

# Introduction to Agile and Scrum



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# Topics

- Introduction to Agility
  - Agile Values and Principles
  - Agile Frameworks
  - Law of Accelerating Returns
- Introduction to Scrum
  - Core Values
  - Roles
  - Events
  - Artifacts

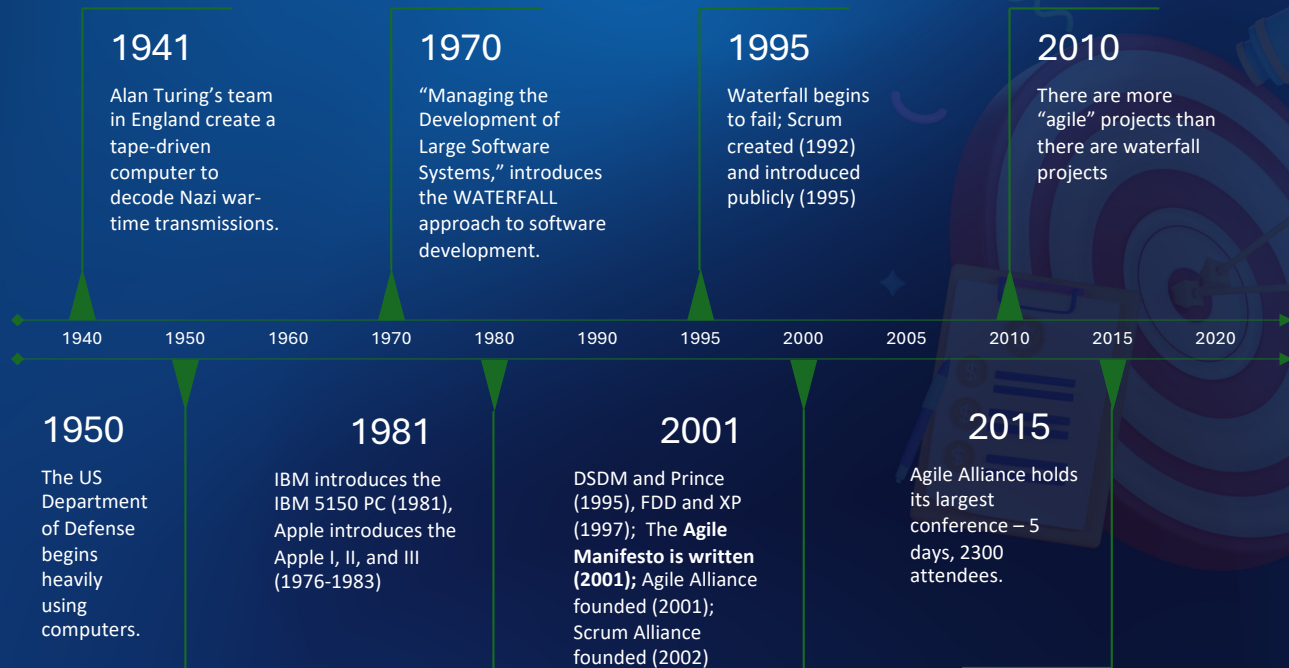


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# Introduction to Agility



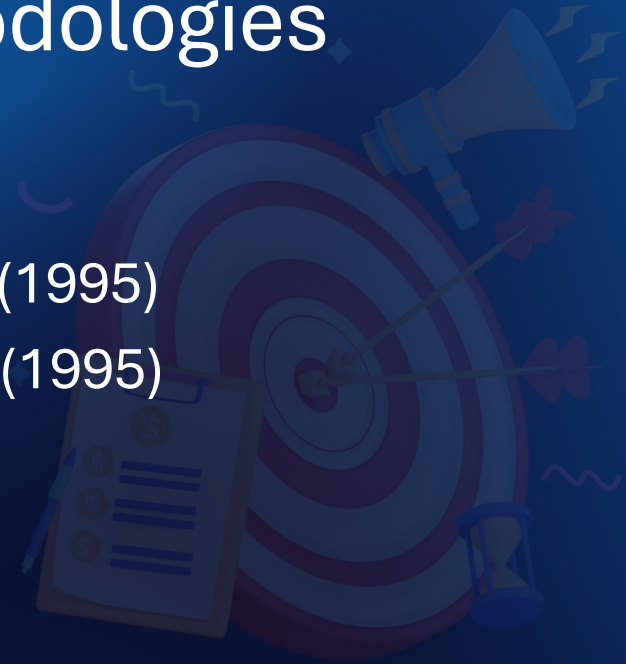
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# Agile Frameworks and Methodologies

