

CSM

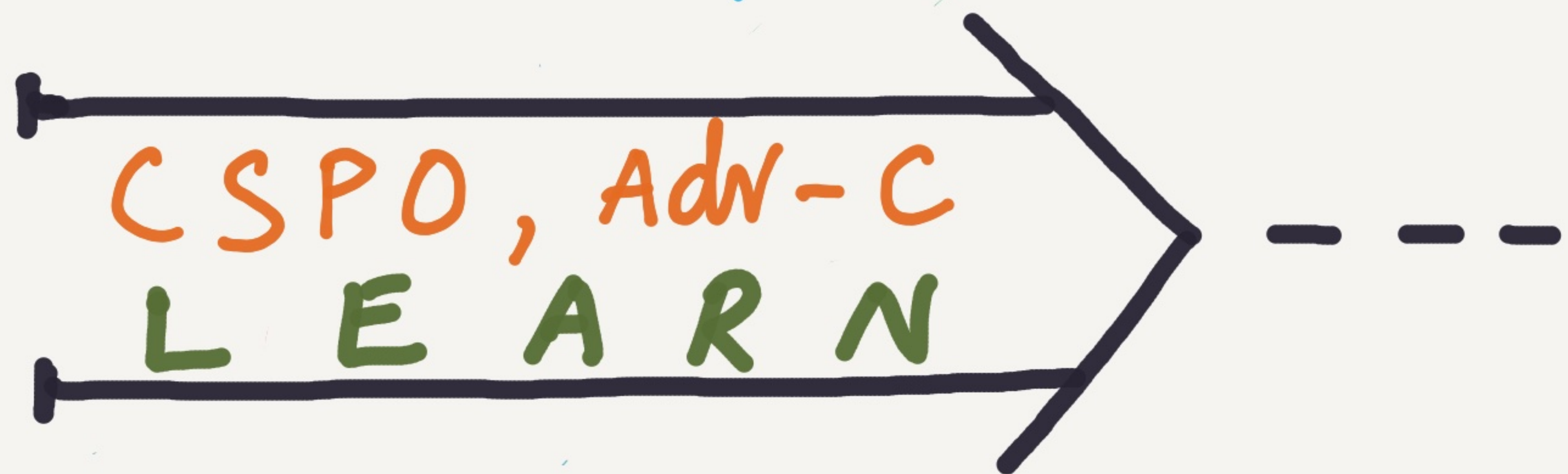
50 Q, 60 M, 37✓

Agile
Scrum

How to
renew?

