



AGILE

WORKSHOP

EXECUTIVE WELCOME



Denis Patrick

Matrina Poston



CMP, CPEC, SPC, PMP

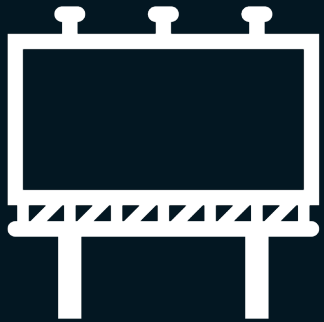
Patrick Adams



Lean Coach, Author, Six Sigma Black Belt



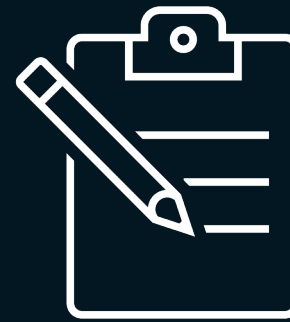
LEARNING OBJECTIVES



Learn origins of Agile and Scrum



Understand the roles on a Scrum Team, Scrum Framework and best practices



Understand how Agile and Scrum can be applied across disciplines and industries



Apply Agile and Scrum principles in real world scenarios to enhance learning

HOUSE KEEPING

- Refreshments
- Restrooms
- Nursing / Health Station
- Breaks
 - (2 morning / 1 afternoon)
- Lunch (approx. 1130)



PARTNERSHIP AGREEMENTS



Participate

Actively participate and remain engaged in the learning process for the duration of the course.



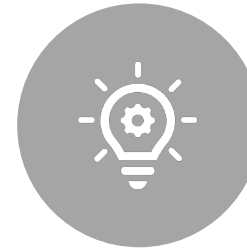
Be Respectful

Show respect for the various points of view presented, regardless of whether you agree.



Ask

If you have a question - ask!
You're probably not the only person who's curious.



Have Fun!

You will get out of the session what you put in. Bring your curiosity, positive energy and real-world examples.



INTRODUCTIONS

- Name
 - Tenure with Flexco
 - Role
 - Fun Fact about yourself
-
- What do you hope to gain from this course?

BREAK



10:00

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AGENDA

1. Introduction to Agile and Scrum
2. Benefits and Drawbacks of Agile and Scrum
3. Scrum Framework and Key Components
4. Scrum Framework and Key Components
5. Use Case Review: Agile Scrum Across Industries and Projects



Introduction to Agile & Scrum



AGILE

- Agile is an iterative approach to project management
- Helps teams deliver value to their customers faster and with fewer headaches
- Reduces reliance on betting everything on a "big bang" launch
- Work is delivered in small, but consumable, increments
- Requirements, plans, and results are evaluated continuously so teams have a natural mechanism for responding to change quickly



COMMON CHALLENGES

IN PROJECT EXECUTION



Communication
Breakdowns



Unrealistic or
Mismanaged Timelines



Lack of Alignment Between
Sponsor and User Needs



Limited Resources



Conflicts with
Testing Teams



Scope Creep



Integration Issues



Underestimating the
Importance of Quality



PERSONAL TOOLKIT

- Scrum
- Kanban
- Scrum-ban
- Lean
- Six Sigma
- XP
- Waterfall Project Management
- SAFe



WHAT AGILE IS...

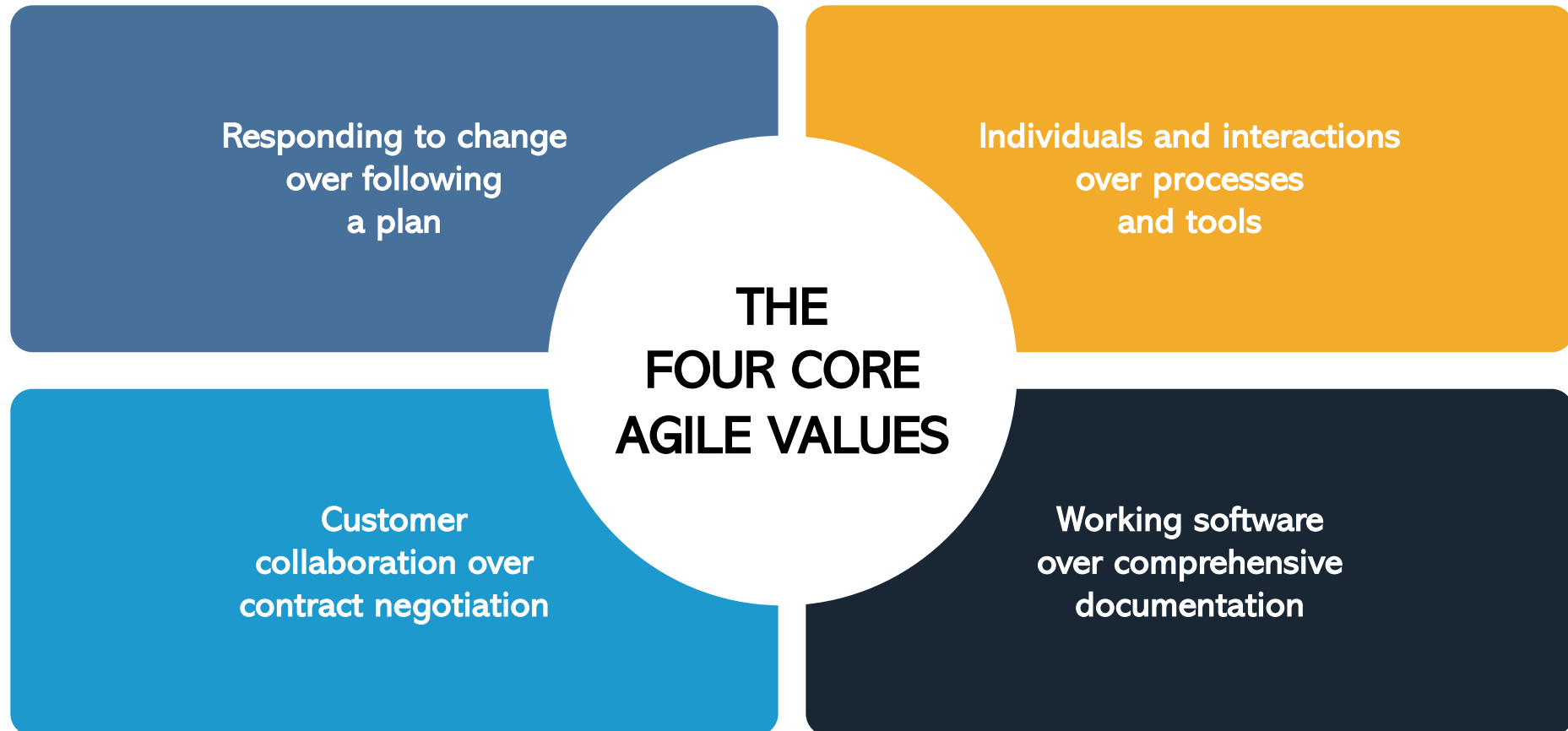
- Agile is a project management methodology that emphasizes flexibility, collaboration, and rapid iteration
- Agile prioritizes delivering working software or products quickly and continuously improving them based on feedback
- Agile values individuals and interactions, working software, customer collaboration, and responding to change
- Agile is not a specific process or tool, but rather a set of guiding principles and values

WHAT AGILE ISN'T...

- Agile is not a prescriptive methodology that provides detailed instructions for how to manage a project
- Agile is not a replacement for project management or a silver bullet that will solve all project problems
- Agile is not an excuse to avoid planning or documentation, but rather a way to streamline these processes and focus on what's most important

FOUR CORE VALUES

OF THE AGILE MANIFESTO



TWELVE PRINCIPLES

OF THE AGILE MANIFESTO

1	Customer satisfaction through early and continuous delivery of valuable software	7	Measure progress primarily through working software
2	Welcome changing requirements, even late in development	8	Maintain a sustainable pace of work and prioritize work-life balance
3	Deliver working software frequently, with a preference for shorter timescales	9	Focus on technical excellence and good design
4	Collaborate with customers and stakeholders throughout the project	10	Keep things simple and minimize unnecessary work
5	Build projects around motivated individuals and give them the resources and support they need	11	Allow self-organizing teams to make decisions
6	Use face-to-face communication as much as possible	12	Reflect on team performance and continuously improve



AGILE & SCRUM BASED ON LEAN PRINIPILES



Customer
Value

Focus on delivering value to the customer, and continuously identify and meet their changing needs

Continuous
Improvement

Continuously identify and eliminate waste and inefficiencies in the development process, and strive for ongoing improvement in processes, products, and services

Respect for
People

Encourage collaboration, teamwork, and respect for the people who are involved in the development process

Flow

Streamline the flow of work and minimize delays, bottlenecks, and handoffs

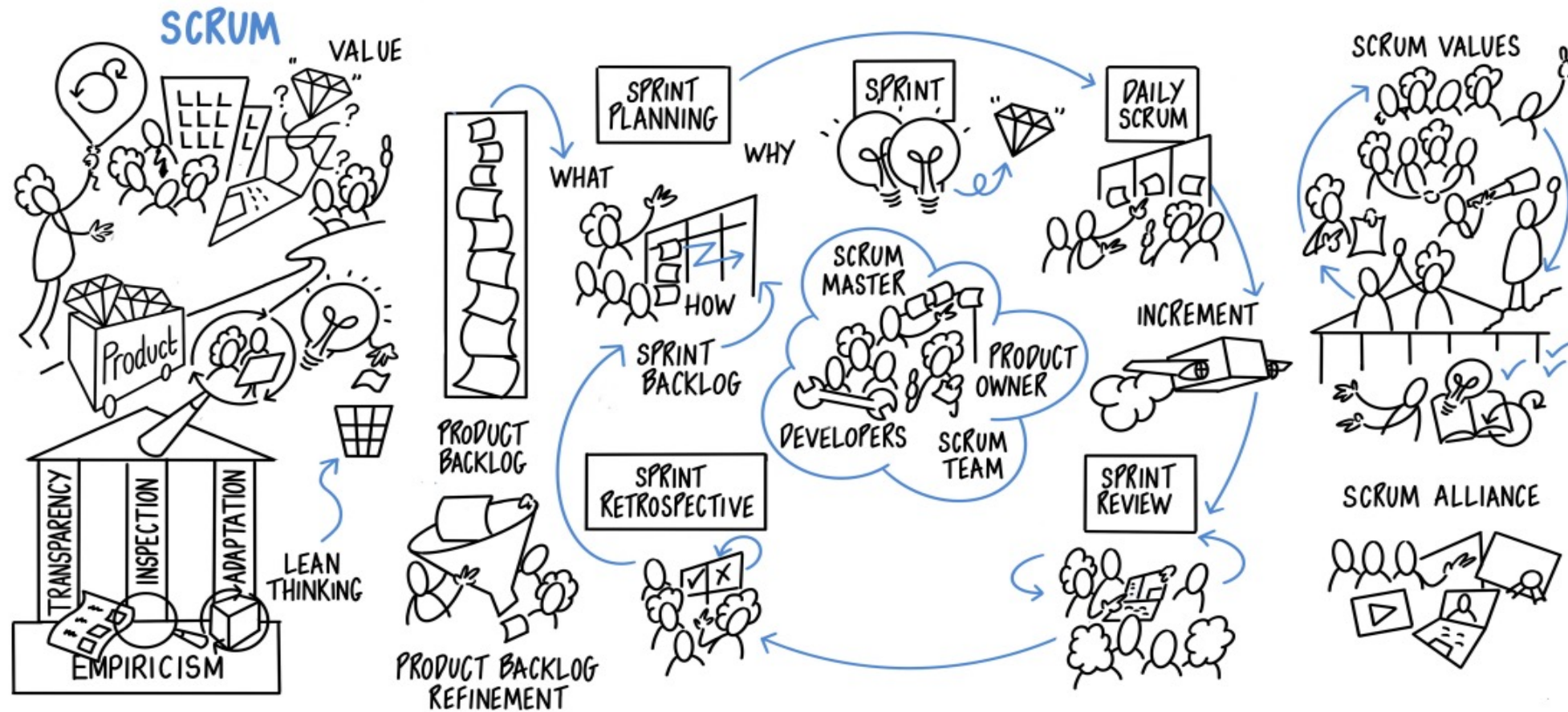
Pull

Work is pulled through the development process in response to demand, rather than pushed through based on predetermined schedules

AGILE/SCRUM OVERVIEW



SCRUM OVERVIEW



SCRUM IS...

- Scrum is a specific Agile framework that includes a set of roles, events, artifacts, and rules that help teams manage their work
- Scrum emphasizes iterative development, regular feedback, and continuous improvement
- Scrum includes key roles such as the Scrum Master, Product Owner, and Development Team, as well as events like the Sprint, Daily Scrum, and Sprint Review

SCRUM ISN'T...

- Scrum is not a silver bullet that guarantees project success
- Scrum is not a one-size-fits-all solution that will work for every project or team
- Scrum is not a replacement for good project management practices or a way to avoid planning and documentation
- Scrum is not the only Agile framework, but it is one of the most popular and widely used

SCRUM THEORY

- The Scrum theory is based on the principles of Agile software development and emphasizes the iterative and incremental delivery of products
- The theory is based on the idea that product development is a complex process that cannot be fully planned and predicted, and that teams must be able to adapt to changing requirements and circumstances
- The Scrum framework provides a set of roles, events, and artifacts that enable teams to collaborate and deliver value in an iterative and incremental way
- The theory emphasizes the importance of transparency, inspection, and adaptation in order to improve the product and the process over time

3 PILLARS OF SCRUM

Scrum is based on the theory of empirical process control, which relies on transparency, inspection, and adaptation.



