

# ACE 301

## Scrum Training



Agile Center of Excellence

# Introduction

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- Facilitator
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# Disclosures

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- This is not a Scrum Master Certification Class
- This class has not been approved by any Scrum-related training organization
- The material contained within comes from various Scrum sources, including the Scrum Guide and Scrum.org
- Individuals who wish to sit for a Scrum Master certification exam are recommended to continue their studies beyond this course



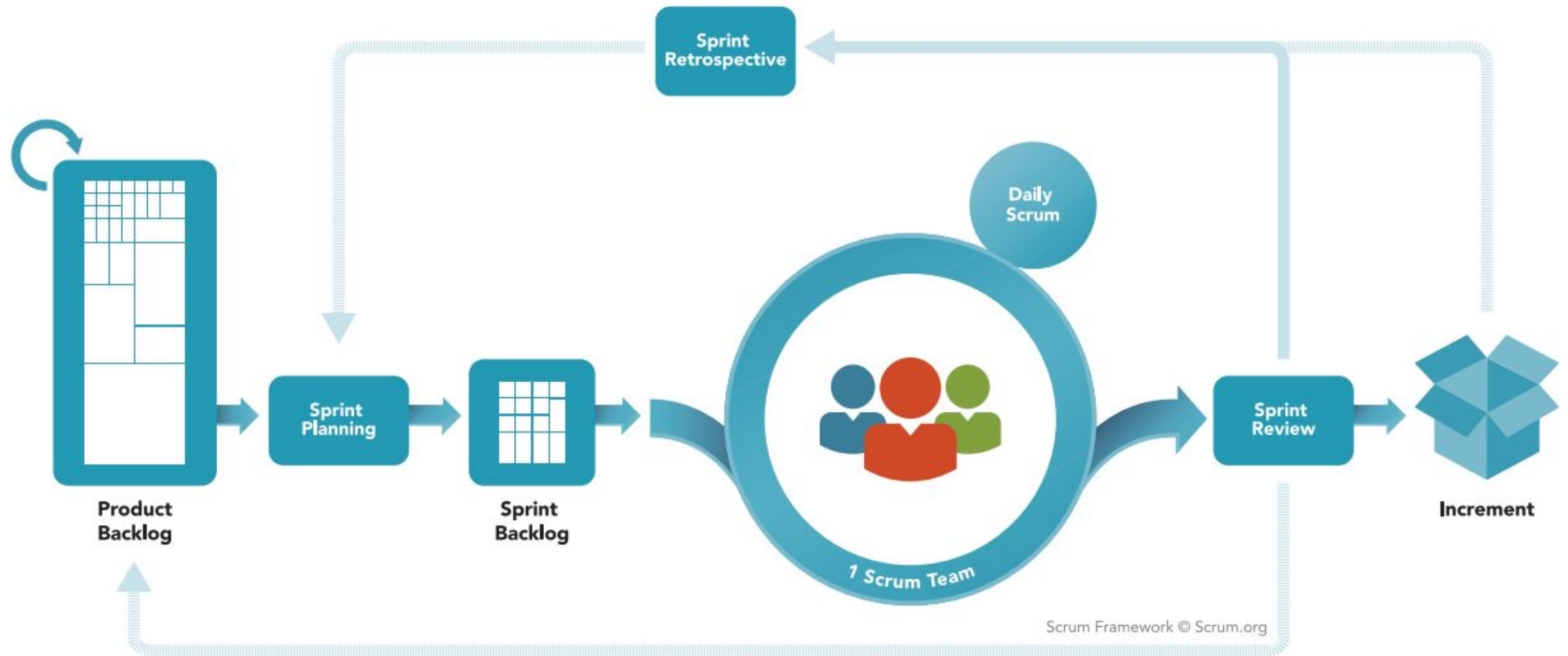
# Agenda

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- Definition of Scrum
- Empirical Process Control
- Scrum Values
- Scrum Team
- Scrum Events
- Scrum Artifacts
- Break
- Activity
- Next Steps