2 Yrs → 20^{hrs}
SEUs
+
\$100

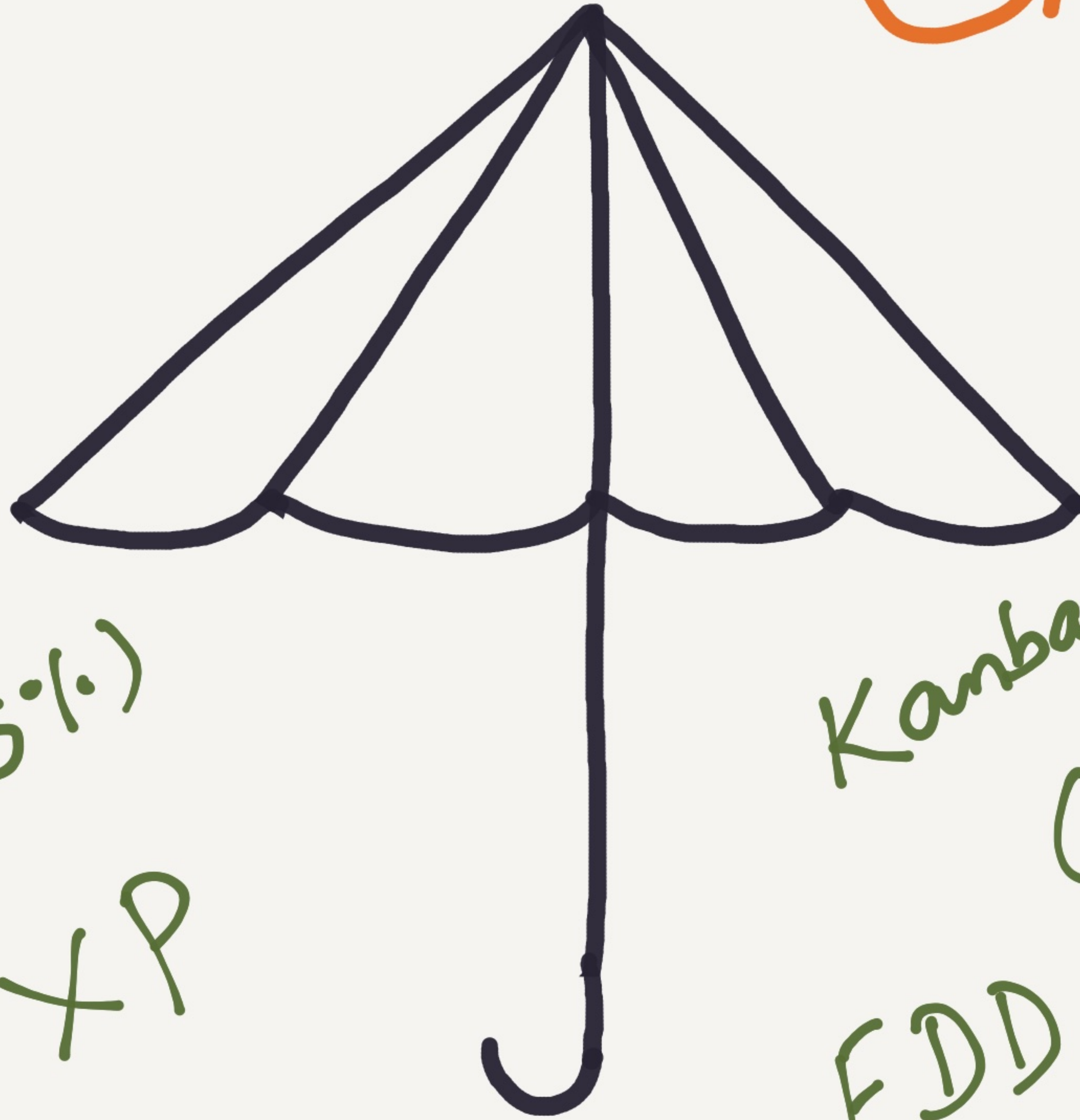
What
Next?