TRANSPARENCY

All aspects of the process and the product are visible to everyone involved.



INSPECTION

The team regularly reviews and evaluates the product and the process to identify areas for improvement.



ADAPTATION

The team makes changes based on the results of the inspection to continually improve the product and the process.

SCRUM IS BOTH...

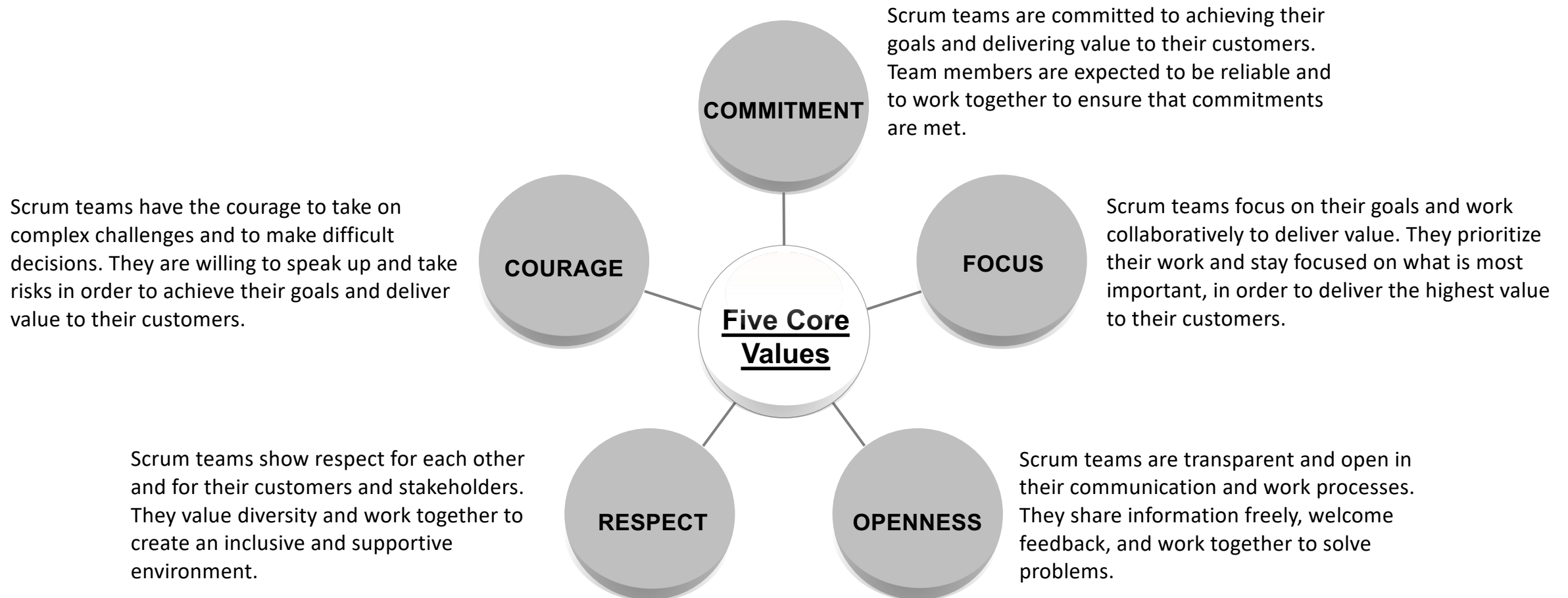
Iterative

- Iterative processes are a way to arrive at a decision or a desired result by repeating rounds of analysis or a cycle of operations
- The objective is to bring the desired decision or result closer to discovery with each repetition (iteration)
- Scrum's use of a repeating cycle of iterations is iterative

Incremental

- Incremental refers to a series of small improvements to an existing product or product line that usually helps maintain or improve its competitive position over time
- Incremental innovation is regularly used within the high technology business by companies that need to continue to improve their products to include new features increasingly desired by consumers
- The way scrum teams deliver pieces of functionality into small batches is incremental

The Five Core Values Of Scrum



BREAK



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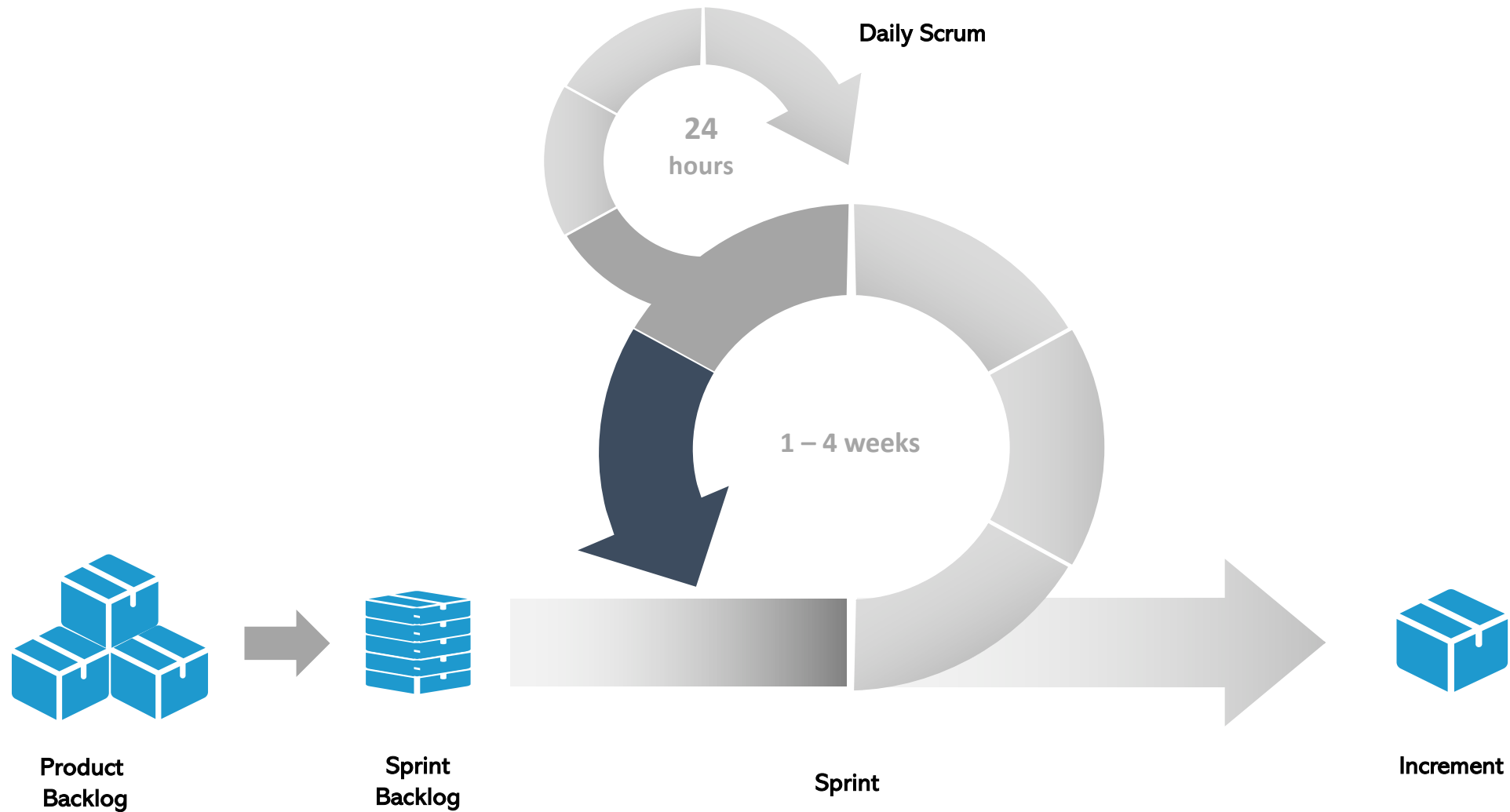
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OVERVIEW OF SCRUM FRAMEWORK



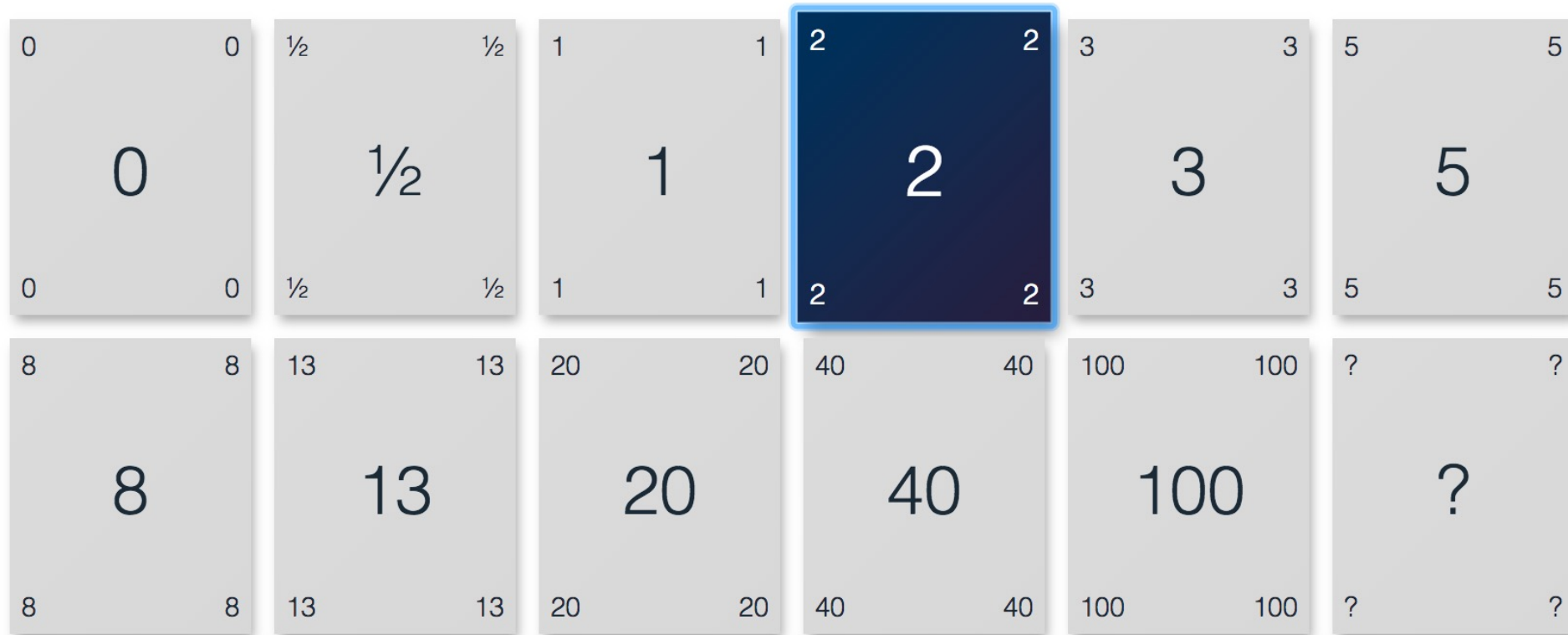
OVERVIEW OF SCRUM FRAMEWORK



PLANNING POKER

(ESTIMATION/CAPACITY)

Please, select a card



***Based on Fibonacci Sequence*

PLANNING POKER

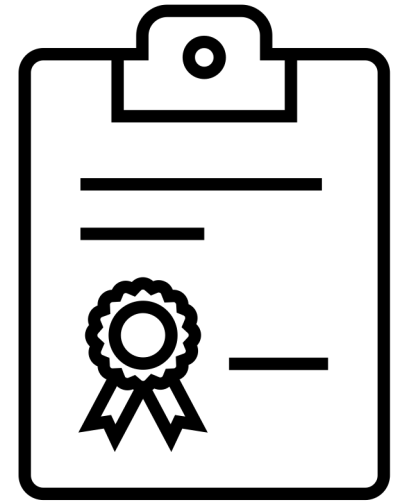
(CAPACITY)

- A playful approach to estimation, used by many Agile teams.
- The team meets in presence of the customer or Product Owner. Around the table, each team member holds a set of playing cards, bearing numerical values appropriate for points estimation of a user story.
- The Product Owner briefly states the intent and value of a story. Each member of the development team silently picks an estimate and readies the corresponding card, face down. When everyone has taken their pick, the cards are turned face up and the estimates are read aloud.
- The two (or more) team members who gave the high and low estimate justify their reasoning. After brief discussion, the team may seek convergence toward a consensus estimate by playing one or more further rounds.



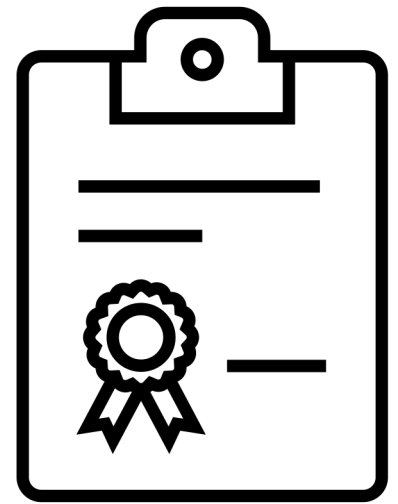
KNOWLEDGE CHECK

1. The three pillars of empiricism are _____ , _____ and _____.
2. Scrum is an intentionally lightweight framework / methodology.
3. Scrum is based on _____ principles.
4. Scrum is both _____ and _____.
5. The final delivery within the scrum framework is called an _____.