- Scrum (1992)
- Dynamic Systems Development Method (1995)
- Productivity in a Controlled Environment (1995)
- Feature-Driven Development (1997)
- Extreme Programming (1997)
- Lean Software Development (1999)
- Kanban (2002)



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# The Agile Manifesto of Software Development

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

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

That is, while there is value in the items on the right, we value the items on the left more.



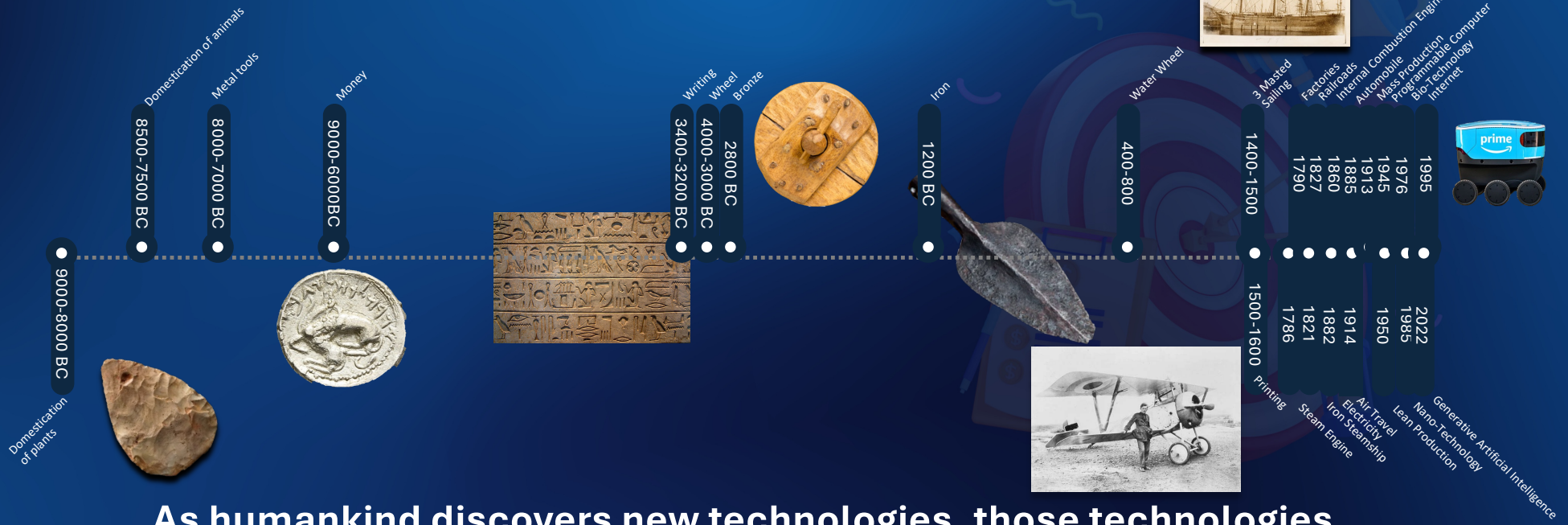
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# Law of Accelerating Returns



As humankind discovers new technologies, those technologies create more technologies in a reinforcing feedback loop



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There have been 26 recorded discovery events in the 12,000 years of recorded human history.

**Eight (30%) of them have occurred in the last 110 years!**



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# Class Activity (10 minutes)

- In small groups, discuss

Why are industries like finance and healthcare so quick to implement an agile approach to working? What problems are they so desperately trying to fix by abandoning waterfall?



