Scrum

Materials adapted from various sources including:
Learning Agile Through Active Learning Activities, Dr Karen Anewalt and Dr Jennifer Polack-Wahl
University of Mary Washington

Boris Gloger Ball Point Game
Important Concepts
Flavors of Agile

- Scrum
- Kanban
- Agile Unified Process
- Extreme Programming
Split organization into teams:
- Small 5-8 members
- Cross-functional

Self-organizing Roles:
- Team Members
- Product Owner
- Scrum Master
Split your work into:

- List of small, concrete deliverables
- Sort the list by priority
- Estimate relative effort of each item in Story Points

“As a _______________ I want to ________________ So that _______________”
- Time-box effort into Sprints (1-4 weeks long)
- Ideally planned to produce “shippable”
- Remove from Product Backlog
- Add to Sprint Backlog
- Demo at end of Sprint
Plan on Clarifications
Establish Acceptance Tests
Monitor velocity
Keep track of User Stories and points achieved
Burndown charts
Conduct Retrospectives:

- Optimize the release plan
- Update priorities w/Customer
- Based on Story Points calculate future Velocity
“So instead of a large group spending a long time building a big thing, we have a small team spending a short time building a small thing.”

... but integrating regularly to see the whole.
Questions/Discussion