KNOWLEDGE CHECK

1. The three pillars of empiricism are **transparency, inspection and adaptation**.
2. Scrum is an intentionally lightweight **framework** / methodology.
3. Scrum is based on **lean** principles.
4. Scrum is both **iterative** and **incremental**.
5. The final delivery within the scrum framework is called an **increment**.





Benefits & Drawbacks of Agile & Scrum



ADVANTAGES OF AGILE & SCRUM

Flexibility & Adaptability

Agile and Scrum are designed to accommodate changes in requirements and priorities, which can help teams respond more effectively to new information or unexpected issues.

Customer Satisfaction

By involving customers and stakeholders in the development process, teams can ensure that the product meets their needs and expectations.

Collaboration & Teamwork

The emphasis on communication, feedback, and collaboration can help teams work together more effectively and achieve better results.

Early & Frequent Delivery

By delivering working software incrementally and frequently, teams can get feedback early and make adjustments as needed.

Continuous Improvement

Agile and Scrum provide opportunities for teams to reflect on their performance and identify areas for improvement, which can lead to better results over time.

DISADVANTAGES OF AGILE & SCRUM

Learning Curve

Agile and Scrum require a significant shift in mindset and practices for teams used to traditional, plan-driven approaches, which can take time to adapt to.

Lack of Predictability

The focus on flexibility and adaptability can make it difficult to predict the outcome or timeline of a project, which can be challenging for stakeholders who need to plan and budget accordingly.

Overemphasis on Process

Teams can sometimes become too focused on following the process rather than delivering value, which can lead to inefficiencies or delays.

Resource Requirements

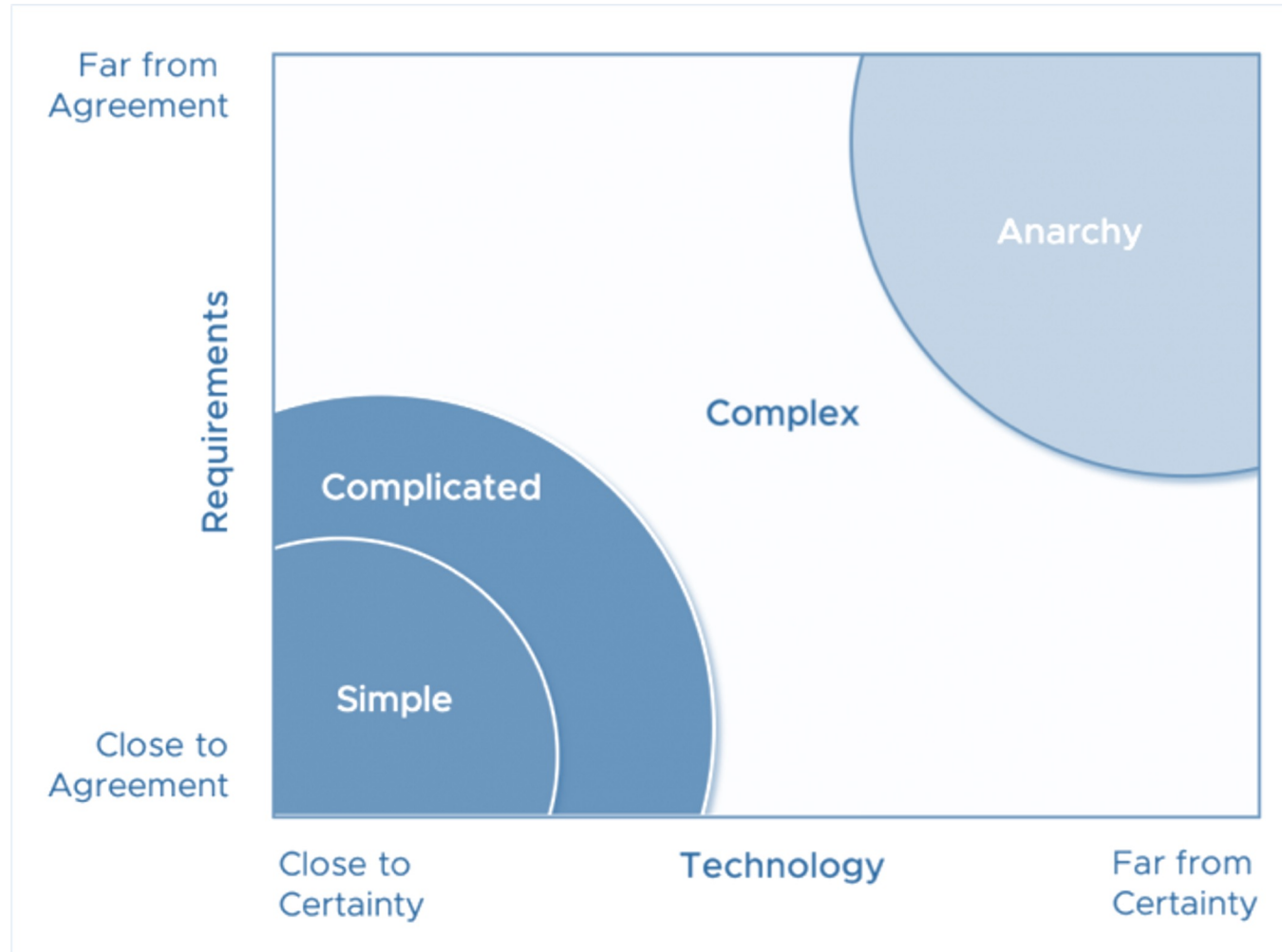
Agile and Scrum require significant time and effort from team members, which can be challenging for teams with limited resources or competing priorities.

Ineffective Implementation

Agile and Scrum can be implemented poorly or inconsistently, which can lead to confusion, miscommunication, or suboptimal results.

PROJECT TAILORING

While traditional project management can be useful in some situations, Agile and Scrum are often preferred for projects that require frequent changes and a focus on delivering value to the customer.



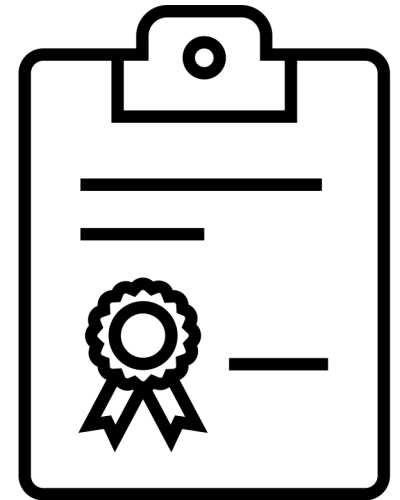
PROJECT APPROACH COMPARISON

Traditional Project Management Methodologies		Agile & Scrum
Approach to planning	▪ Planning is typically done upfront and in detail before any work begins, and the plan is expected to be followed throughout the project.	▪ Planning is more iterative and incremental, with a focus on adapting to changing requirements and priorities.
Emphasis on collaboration	▪ Less emphasis on collaboration and more emphasis on following the plan.	▪ Emphasis on collaboration between the development team, customers, and other stakeholders, with a focus on regular communication and feedback
Handling change	▪ Changes to the project plan are often difficult to accommodate and can require significant time and effort to implement.	▪ Change is expected and built into the process, with a focus on adapting to new information and requirements.
Delivery of value	▪ The emphasis is often on completing the project on time and within budget, with less focus on delivering value early in the process.	▪ Prioritize delivering working software incrementally and frequently, with a focus on delivering value to the customer as early as possible.
Role of project manager	▪ The project manager is often responsible for planning, coordinating, and controlling the project.	▪ The role of the project manager is more limited, with a focus on facilitating the process and helping the team work together effectively.



KNOWLEDGE CHECK

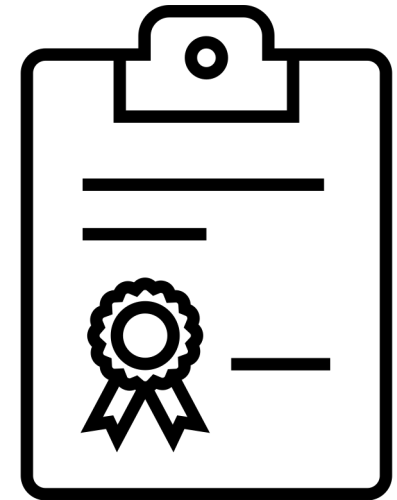
1. Determining which project execution approach to take based on environmental variables is called _____.
2. One of the primary disadvantages of scrum is that it's less predictable in terms of _____ and _____.
3. One of the primary advantages of scrum is that it allows for _____ and _____ delivery.
4. There are _____ agile manifesto principles.
5. Scrum has ___ Core Values





KNOWLEDGE CHECK

1. Determining which project execution approach to take based on environmental variables is called **Project Tailoring**.
2. One of the primary disadvantages of scrum is that it's less predictable in terms of **schedule** and **budget**.
3. One of the primary advantages of scrum is that it allows for **early** and **frequent** delivery.
4. There are **12** agile manifesto principles.
5. Scrum has **5** Core Values



LUNCH BREAK



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Updated!

SCRUM FRAMEWORK

3-5-3



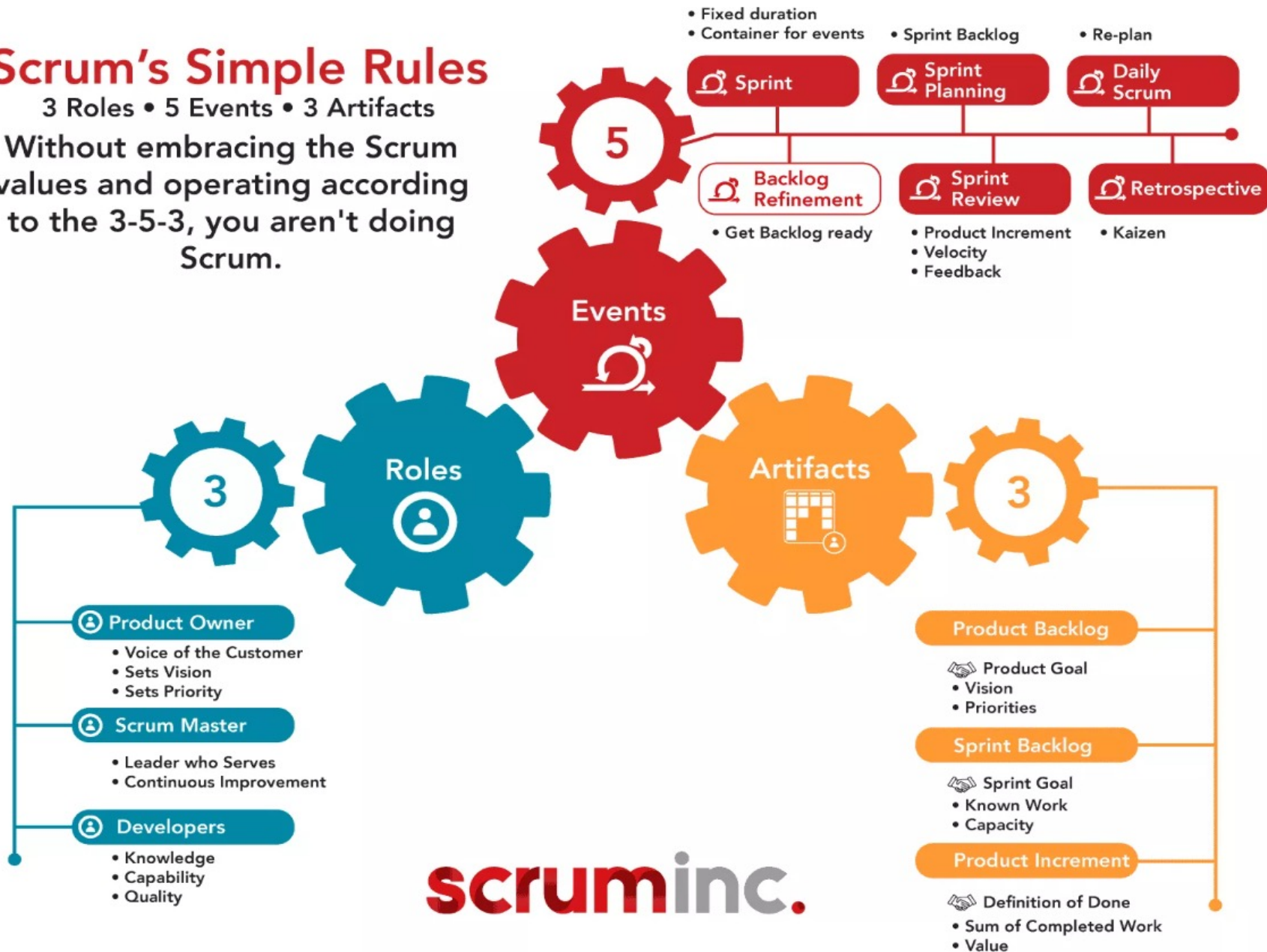


Roles & Responsibilities in a Scrum Team

Scrum's Simple Rules

3 Roles • 5 Events • 3 Artifacts

Without embracing the Scrum values and operating according to the 3-5-3, you aren't doing Scrum.



3 PRIMARY ROLES IN A SCRUM TEAM

Each of these roles has specific responsibilities and duties, but they also work together collaboratively to ensure that the product is developed and delivered successfully.