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# Introduction to Scrum

## Agile values fulfilled by Scrum

Individuals and Interactions

Scrum Teams - cross-functional, self-managing

Working Software

Increment - working, potentially shippable every sprint

Customer Collaboration

Stakeholder Involvement – through product owner and directly with developers

Responding to Change

Product Backlog – in continuous state of change as more is learned.



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# Scrum Has Values Too!

Commitment

Courage

Focus

Openness

Respect



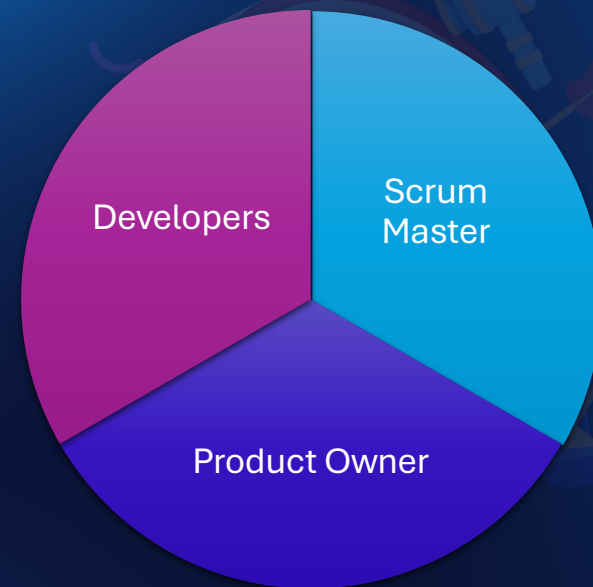
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# The Roles

- Not jobs, they are accountabilities.
- 1 person can play multiple roles
- Multiple people can play 1 role
- People can change roles as appropriate
- Understand a role before taking it on



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# Scrum Master

- Accountable for
  - Effectiveness of the Scrum Team
  - Supporting the Organization
- Challenges
  - Coaching
  - Facilitation
  - Continuous Improvement
  - Looking to the Future



# Product Owner

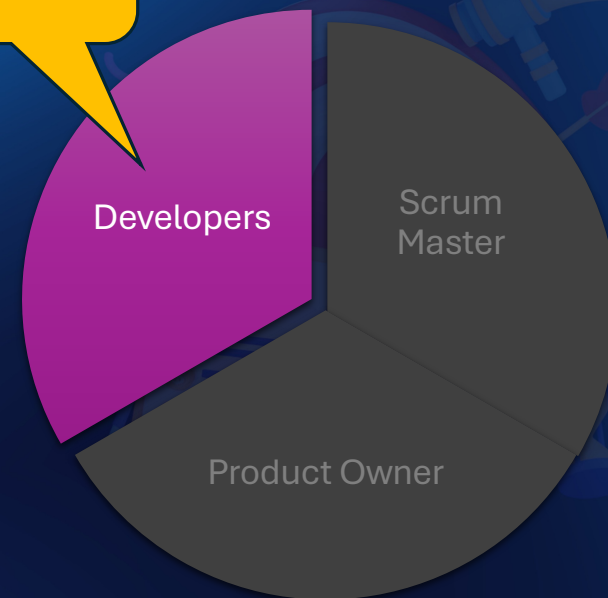
- Accountable for effective Product Backlog Management
  - Product Goal
  - Product Backlog Items
- Challenges
  - Stakeholder management
  - Communication and alignment
  - Maximize value



# Developers

- Accountable for
  - The sprint plan
  - Instilling quality through DONEness
  - Adapting the plan daily
  - Accountability
- Challenges
  - Skills (having enough)
  - Locked in old patterns of behavior

Create the best product...