The Mindset

AGILE

→ V x P



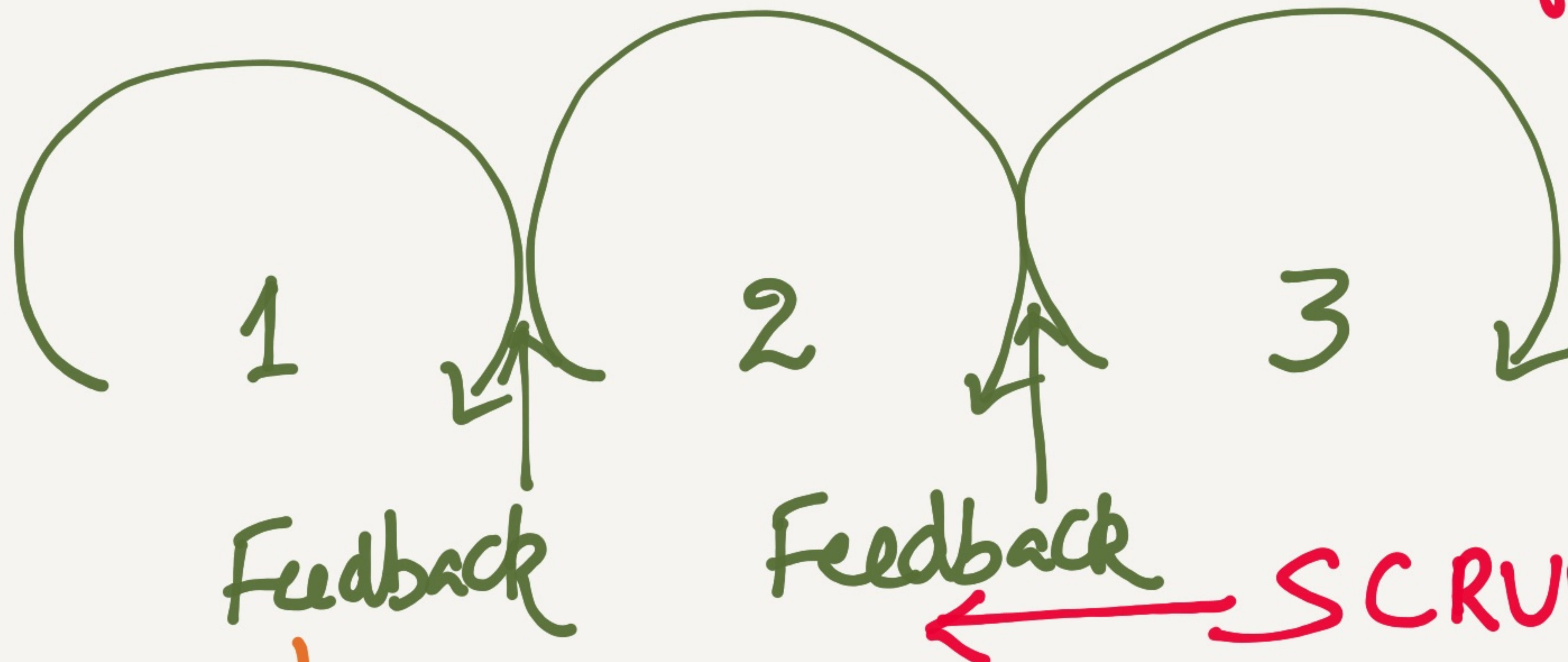
Kanban
Crystal

FDD

Scrum (75%)
XP

EMPIRICISM

Complex domain
problem }
Solution } *human*



Product
Process

People
Problems

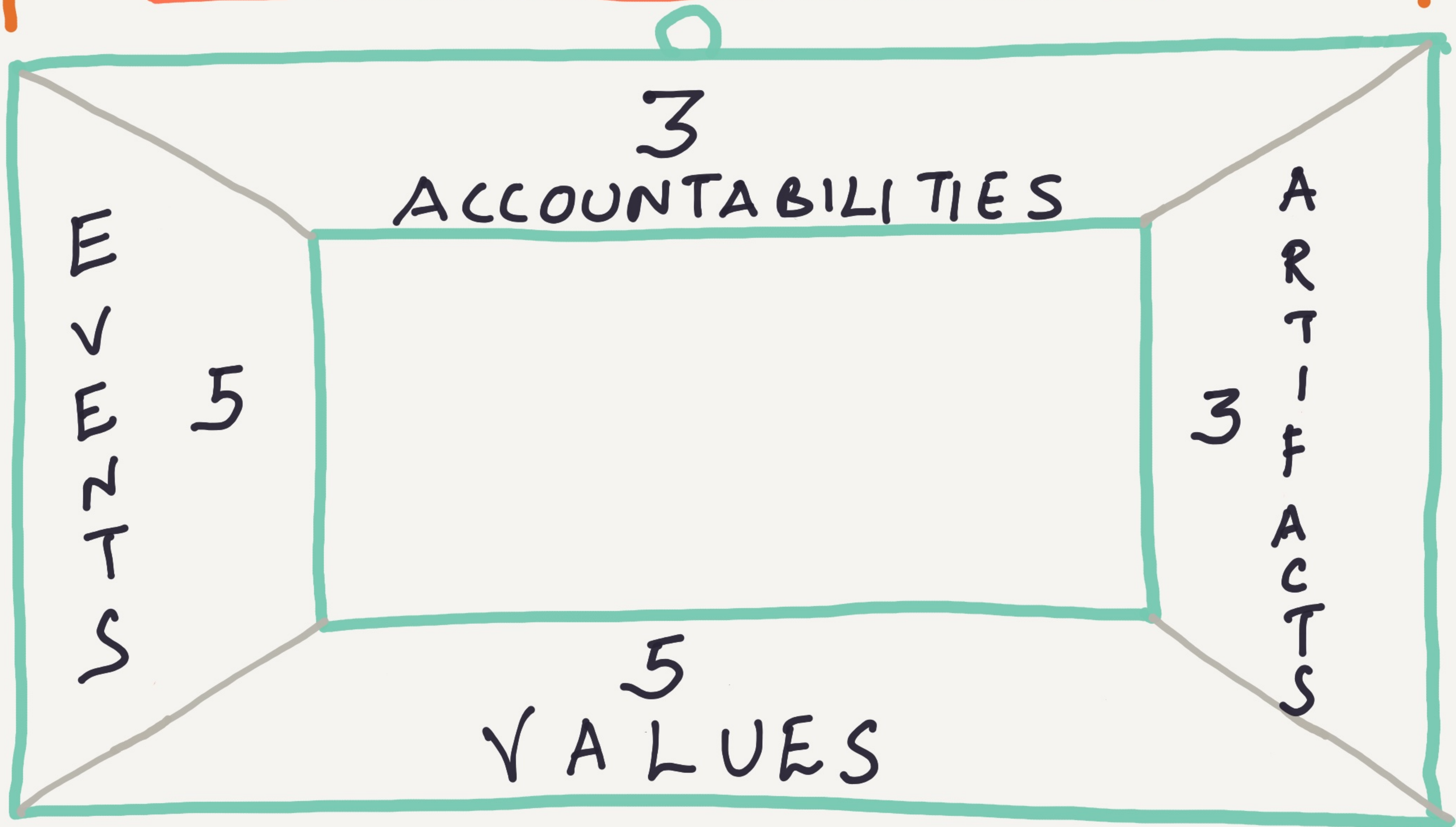
Transparency

Inspection

Adaptation

Scrum Framework

3-5-3



SCRUM MASTER

Support
teams

Learning
opportunities

Systems
Thinking



Motivates

Coach &
Mentor

Removes
Impediments

Facilitate

Timebox

Protects
teams

Lets us
experiment

Resolve
Conflicts

Servant Leadership

Servant Leadership

NO
Authority

Empower

Lead
by
Serving

Listen

~~Command
&
Control~~

Empathy

Respect

Help to
decide

SCRUM ROLES

SCRUM TEAM

→ DEVELOPERS