Scrum Master

The Scrum Master is responsible for ensuring that the Scrum framework is followed and helping the team resolve any issues that arise.



Product Owner

The Product Owner is responsible for defining and prioritizing the product backlog, which is a list of features and tasks that the team needs to complete.



Development Team

The Development Team is responsible for delivering a working product increment at the end of each Sprint, which is a fixed time-boxed period of development.



SCRUM MASTER

- The Scrum Master is **responsible** for facilitating the Scrum process and ensuring that the team is following the framework
- The Scrum Master **works closely** with the Product Owner and Development Team to make sure that everyone is aligned and working towards the same goals
- They also **interact** with the wider organization to remove any impediments or roadblocks that may be preventing the team from making progress





PRODUCT OWNER

- The Product Owner is **responsible** for defining and prioritizing the product backlog, which is a list of features and requirements for the product
- They **work closely** with the Development Team to ensure that the highest-priority items are being worked on, and with the Scrum Master to ensure that the team is following the Scrum framework
- The Product Owner also **interacts** with stakeholders and the wider organization to communicate the product vision and provide updates on progress





DEVELOPMENT TEAM

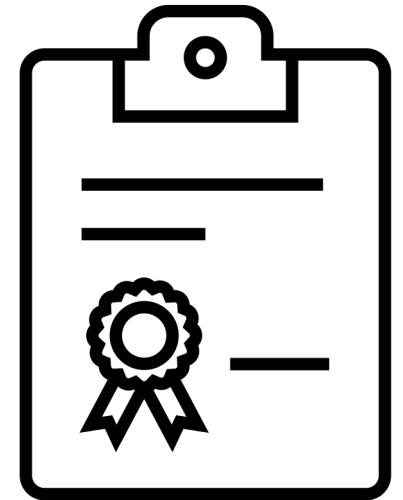
- The Development Team is **responsible** for delivering the product incrementally and iteratively
- They **work closely** with the Product Owner to select the items from the product backlog that they will work on during each sprint, and with the Scrum Master to ensure that the Scrum process is being followed
- The Development Team also **interacts** with the wider organization to provide updates on progress and to ensure that any dependencies or external factors are being taken into account.





KNOWLEDGE CHECK

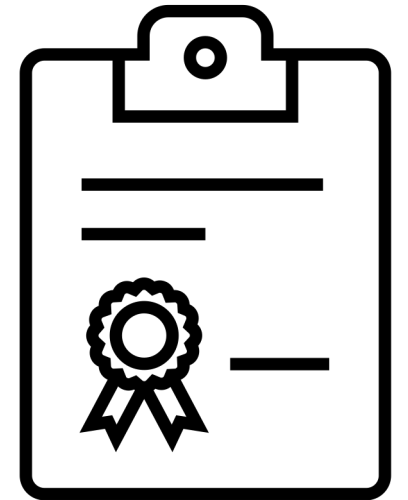
1. The 353 Scrum Framework refers to 3_____, 5_____ and 3_____.
2. The _____ is responsible for setting the product vision and being connected to voice of customer.
3. The _____ is the servant leader and coach to the team.
4. The _____ is responsible for how work is delivered.
5. Scrum artifacts all contain _____ that must be made and kept throughout the sprint.
6. Teams should be _____ and complete work based on their expertise.





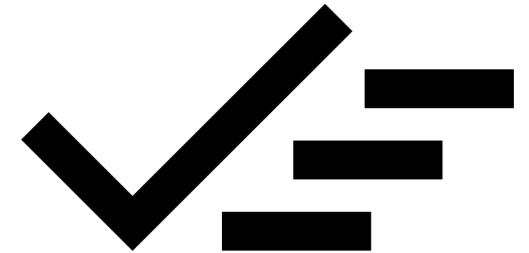
KNOWLEDGE CHECK

1. The 353 Scrum Framework refers to 3 roles, 5 events and 3 artifacts.
2. The Product Owner is responsible for setting the product vision and being connected to voice of customer.
3. The Scrum Master is the servant leader and coach to the team.
4. The Development Team is responsible for how work is delivered.
5. Scrum artifacts all consist of agreements that must be made and kept throughout the sprint.
6. Teams should be self organizing and complete work based on their expertise.



LET'S PRACTICE

- Break into 2 cross functional teams.
- Determine roles for each member of the group
 - Product Owner
 - Scrum Master
 - Development Team
- Each team will be given a product to develop



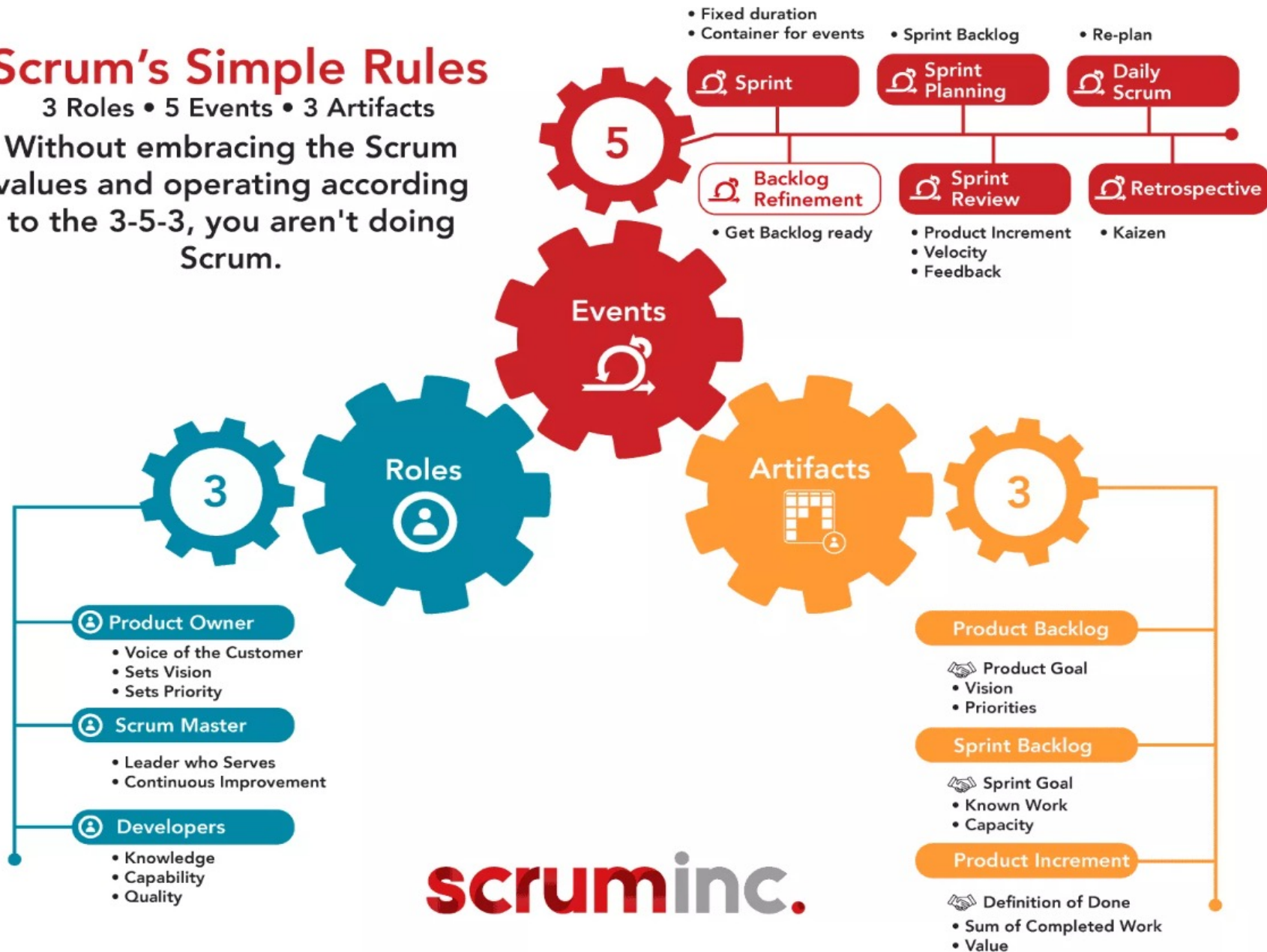


Scrum Framework & Key Components

Scrum's Simple Rules

3 Roles • 5 Events • 3 Artifacts

Without embracing the Scrum values and operating according to the 3-5-3, you aren't doing Scrum.



SPRINT

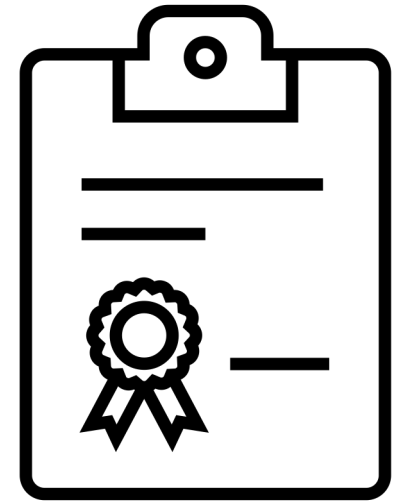
Introduction to
Scrum Events





KNOWLEDGE CHECK

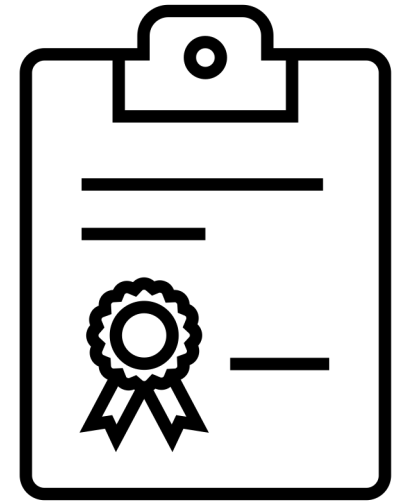
1. _____ is an umbrella term, used to describe various methodologies / frameworks that help organizations deliver value to customers most efficiently.
2. Maintain a sustainable pace of work and prioritize work-life balance is a principle of the _____.
3. The five core values of Scrum are _____, _____, _____ and _____.
4. What is the 'Manager' role responsible for in scrum? _____
5. The Stacy Matrix helps us determine an execution approach based on _____ and _____.





KNOWLEDGE CHECK

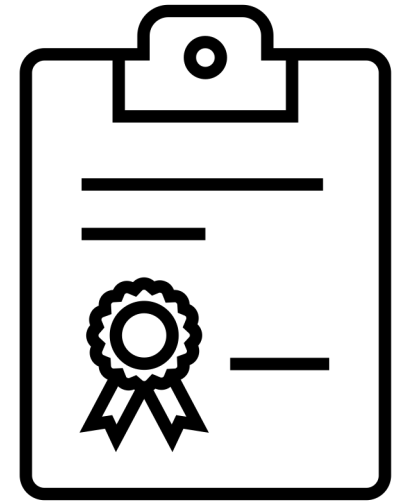
1. Agile is an umbrella term, used to describe various methodologies / frameworks that help organizations deliver value to customers most efficiently.
2. Maintain a sustainable pace of work and prioritize work-life balance is a principle of the Agile Manifesto.
3. The five core values of Scrum are Courage, Commitment, Focus, Openness and Respect.
4. What is the 'Manager' role responsible for in scrum? Manager isn't a defined scrum role.
5. The Stacy Matrix helps us determine an execution approach based on certainty and agreement.





KNOWLEDGE CHECK

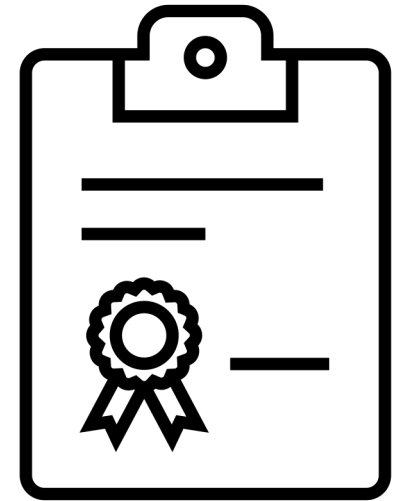
1. The Scrum event in which includes a demo of the working product is the _____.
2. The “godfathers” of Scrum and authors of the Scrum Guide are _____ and _____.
3. The _____ should occur daily and for no longer than 15 minutes.
4. The _____ represents both the voice of the customer and the organizations strategic interest.
5. True or False: The Daily Scrum is always facilitated by the Scrum Master?





KNOWLEDGE CHECK

1. The Scrum event in which includes a demo of the working product is the **Sprint Retrospective**.
2. The “godfathers” of Scrum and authors of the Scrum Guide are **Jeff Sutherland** and **Ken 56**.
3. The **Daily Scrum** should occur daily and for no longer than 15 minutes.
4. The **Product Owner** represents both the voice of the customer and the organizations strategic interest.
5. True or **False**: The Daily Scrum is always facilitated by the Scrum Master?