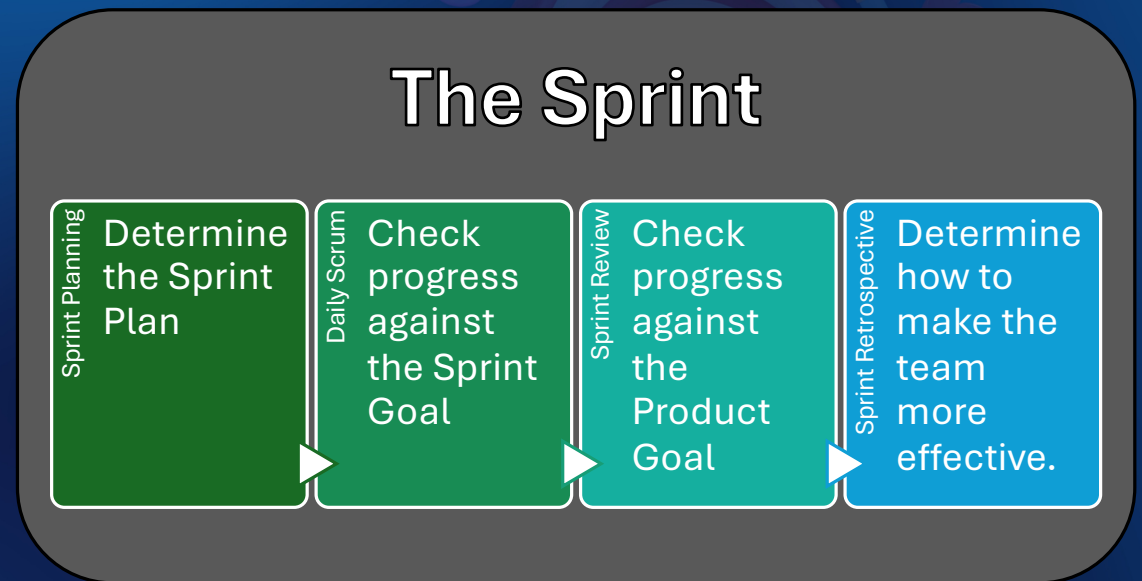
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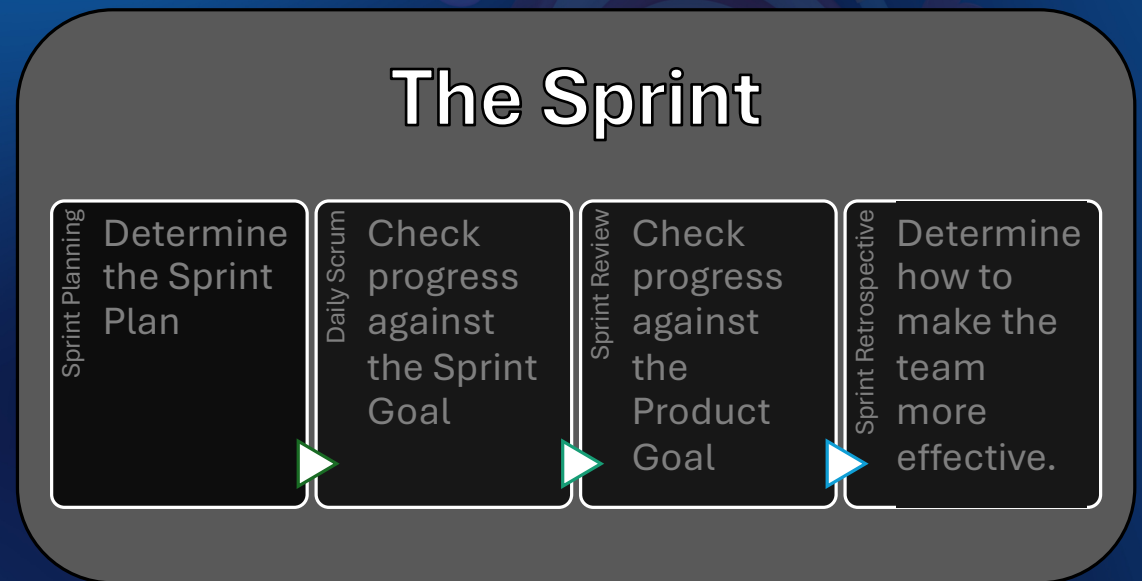
# Events

- Every event has
  - Purpose
  - Attendees
  - Timebox



# Sprint

- Purpose – ensure inspection and adaptation
- Attendees
  - Scrum Team
- Timebox – 1 month





# Sprint Planning

- Purpose – to determine the sprint plan
  - Sprint Goal
  - Backlog Items
  - Solutions/Tasks
- Attendees
  - Scrum Team
  - Stakeholders as needed
- Timebox – 8 hours



