ and „why, represents the complex outside world
- **ScrumMaster**
  - Master of the process, removes impediments
- **The DevelopmentTeam**
  - Self-organizing, produces the value, does the work
- **Chickens**
  - All the other chicks who are just involved but not committed. Want to open „ham & eggs“ restaurant.
  - <http://www.armerkater.de/2008/07/scrum-pig-and-chicken/>

# Artifacts

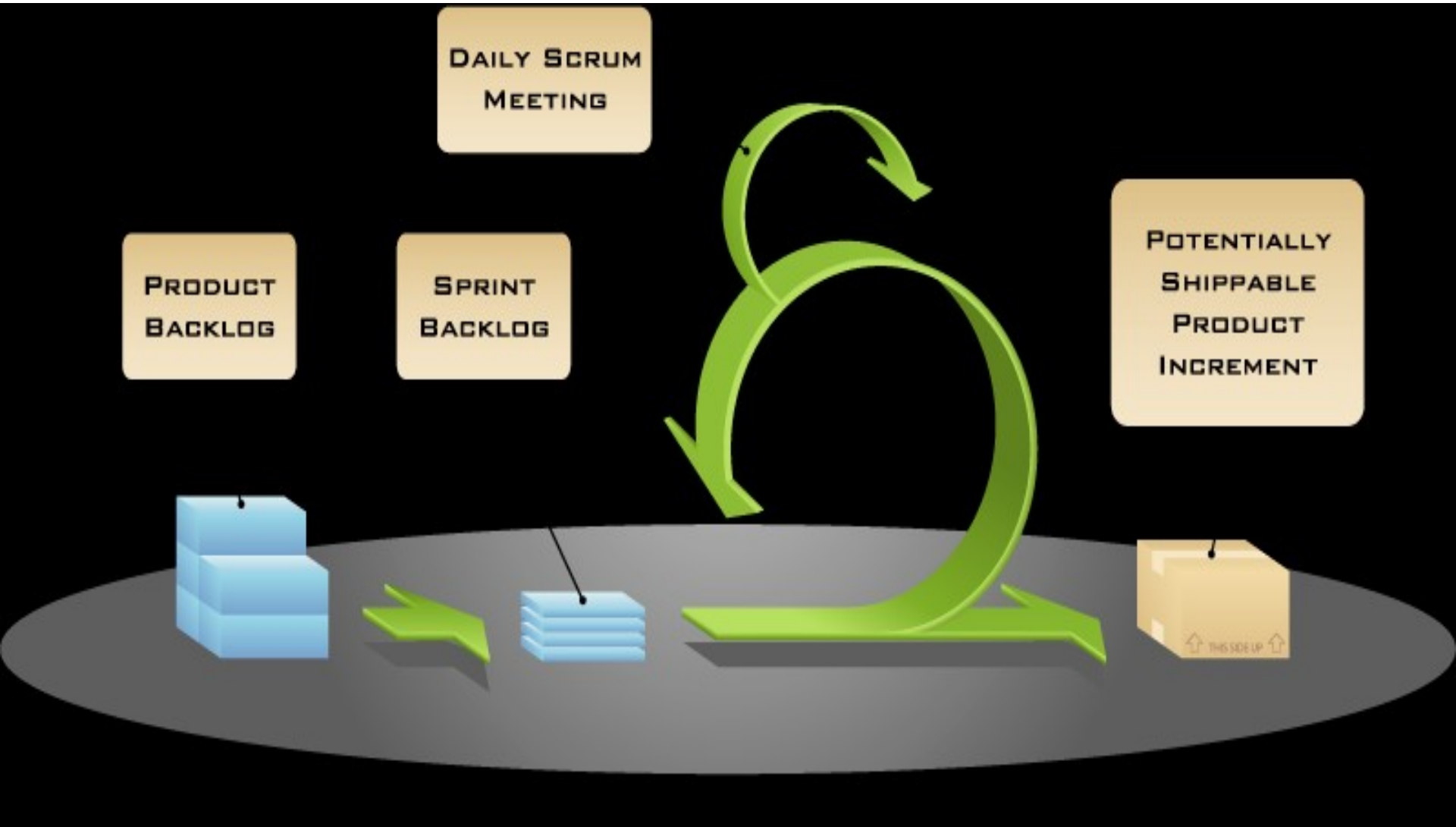
- **Theme-Epic-Story-Task**
  - Story: work package to put into a sprint
- **Product Backlog**
  - Functionality of the product/project
- **Sprint Backlog**
  - Selected functionality which will be delivered in the next Sprint, fixed during Sprint.
- **Impediment Backlog**
  - Reasons why we cant do our job

# Meetings & Ceremonies

- **Sprint Planning**
  - Sprint Goal & Sprint Stories
- **Sprint**
  - 2-4 weeks of focused work on the selected stories
- **DailyScrum**
- **Sprint Review**
  - PO accepts or rejects results of Sprint
- **Sprint Retrospective**
  - Open feedback
- **Estimation / Backlog Maintenance**

# How does it work

- Product Backlog described the solution.
- Scrum is based on a series of Sprints
- Sprint: Short time period (2-4 weeks)
  - Sprint Planning -> Sprint Goal & Stories
  - Sprinting
  - Sprint Review & Retrospective
  - Produces a running / shippable solution
- Product evolves by creating parts of the solution in every Sprint.
- Provides rapid feedback while keeping a stable environment for the Sprint.



# Scrum Values

- **Commitment**
  - Everybody commit to deliver the best she can (e.g. Team = Sprint Goal)
- **Focus**
  - Focus on delivering working software. Skip unnecessary things/reduce waste.
- **Openness**
  - Problem are addresses directly. Everybody can raise concerns without negative impacts.
- **Respect**
  - Everybody respects the work of its peers.
- **Courage**
  - We will try our best, we will push our limits!

# Questions

How does it really work?

How does it work in my environment?

What about Multi-Project-Scrum?

What about Extreme Programming?

What about CMMI?

What about that strange cat?

# More Information

[www.armerkater.de](http://www.armerkater.de)

Tag: SLM

- Scrum Learning Material
- Videos helping you to understand Scrum