Hands-on

dev architect
QA UX/UI ...

→ SCRUM MASTER

→ PRODUCT OWNER

STAKEHOLDERS

Mgt / org / - - -

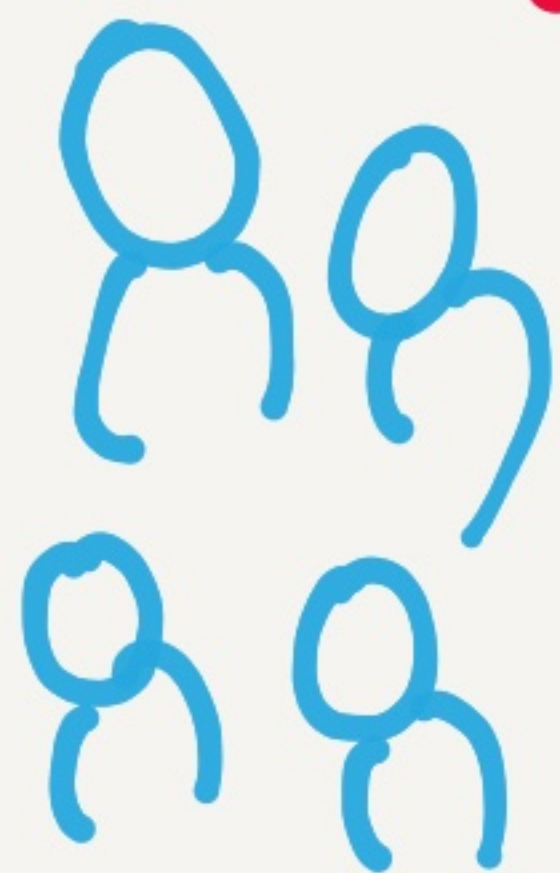
PM DM Users

Bus. Group CxO - - -
- - -

operations Sales

HR Sponsors

PRODUCT OWNER



PO

1/2

~~PO2~~

SMEs

VISION
PRIORITIZES
VALUE

KNOWLEDGE
AUTHORITY
(Product)
AVAILABILITY

SM

PM

Risk
Process / Frameworks

ppd met
concern, Appointments

Stakeholders

Estimation

DV

Scope

Tracking

Planning

Scheduling

living

PO

Budget

ROI

Product
(Business)

DEVELOPERS

- ☒ High-light blockers
- ☒ Create a plan
- ☒ Intell Quality
- ☒ Adapt plan
- ☒ Hold each other accountable

SCRUM TEAM

Self
Managing

= [WHO] + [WHAT]

+ [WHEN] + [HOW]