# Daily Scrum

- Purpose – check progress against the sprint goal
- Attendees
  - Developers
- Timebox – 15 minutes



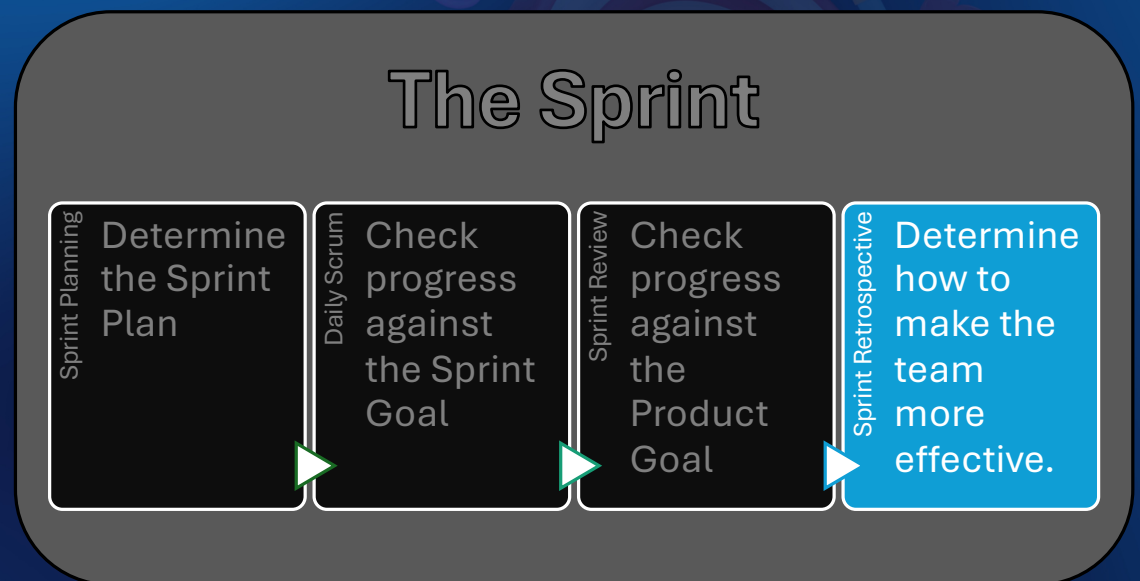
# Sprint Review

- Purpose – check progress against the product goal
  - Where are we (demo)?
  - Where do we go next?
- Attendees
  - Scrum Team
  - Stakeholders as needed
- Timebox – 4 hours