PRODUCT BACKLOG

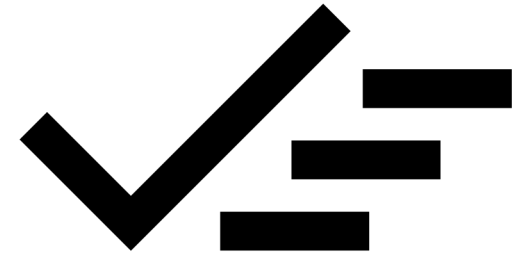




LET'S PRACTICE

Product Managers: Collect your activity packet and create

- Product Vision
- Product Goals
- Product Backlog



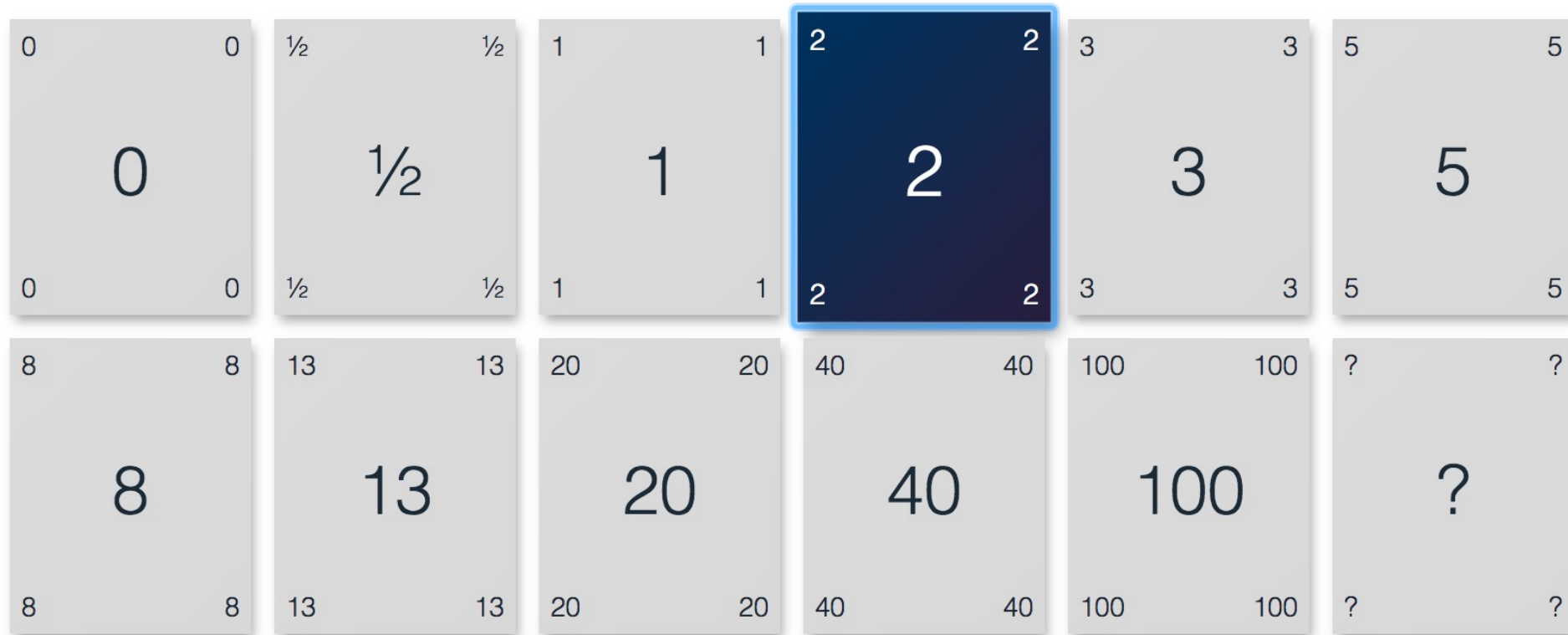
SPRINT PLANNING



PLANNING POKER

(ESTIMATION/CAPACITY)

Please, select a card



***Based on Fibonacci Sequence*

PLANNING POKER

(CAPACITY)

- A playful approach to estimation, used by many Agile teams.
- The team meets in presence of the customer or Product Owner. Around the table, each team member holds a set of playing cards, bearing numerical values appropriate for points estimation of a user story.
- The Product Owner briefly states the intent and value of a story. Each member of the development team silently picks an estimate and readies the corresponding card, face down. When everyone has taken their pick, the cards are turned face up and the estimates are read aloud.
- The two (or more) team members who gave the high and low estimate justify their reasoning. After brief discussion, the team may seek convergence toward a consensus estimate by playing one or more further rounds.

SPRINT BACKLOG



SPRINT BACKLOG

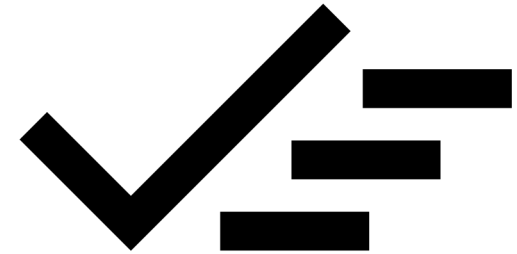
Story	Estimate
Story 1	
Story 2	
Story 3	
Story 4	
New Story	
New Story	



LET'S PRACTICE

Assemble Team: Collect your activity packet and team

- Conduct Sprint Planning
- Determine Sprint Goals
- Develop Sprint Backlog



DAILY SCRUM

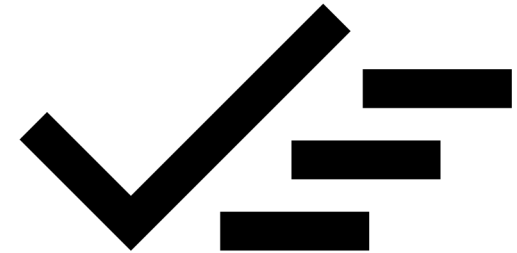




LET'S PRACTICE

Scrum Master: Collect your activity packet and team

- Conduct Daily Scrum
- 3 Questions
- Act on Responses



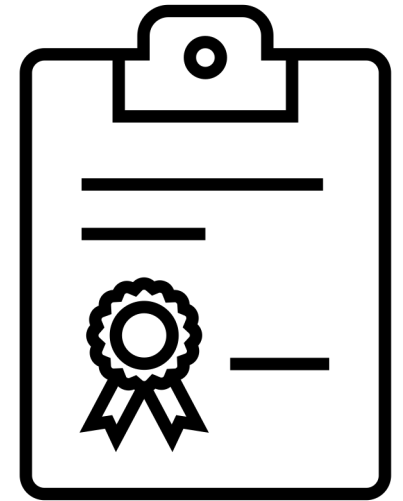
SPRINT REVIEW





KNOWLEDGE CHECK

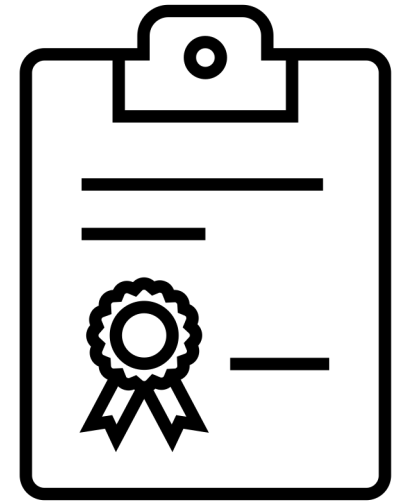
1. The sprint is over when the _____ expires.
2. Agile is an _____ approach to development.
3. A term used for combining Scrum and Kanban approaches in delivery is _____.
4. High Functioning and _____ teams are critical to scrum success.
5. The appropriate time box for an iteration is 1 to 4 _____?
6. The recommended size for a scrum team is ___ or less members.





KNOWLEDGE CHECK

1. The sprint is over when the **time box** expires.
2. Agile is an **iterative** approach to development.
3. A term used for combining Scrum and Kanban approaches in delivery is **Scrum-ban**.
4. High Functioning and **self organizing** teams are critical to scrum success.
5. The appropriate time box for an iteration is 1 to 4 **weeks**?
6. The recommended size for a scrum team is **10** or less members.



LUNCH BREAK



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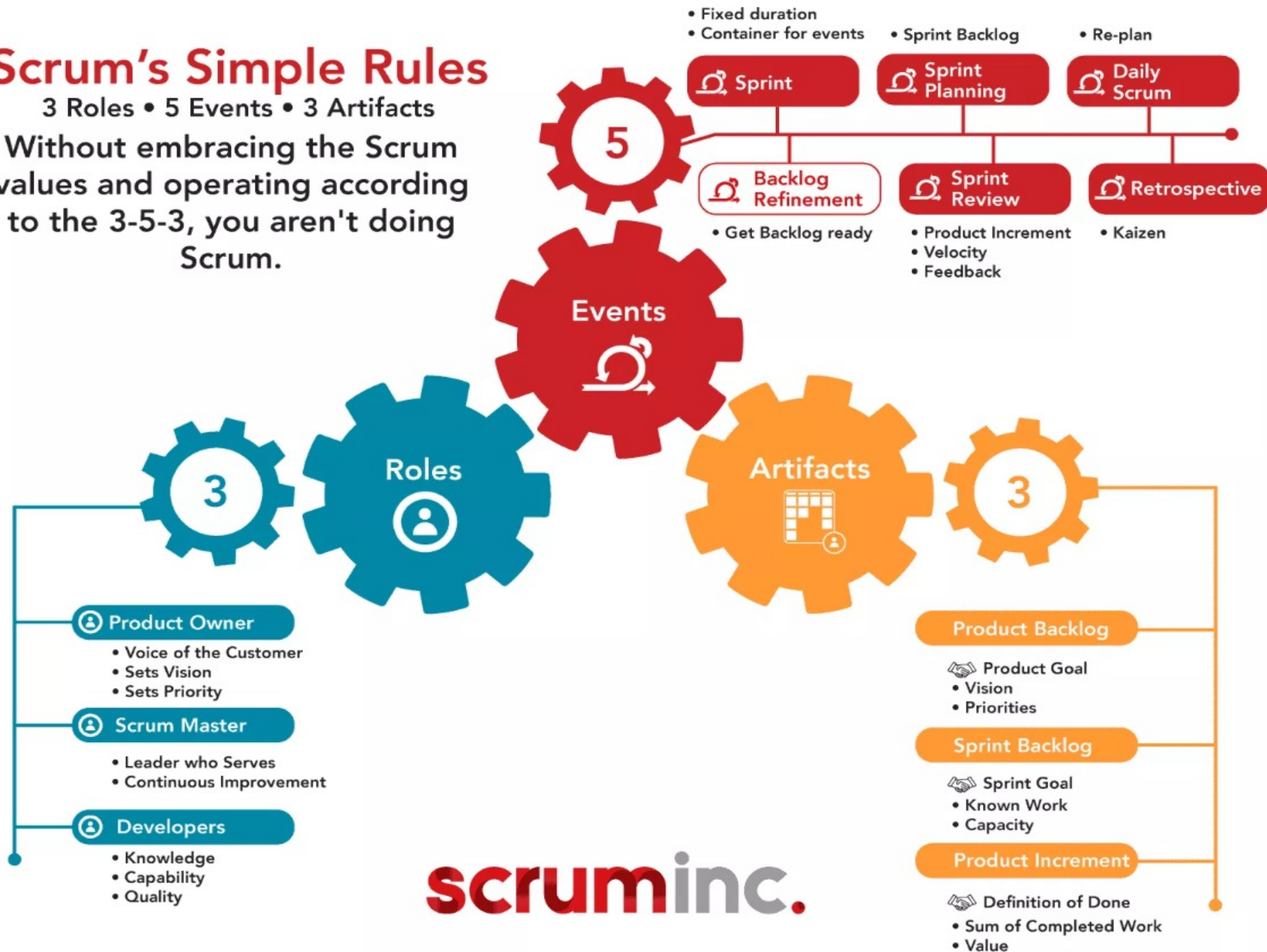
SPRINT RETROSPECTIVE



Scrum's Simple Rules

3 Roles • 5 Events • 3 Artifacts

Without embracing the Scrum values and operating according to the 3-5-3, you aren't doing Scrum.