# Scrum Framework



# Definition of Scrum

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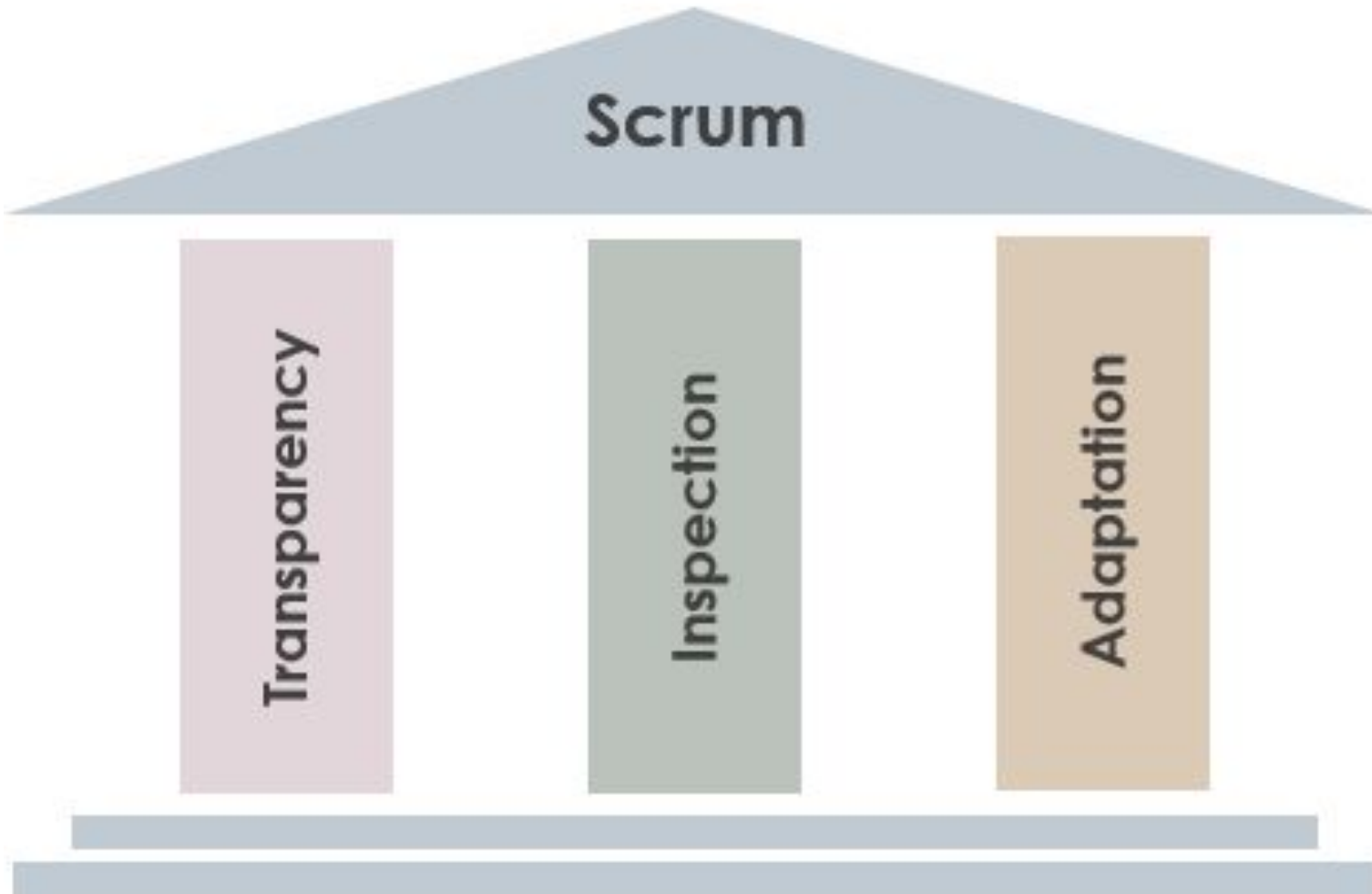
- What Scrum is and isn't
  - [Scrum Simplified](#)
  - Scrum is lightweight and easy to understand, but when you dig in you will find that it is difficult to master.
  - Scrum is a framework of pillars, values, roles, events, and artifacts, **NOT** a specific process
  - Scrum does not tell you how to do things, it tells you what needs to be done and lets you figure out how to do it.
  - To make it even more confusing, Scrum is not literal; you must modify what it says to match your circumstances.
  - Scrum is a well-balanced framework, all its parts are needed in order to be effective.





# Empirical Process Control (3 Pillars)

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## Transparency

Giving visibility to the significant aspects of the process to those responsible for the outcome.

## Inspection

Timely checks on the progress toward a sprint goal to detect undesirable variances.

## Adaptation

Adjusting a process as soon as possible to minimize any further deviation or issues.



# Scrum Values \*



\*<http://jesse.earth/2019/02/23/shared-scrum-values-poster/>





# Visualizing Scrum Values (~7 minutes)

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## Courage

1. I work on the next highest priority Product Backlog Item (I do not cherry pick the work I pick up in the Sprint)
2. If I see something that is wrong with what I'm being asked to do, I will say so.
3. I will question & reproach my team members if I feel that they are doing something wrong.
4. Regardless of the person talking, I will correct them if I believe that they are incorrect.
5. I will stand firm if I believe I am right, even if I'm in the minority within the group.

## Commitment

1. I always know what the sprint goal is and how my work supports it.
2. I do everything I can to ensure we achieve the goals of the sprint.
3. In my current team, I have never thought of taking a sick day to avoid going into work.
4. I always arrive on time for the events, my colleagues never have to wait for me to start the event.
5. I know what it means to say that an item is done, i.e. I know the criteria that meets our Definition of Done.