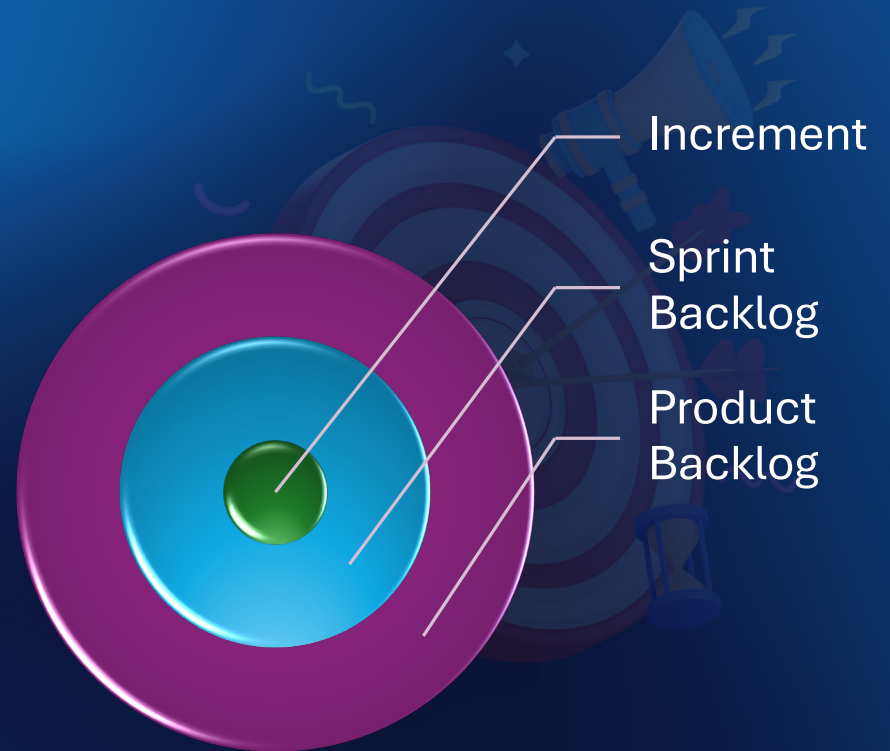
# Sprint Retrospective

- Purpose – how to improve team effectiveness
- Attendees
  - Scrum Team
- Timebox – 3 hours



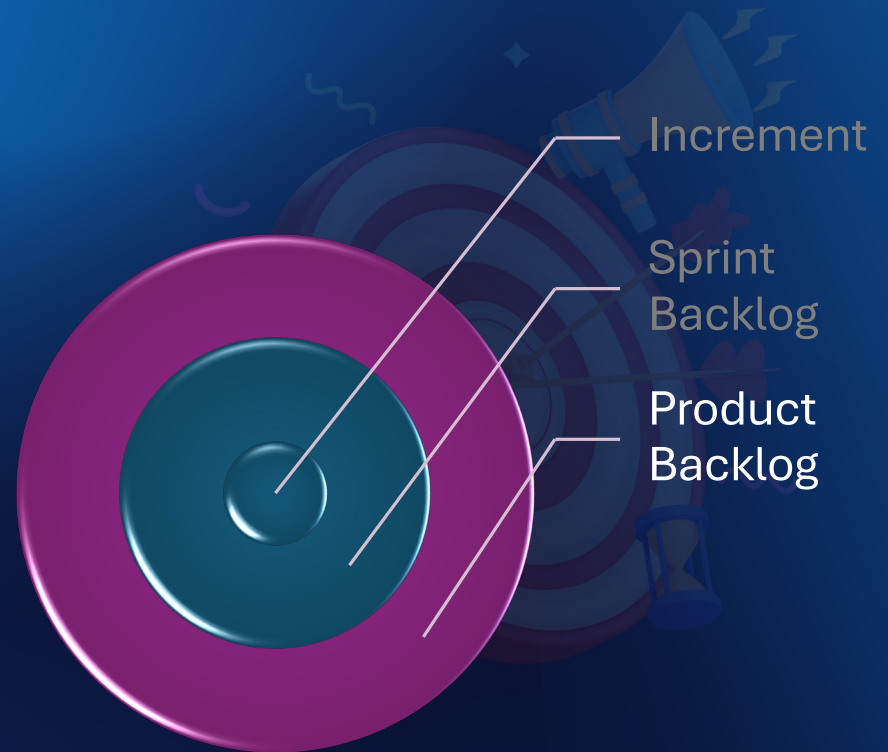
# Artifacts

- Every artifact
  - Has an owner (a Scrum role)
  - Contained by a commitment
  - Maximizes transparency



# Product Backlog

- Owned by Product Owner
- Committed by Product Goal
- Makes transparent
  - Stakeholder needs
  - Technical needs
  - Relative order of completion
  - Value
  - Size