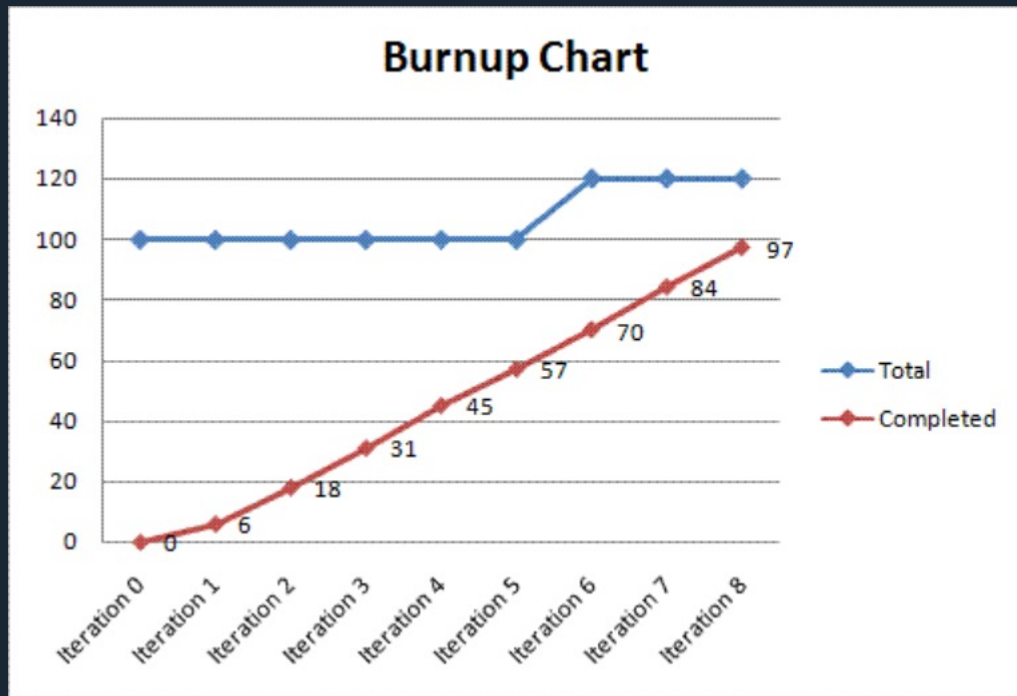
INCREMENT

The Increment and
Definition of Done



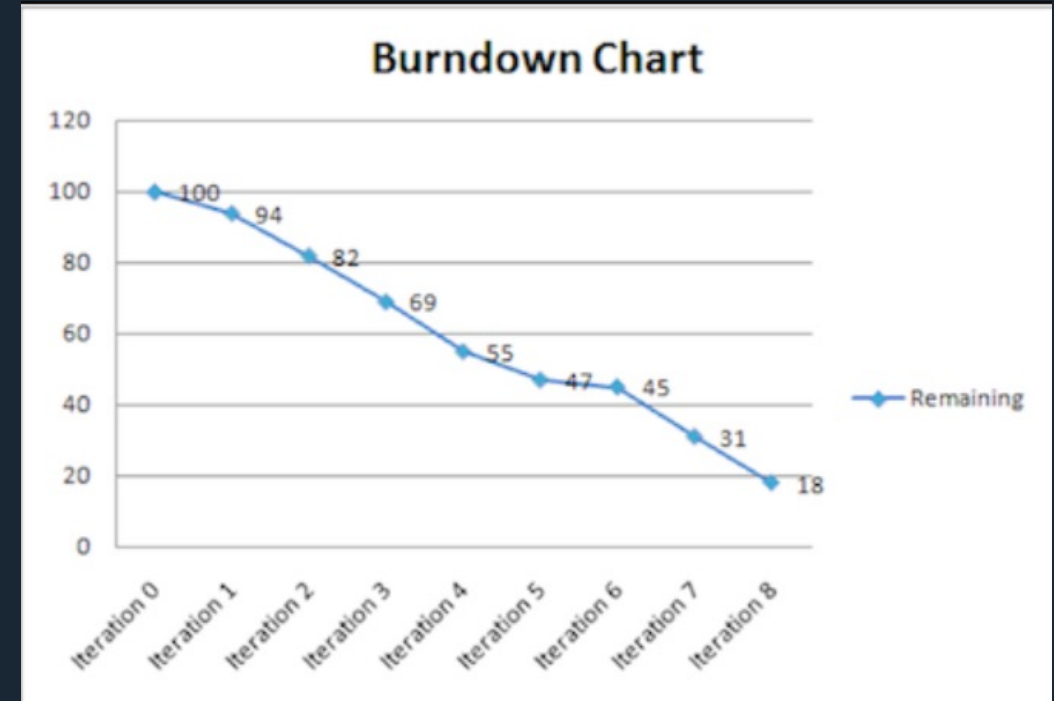
TRACKING PROGRESS

Burn Up Chart



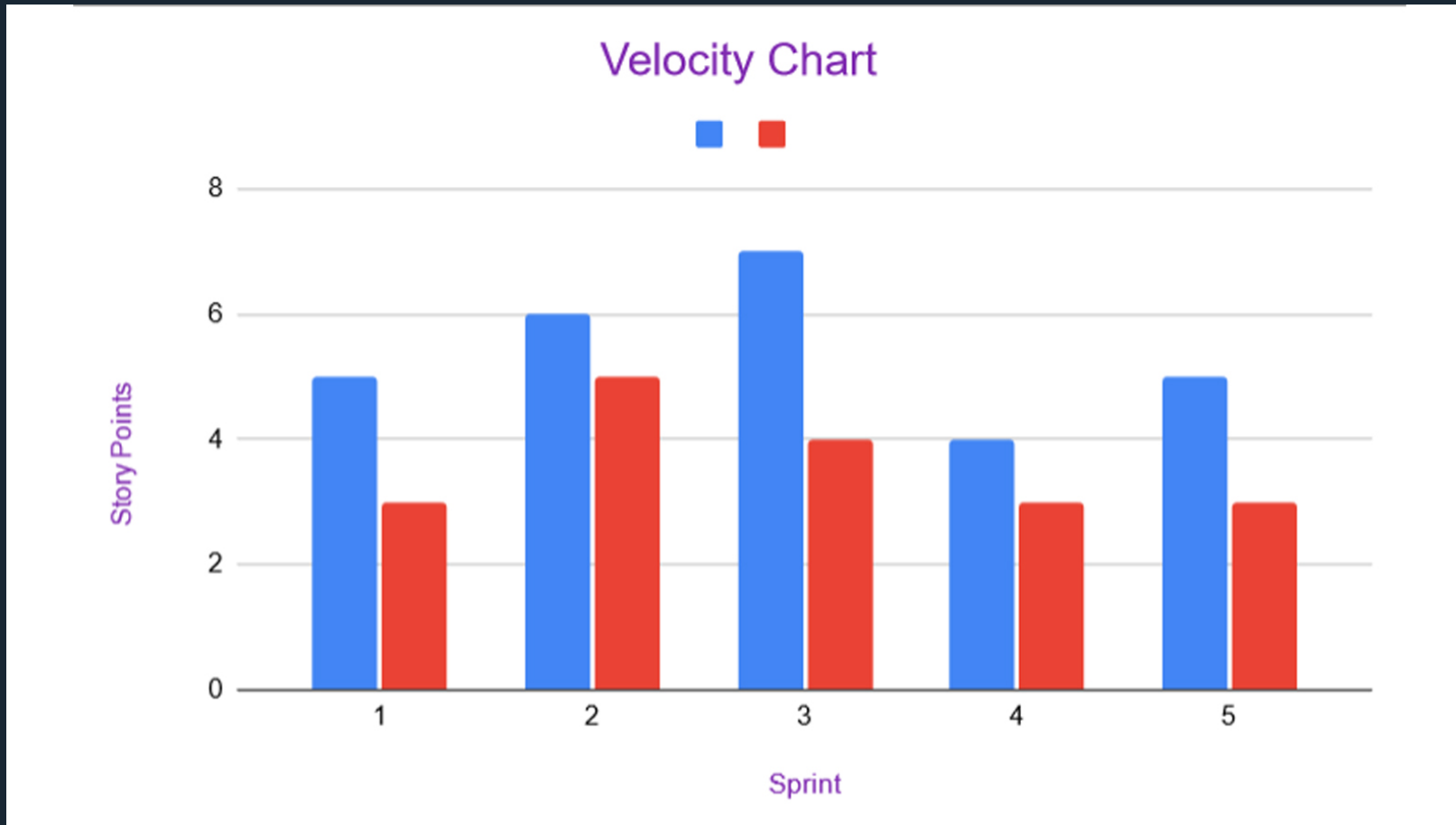
Focus on completed story points

Burn Down Chart



Focus on remaining story points

TRACKING PROGRESS



Focus on team delivery rate over multiple increments

BREAK



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 Breaktime for PowerPoint by Flow Simulation Ltd.

Pin controls when stopped ☒



Applying Agile & Scrum to Various Industries & Projects

SOFTWARE DEVELOPMENT



Agile and Scrum are widely used in the software development industry



Many software development teams have successfully adopted the Scrum framework to improve their productivity, speed up their development cycles, and deliver high-quality software products



For example, companies like Spotify, Google, and Salesforce have all implemented Scrum to manage their software development projects



MARKETING



Agile and Scrum have also been adopted by marketing teams to improve their project management and collaboration



By using Scrum, marketing teams can work more efficiently, prioritize their projects, and deliver campaigns more quickly



For example, companies like Coca-Cola, Sony, and John Deere have used Scrum to manage their marketing campaigns



EDUCATION



Agile and Scrum have also been used successfully in the education industry



By adopting the Agile methodology, schools and universities can improve their teaching and learning processes, and better meet the needs of their students



For example, the University of Kentucky used Agile to improve the efficiency of their IT department and to enhance their student experience with their 'Smart Campus' Initiative



HEALTHCARE



Agile and Scrum have also been used in the healthcare industry to improve patient outcomes and provide better care



By using Scrum, healthcare teams can work more collaboratively and focus on delivering high-quality patient care



For example, many health systems have used Scrum to develop an electronic medical records system, resulting in improved efficiency and patient safety



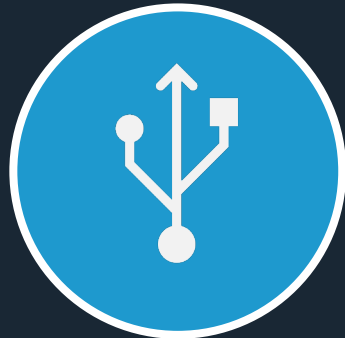


ADAPTABLE & CUSTOMIZED DESIGN



Scaling

Agile and Scrum can be scaled up or down to fit the size and complexity of the project or organization. For large projects or organizations, there are frameworks like Scaled Agile Framework (SAFe) and Large Scale Scrum (LeSS), which can be used to implement Agile and Scrum across multiple teams.



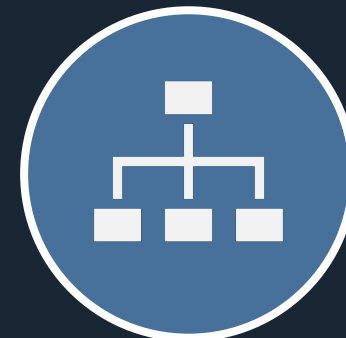
Hybridization

Agile and Scrum can be combined with other methodologies, frameworks, or tools to create a customized approach. For example, organizations may choose to combine Scrum with Lean or Kanban to create a hybrid approach that suits their specific needs.



Tooling

There are various tools available that can be used to support Agile and Scrum implementation. For instance, digital Kanban boards or other online collaboration tools can be used to facilitate collaboration and communication between team members.



Team Structure

The structure of the team can be adapted to suit the needs of the project or organization. The size and composition of the team can be adjusted, and the roles and responsibilities of team members can be redefined to meet the needs of the project.



Iteration Length

The length of iterations can be adjusted to suit the needs of the project or organization. While the standard iteration length in Scrum is typically two weeks, organizations can choose to have shorter or longer sprints depending on their needs.

Scrum Alliance

- Was the first organization to offer Scrum certifications
- Certifications have a stronger focus on soft skills and facilitation
- Has a larger community of practitioners and trainers
- Has a broader focus on Agile and Lean practices beyond Scrum

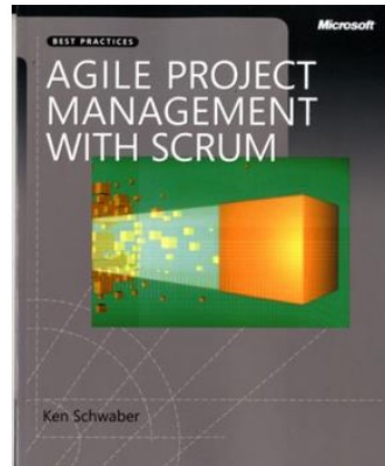
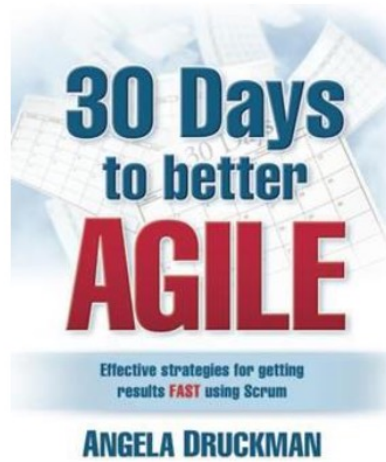
Scrum.org

- Was founded by one of the co-creators of Scrum, Ken Schwaber
- Certifications have a stronger focus on technical skills and development practices
- Has a more exclusive community with higher standards for certification
- Is more focused on Scrum as a methodology

CONCLUSION

- Agile and Scrum provide a flexible, collaborative, and iterative approach to project management
- By emphasizing teamwork, transparency, and continuous improvement, the Agile and Scrum methodologies have revolutionized the way that teams approach project development and delivery
- By adopting an Agile and Scrum approach, teams can improve their communication, increase their efficiency and effectiveness, and ultimately deliver higher-quality products that meet the needs of their stakeholders
- However, Agile and Scrum are not a silver bullet, and they may not be the right approach for every project or organization
- It is important to carefully consider the needs of your team and stakeholders and to adapt the Agile and Scrum methodologies to fit your specific context

RESOURCES



 Lucidchart

 miro

 Jira Software



 Scrum-Poker.org

 LEAN SOLUTIONS

REFERENCES

- [Scrum Inc. Home - Better Results. Starting Now.](#)
- [Scrum Alliance Certification | Transform your workplace](#)
- [Achieving Business Agility and Agile Planning | Scaled Agile](#)
- [OEConsulting.com.sg](#)
- [www.mountangoatsoftware.com/scrum](#)
- [www.controlchaos.com](#)
- [Manifesto for Agile Software Development \(agilemanifesto.org\)](#)
- [https://www.pmi.org/learning/library/tailoring-benefits-project-management-methodology-11133](#)

THANK YOU!