## Focus

1. Whilst working on a story I do not get distracted.
2. If I am not enjoying the work in a story I still give it the attention it needs.
3. When enjoying working on a story I will not over work a story just to prolong it.
4. I do not procrastinate when working on a story.
5. As soon as the story is ready to move into a new state, I will tell my colleagues and either hand it over or ensure that they know it is ready to pick up.

## Openness

1. I do not shy away from telling difficult news to team members and stakeholders
2. I do not hide away difficult issues in the hope that they will sort themselves out.
3. If something / someone is annoying me I will address it / tell them.
4. My colleagues can judge what state of mind I'm in, I can share my feelings with my them.
5. I always say the true state of an item, and do not over/under play it.

## Respect

1. I listen with equal intensity regardless of who is talking.
2. When listening to people I never talk over them.
3. I value everyone's opinion equally.
4. I am never concerned who works on what item in the backlog.
5. I feel that my opinion is respected and that I have an equal say in the team.



# Scrum Team \*

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- Scrum Team
  - Self-organizing, cross-functional team that iteratively and incrementally delivers product to maximize opportunities for feedback
- Product Owner
  - Responsible for maximizing value of Product
  - Sole owner of and accountable for the Product Backlog
- Scrum Master
  - Servant-leader for the Scrum Team, responsible for promoting and supporting Scrum theory, practices, rules, and value to internal team members and external stakeholders
- Development (Dev) Team
  - Professionals who do the work of delivering potentially releasable Increments of product at the end of each Sprint



# Scrum Events \*

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- Sprint
  - Time-box during which a usable, releasable, product Increment is created
- Sprint Planning
  - Event that defines what can be achieved in the upcoming Sprint in the form of a Sprint Goal and a plan on how to achieve the Sprint Goal
- Daily Scrum
  - 15 minute time-box for Dev Team to identify impediments and improve communication
- Sprint Review
  - Scrum Team presents completed Increment to stakeholders for feedback
- Sprint Retrospective
  - Team inspects what went well and what could be improved from current Sprint to adapt in next Sprint



# Scrum Artifacts

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- Product Backlog

- Dynamic, evolving list of all features, functions, requirements, enhancements, and fixes known to be needed in the product

- Sprint Backlog

- Highly visible, real-time, sub-set of Product Backlog items selected for the Sprint, owned solely by the Dev Team

- Increment

- Sum of Product Backlog items completed during a Sprint
- At the end of a Sprint, an Increment must be in a usable condition and meet the definition of Done



# Break Time

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- Scrum Videos
  - [Nordstrom Innovation Lab](#)
  - [Bad Scrum Master Quotes](#)



# Game Time - Outline

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- How-To

- Open ACE 301 - Scrum Jamboard - (August 2020)
- Navigate to your team page

- Objective

- Design a brochure for a luxury resort
- Present your brochure to the group - whoever gets the most reservations wins!

- Roles

- Product Owner
  - Prioritize Product Backlog
  - Accept completed Increment at Sprint Review
- Scrum Master
  - Ensure Scrum Events, Rules, and Values are followed
  - Timekeeping
- Development Team
  - Completes development to deliver value for the product



# Preparation (~25 - 30 minutes)

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## ■ Timing

- Team Intro (3-5 minutes)
  - Introduce yourself, role at DISH, level of Agile experience
  - ID Product Owner, Scrum Master, and Developers
  - Document on Jamboard
- Feature Definition (10 minutes) - EVERYONE contributes
  - Define project objective
    - Resort name, location, target demographic
  - Define Features - what would your customers pay for
    - Entertainment, Dining, Activities, Key Differentiators
- Prioritize Backlog (7 minutes)
  - Refine and Prioritize
  - Should be able to complete within 15 minute Sprint
- Sprint Planning (5 minutes)
  - Estimate time and agree on what can be completed within 15 minute Sprint
  - Move committed Features into Sprint Backlog
  - Define Sprint Goal (Wireframe, Mocks, Specific Sections)

# Development (~20 minutes)

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- 1st Half Sprint (7 minutes)
  - Self organize to determine who will work on what Features
  - Go do the work
  - Scrum Master can help research or remove blockers, but Dev Team should be adding work to the brochure
- Daily Stand Up (3 minutes) - *use the Kanban Board*
  - What did you get completed
  - What are you working on next
  - What are you blockers / dependencies / helps
- 2nd Half Sprint (7 minutes)
  - Complete all Features that team committed to for the Sprint

# Demo / Retro (~15 - 20 minutes)

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- Sprint Demo (~7 - 10 minutes total)
  - Review Sprint Goal
  - Present Product Increment to group
- Sprint Review (~2 minutes)
  - After all teams present, each person gets to make a 'reservation' by adding a card on the brochure they would pick
- Sprint Retro (~5 - 7 minutes)
  - Team conducts a team retro

# Next Steps

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- Sites

- Scrum.org
- Scrum Alliance

- Books

- Agile Software Development with Scrum by Ken Schwaber
- Essential Scrum by Kenneth Rubin

- Other

- Google
- Youtube

# Parking Lot

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The End...

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