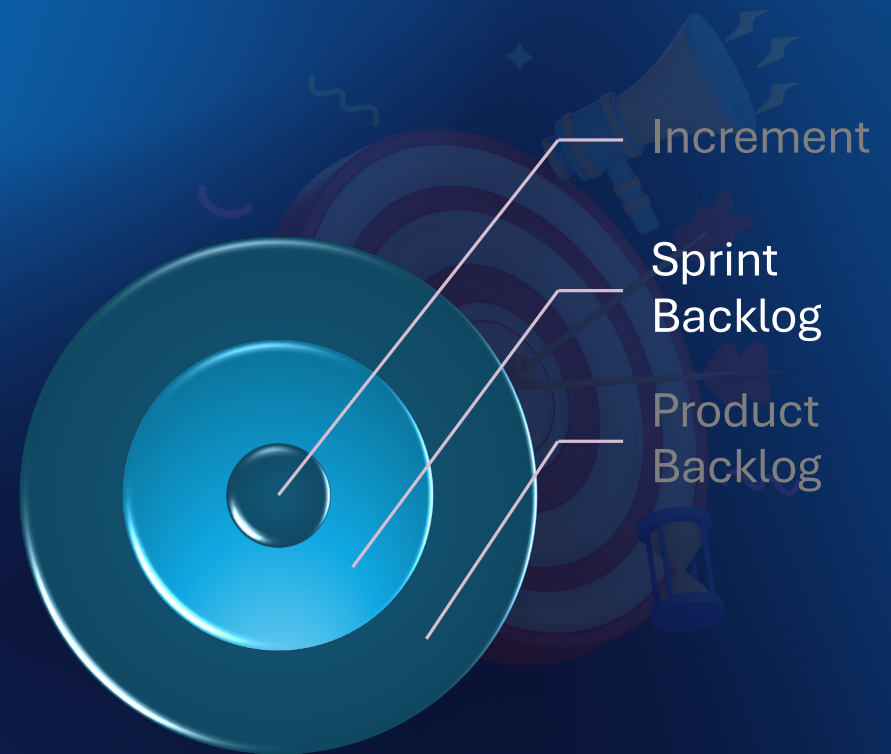
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# Sprint Backlog

- Owned by Developers
- Committed by Sprint Goal
- Makes transparent
  - The Sprint Plan
  - Progress to the Sprint Goal
  - Accountability



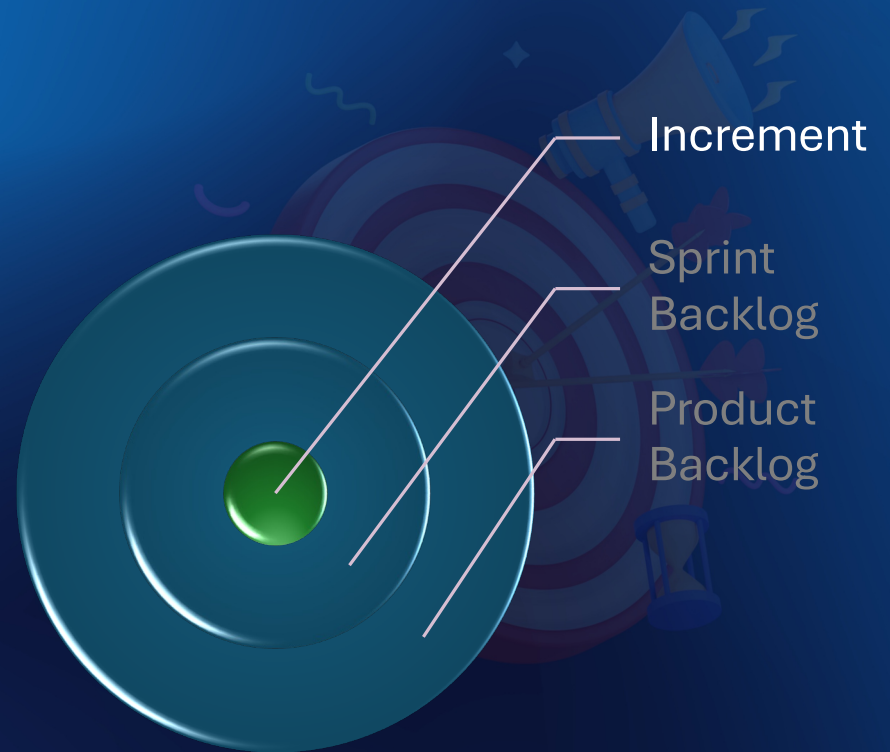
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# The Increment

- Owned by Scrum Team
- Committed by DONEness Definition
- Makes transparent
  - Functionality
  - Quality
  - Progress to the Product Goal



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# Class Activity (15 minutes)

- In small groups, discuss

Compare Scrum to traditional project management practices. What are Scrum's strengths and weaknesses against traditional? Are there times you would use traditional project management instead of Scrum?



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