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Matrina Poston Patrick Adams

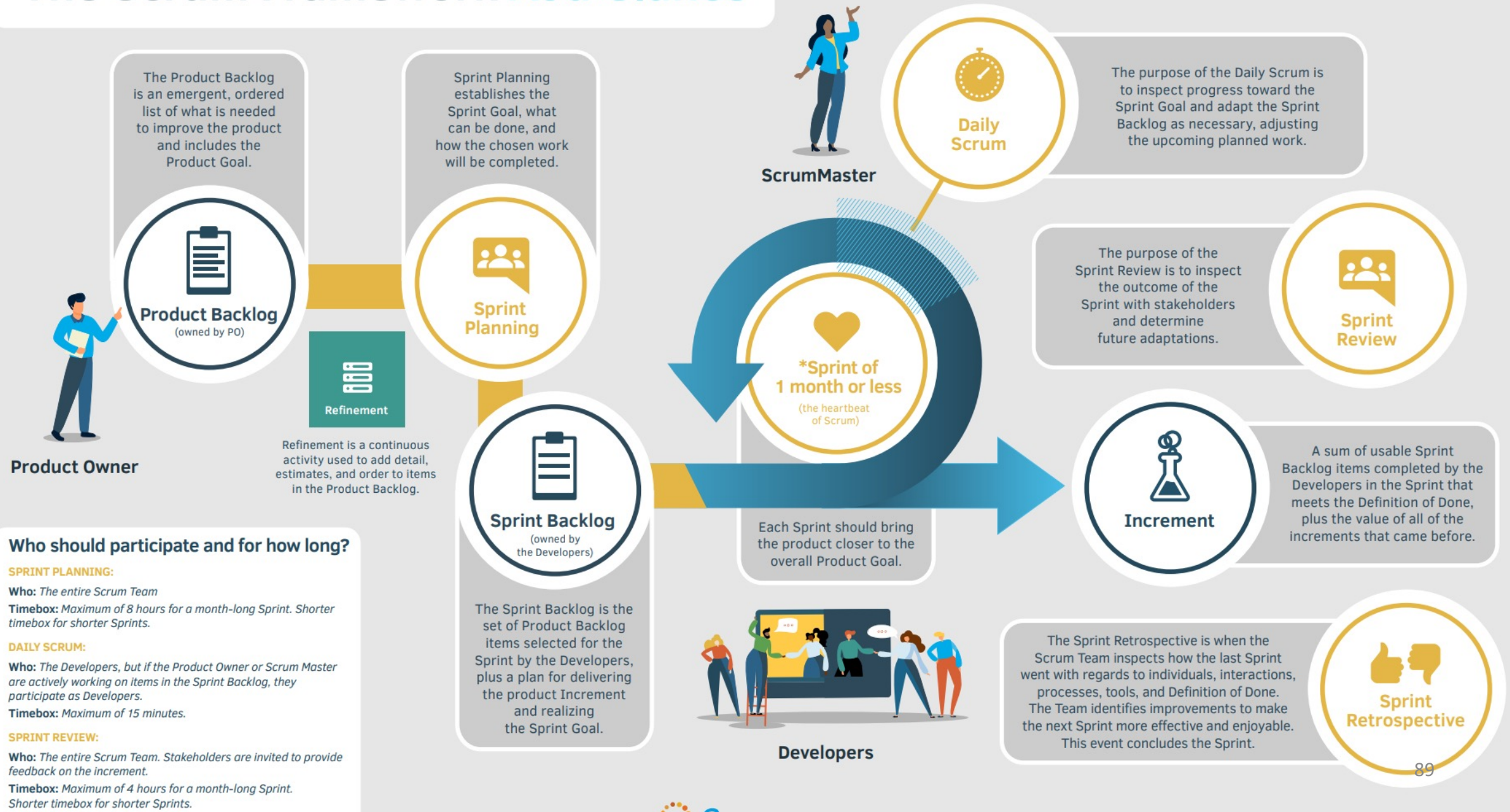




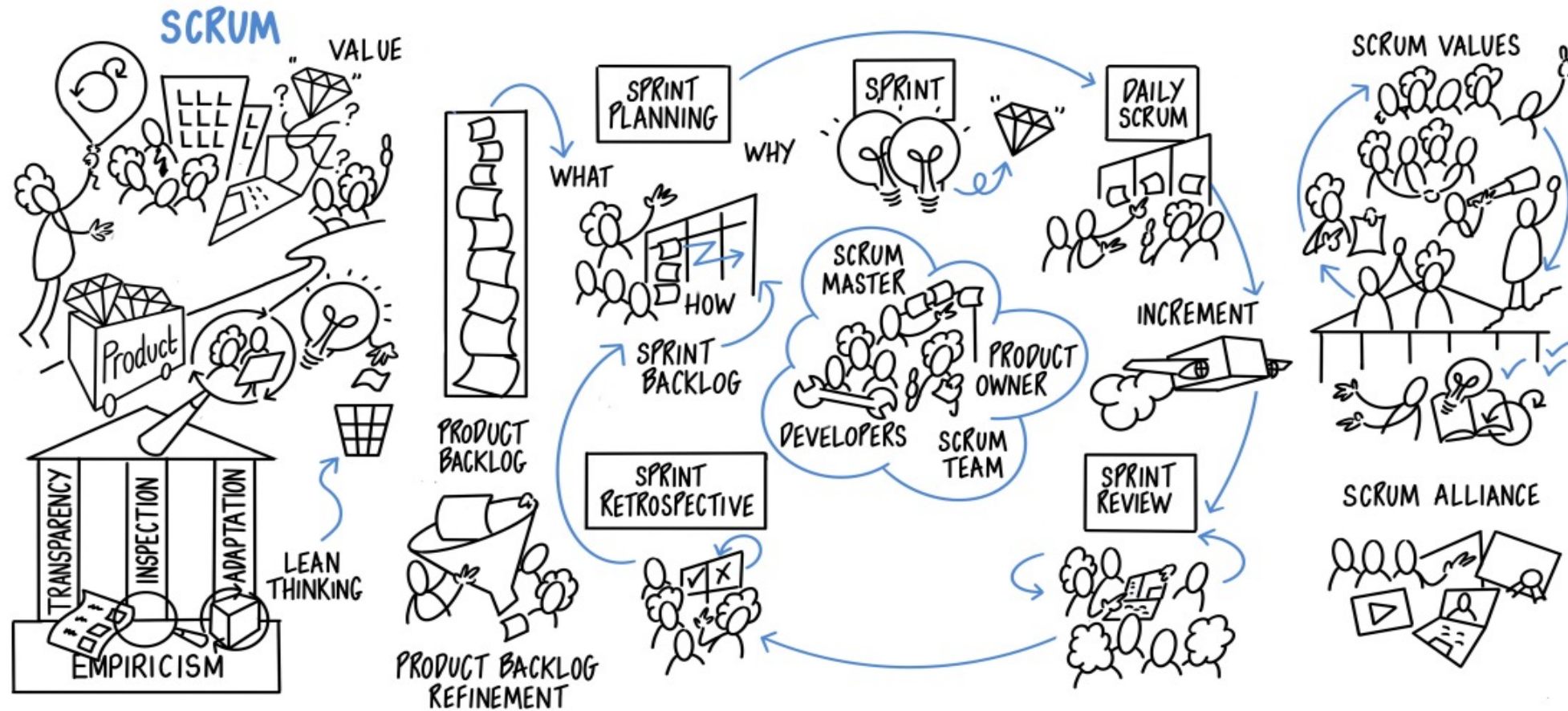
STOCK SLIDES

For use throughout the training and or plotter prints if needed in room

The Scrum Framework **At a Glance**



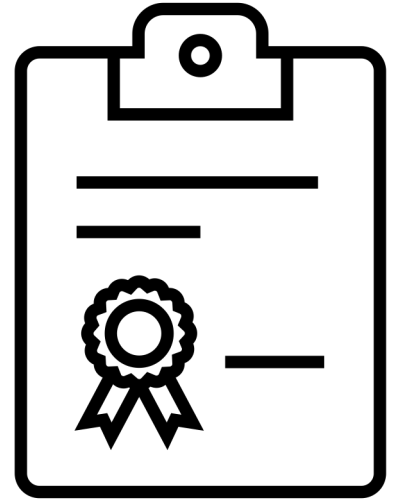
SCRUM OVERVIEW



SCRUM TASK BOARD TEMPLATE

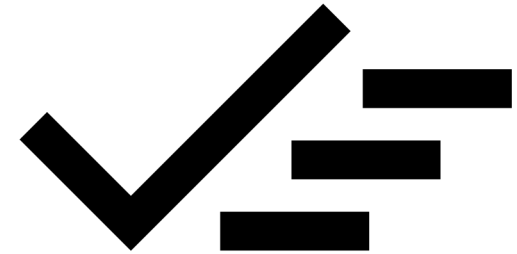
Stories	To Do	In Progress	Testing	Done

KNOWLEDGE CHECK





LET'S PRACTICE



BREAK



10:00

mins: secs: type:

 Breaktime for PowerPoint by Flow Simulation Ltd.

Pin controls when stopped ☒

BONVOY



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 DESTINATION

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STANLEY

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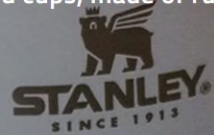


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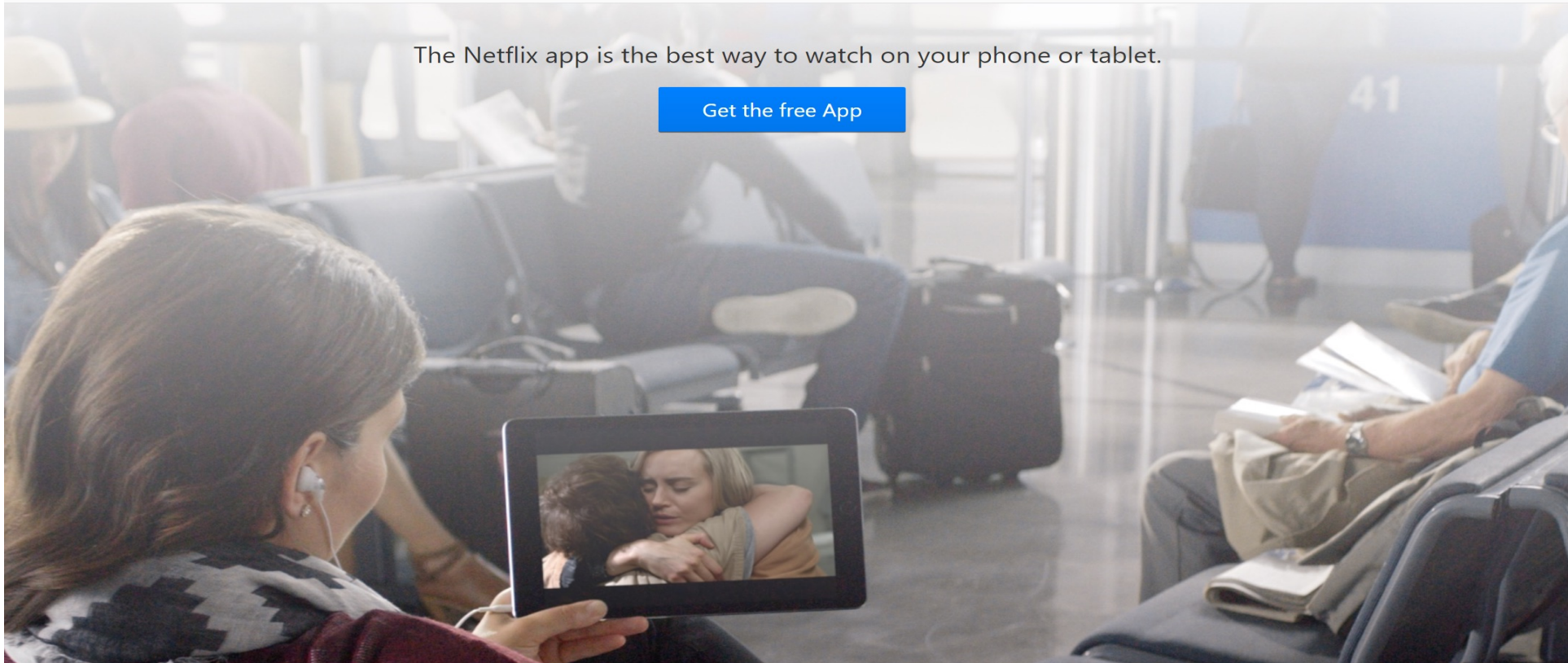
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PRODUCT OWNER

- The Product Owner is **responsible** for defining and prioritizing the product backlog, which is a list of features and requirements for the product
- They **work closely** with the Development Team to ensure that the highest-priority items are being worked on, and with the Scrum Master to ensure that the team is following the Scrum framework
- The Product Owner also **interacts** with stakeholders and the wider organization to communicate the product vision and provide updates on progress



PRODUCT VISION & GOALS

 VISION What is your motivation for creating the product? Which positive change should it bring about?			
 TARGET GROUP Which market or market segment does the product address? Who are the target customers and users?	 NEEDS What problem does the product solve? Which benefit does it provide?	 PRODUCT What product is it? What makes it stand out? Is it feasible to develop the product?	 BUSINESS GOALS How is the product going to benefit the company? What are the business goals?

PRODUCT BACKLOG

	What are the top product features needed to meet the Product Goal?	Estimate	Value
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			

PRODUCT REFINEMENT

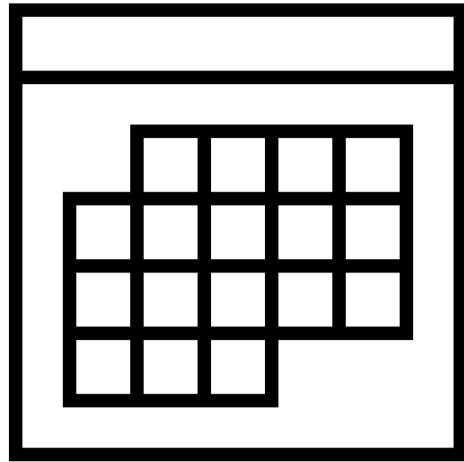
	Feature	Definition of Done	Sum of Completed Work	Value to Customer
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				



SCRUM MASTER

- The Scrum Master is **responsible** for facilitating the Scrum process and ensuring that the team is following the framework
- The Scrum Master **works closely** with the Product Owner and Development Team to make sure that everyone is aligned and working towards the same goals
- They also **interact** with the wider organization to remove any impediments or roadblocks that may be preventing the team from making progress



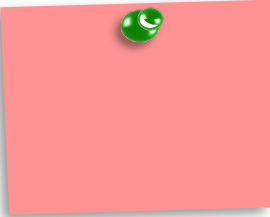
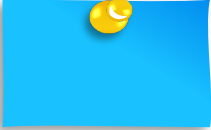
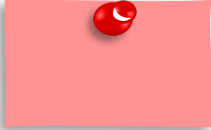
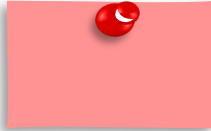
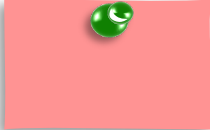
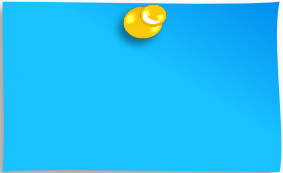
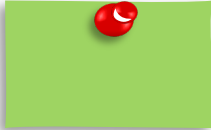


SPRINT

- Fixed Duration
 - (1-4 weeks max)
- Container for Events
- Delivery Timebox



SPRINT PLANNING

Stories	To Do	In Progress	Testing	Done
	   	  	  	 
	   	 	 	

SPRINT GOAL

Sprint Goal

1. ***What*** are the highest priority items to deliver?
2. ***How*** will we deliver those items?



SPRINT BACKLOG

Stories

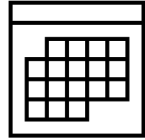


- Sprint Goal
- Known Work
- Capacity

Acceptance Criteria

Measurable results, what defines "done"?
And I know I am done when

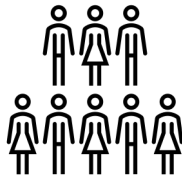
DAILY SCRUM



Occurs Daily



15-minute - Stand-up | Not for problem solving



Anyone is invited



Only team members, engage in dialogue
(helps avoid unnecessary meetings / allows for replanning if needed)

DAILY SCRUM

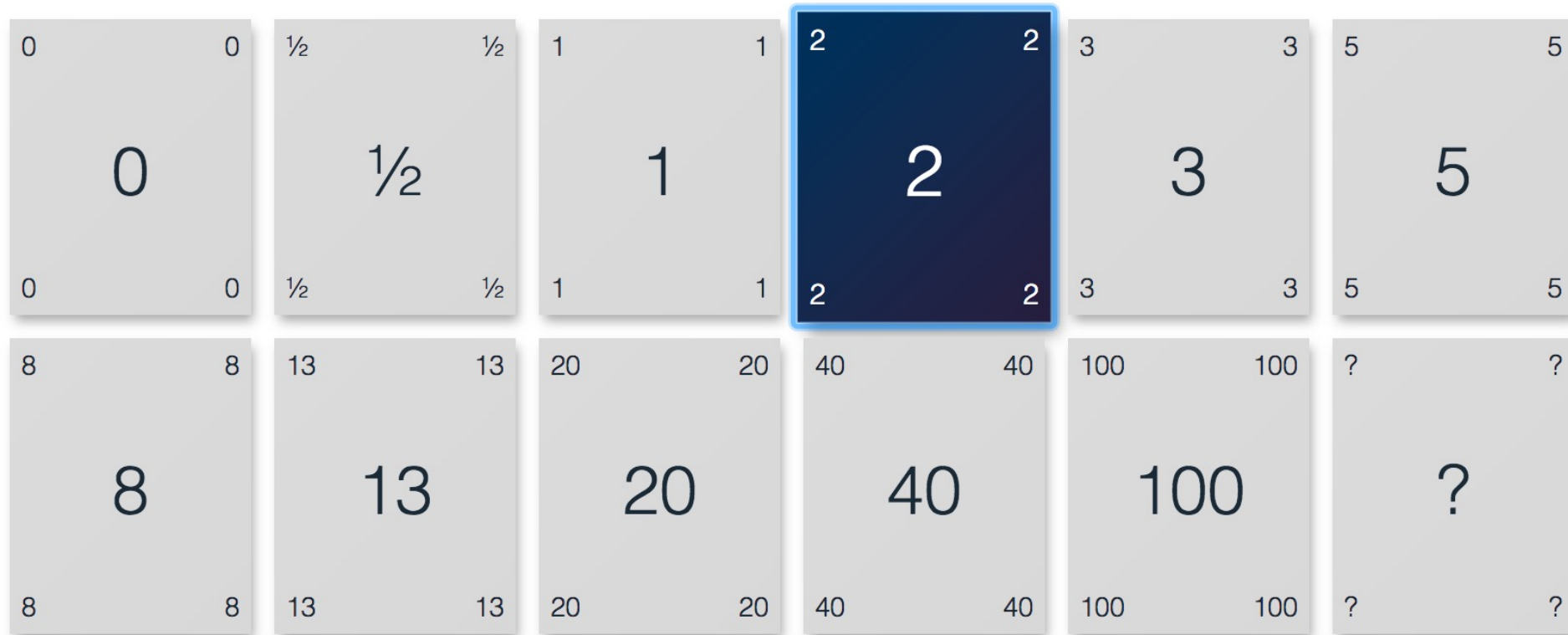
1. What did you do yesterday?
2. What will you do today?
3. Is there anything in your way?

These are not status updates for the Scrum Master, they are commitments to peers

PLANNING POKER

(ESTIMATION/CAPACITY)

Please, select a card



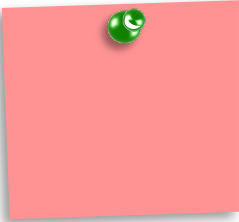
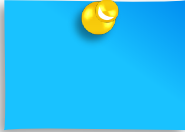
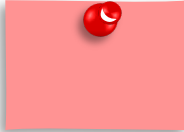
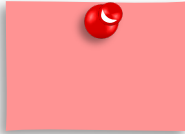
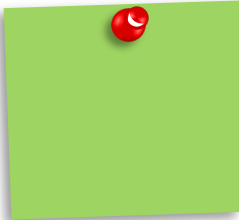
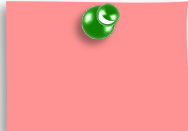
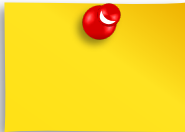
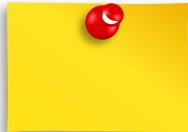
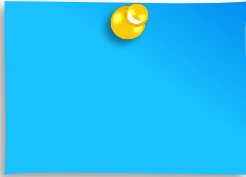
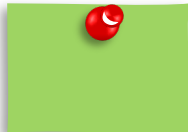
***Based on Fibonacci Sequence*

PLANNING POKER

(CAPACITY)

- A playful approach to estimation, used by many Agile teams.
- The team meets in presence of the customer or Product Owner. Around the table, each team member holds a set of playing cards, bearing numerical values appropriate for points estimation of a user story.
- The Product Owner briefly states the intent and value of a story. Each member of the development team silently picks an estimate and readies the corresponding card, face down. When everyone has taken their pick, the cards are turned face up and the estimates are read aloud.
- The two (or more) team members who gave the high and low estimate justify their reasoning. After brief discussion, the team may seek convergence toward a consensus estimate by playing one or more further rounds.

BACKLOG REFINEMENT

Stories	To Do	In Progress	Testing	Done
	   	  	  	 
	   	 	 	

SPRINT REVIEW

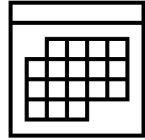
1. Team presents what it accomplished during the sprint
2. Typically takes the form of a demo
3. Informal (2-hour prep time rule)
4. No slides
5. Whole team participates
6. Invite any / everyone

Product Increment
(what did we deliver?)

Performance (Velocity)

Feedback (How did it go?)

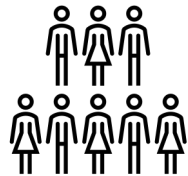
SPRINT RETROSPECTIVE



Occurs Once per Sprint



15- 30 minutes



Anyone is invited and participates (including customers)



Focus on Continuous Improvement



DEVELOPMENT TEAM

- The Development Team is **responsible** for delivering the product incrementally and iteratively
- They **work closely** with the Product Owner to select the items from the product backlog that they will work on during each sprint, and with the Scrum Master to ensure that the Scrum process is being followed
- The Development Team also **interacts** with the wider organization to provide updates on progress and to ensure that any dependencies or external factors are being taken into account.



USER STORY TEMPLATE

Story Title	User ID
User Story 1 As a(stakeholder) I want to (task), So That (desired result) Acceptance Criteria Measurable results, what defines "done"? And I know I am done when	Importance Estimate Type ☐ Payment ☐ Report/view ☐ Search ☐ Manage data ☐ Workflow 

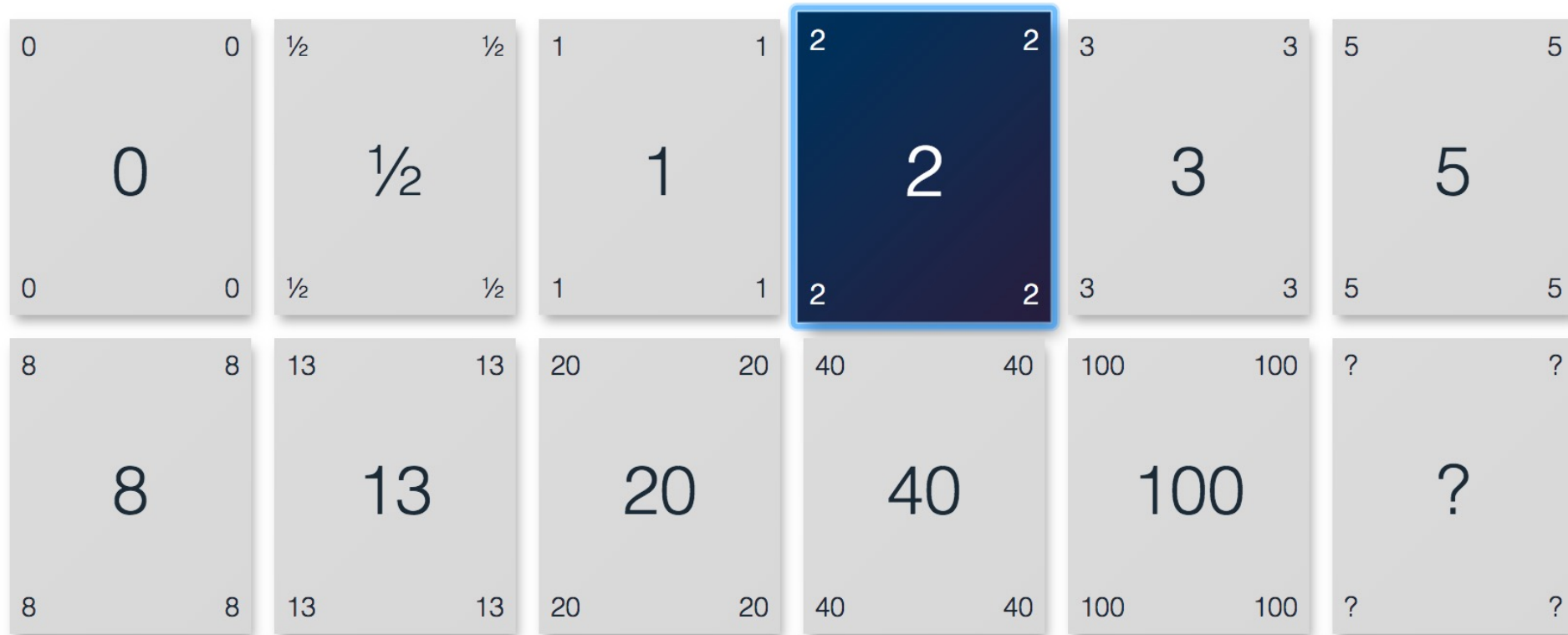
USER STORY TEMPLATE

- As a (who wants to accomplish something)
 - I want to (what they want to accomplish)
 - So that (why they want to accomplish that thing)
- As a bank customer
 - I want to withdraw money from an ATM
 - So that I'm not constrained by opening hours or lines at the teller

PLANNING POKER

(ESTIMATION/CAPACITY)

Please, select a card



***Based on Fibonacci Sequence*

PLANNING POKER

(CAPACITY)

- A playful approach to estimation, used by many Agile teams.
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- The two (or more) team members who gave the high and low estimate justify their reasoning. After brief discussion, the team may seek convergence toward a consensus estimate by playing one or more further rounds.

SPRINT BACKLOG

Story	Estimate
Story 1	
Story 2	
Story 3	
Story 4	
New Story	
New Story	