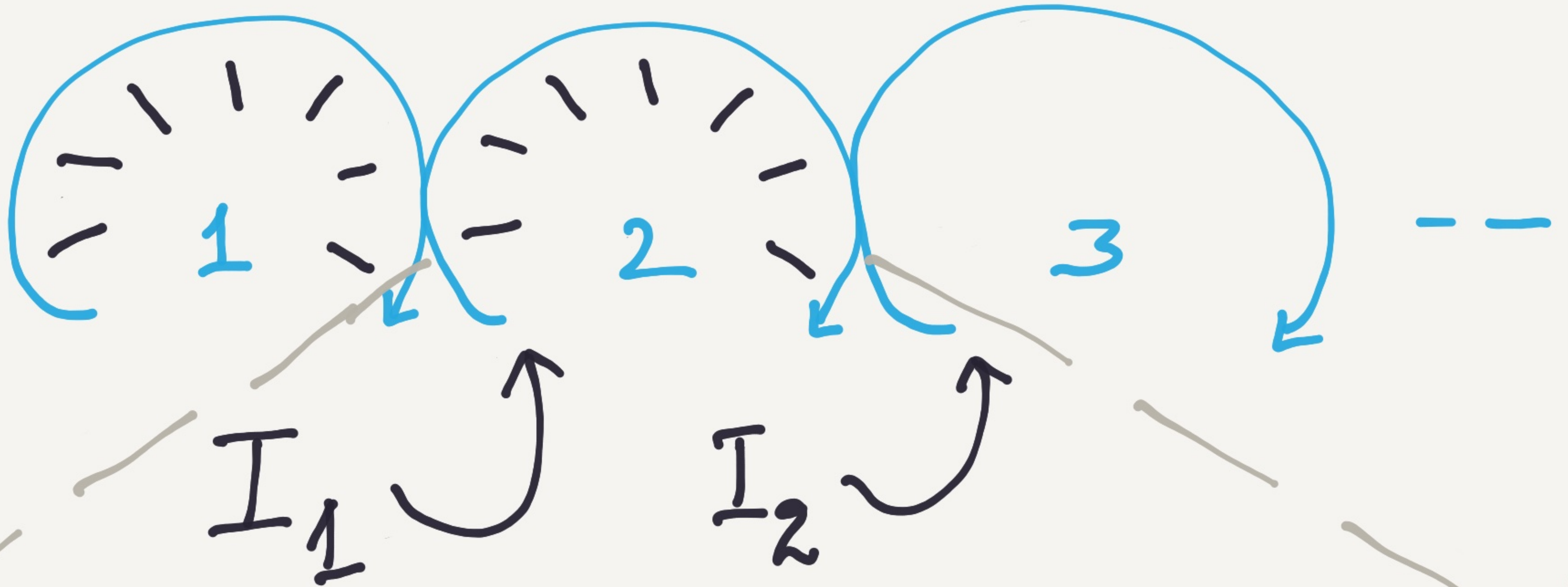
Cross
Functional

= [| | | | | - - -]

~ 10

SPRINT

< 30d



Sprint 2

SPRINT
DE-CODED

1	///
2	///
3	///
4	///
5	///

Daily Scrum

PRODUCT
DEV



1,2,3
S-B

Sprint
Review
+
Retro

P-B-R ✓ 4,5,6,7-..

Sprint
Planning

first
day

last
day

Smart Phone

PBI

↑ Calls

Msgs

Camera

Battery

Games

Responsive UI

App Store

Payments

Voice

Jack

...



Reqs

Functionality

Features

Feedback

Bug

...

PRODUCT BACKLOG

PBI : Attributes

1
2
3
4
5
6
:
:
:

1. Description [User Story] * Anyone

2. Order [Bn Value Dependencies] * PO

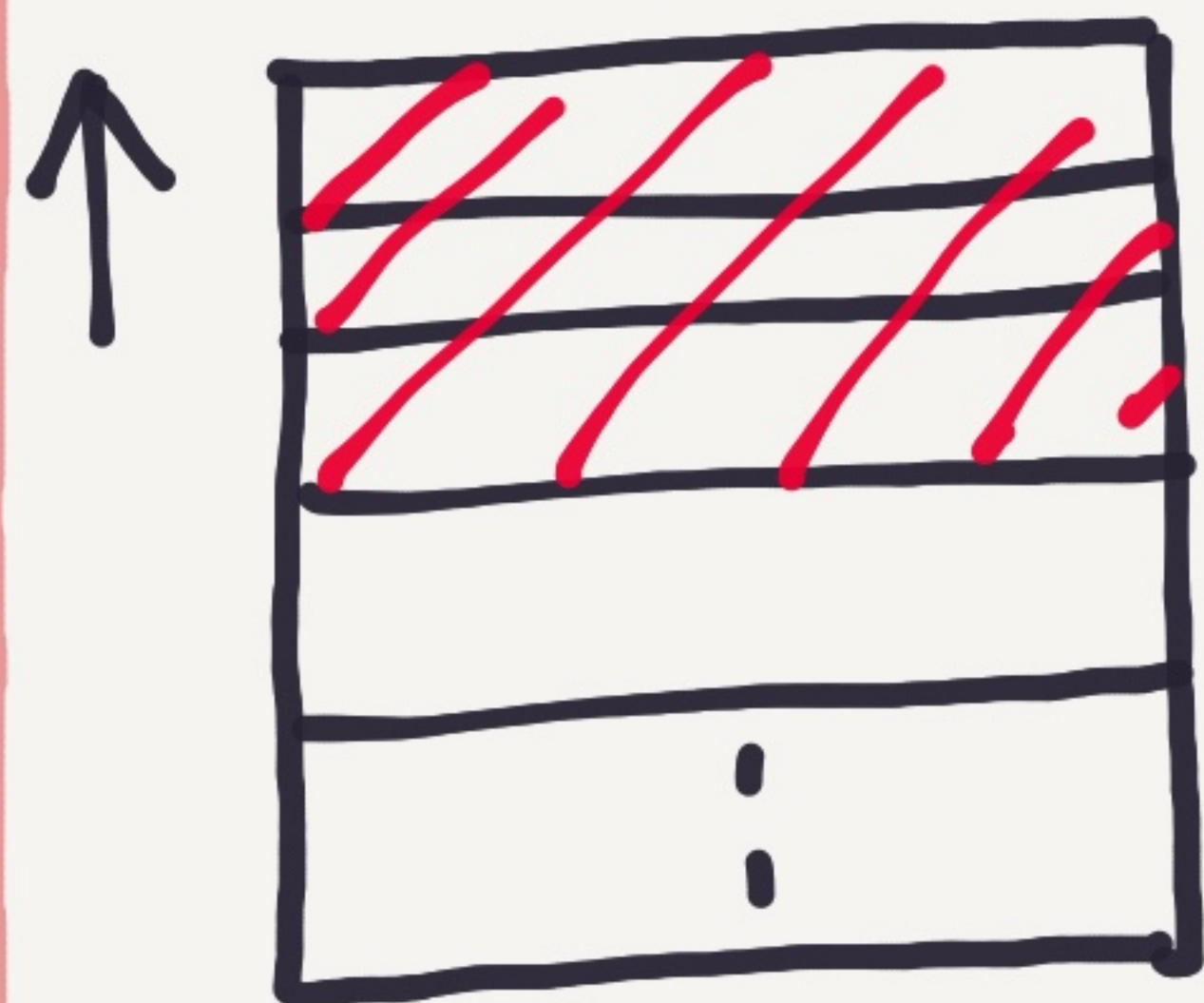
3. Size [hrs, days] *
Story Points
2222
222
DV

SPRINT PLANNING

INPUTS

< 8h

Why
+ What
+ How



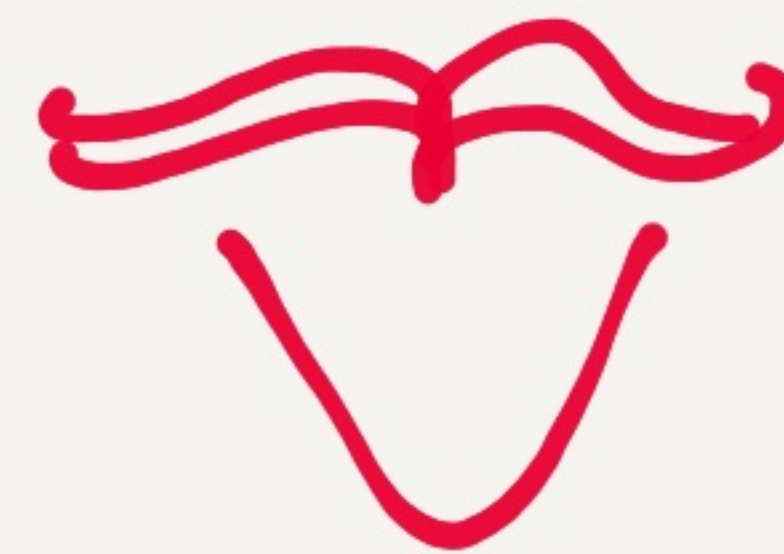
Team
Capacity

Past Performance
(Velocity) *

WHO ATTENDS?



ENSURE
FACILITATE
TIMEBOX

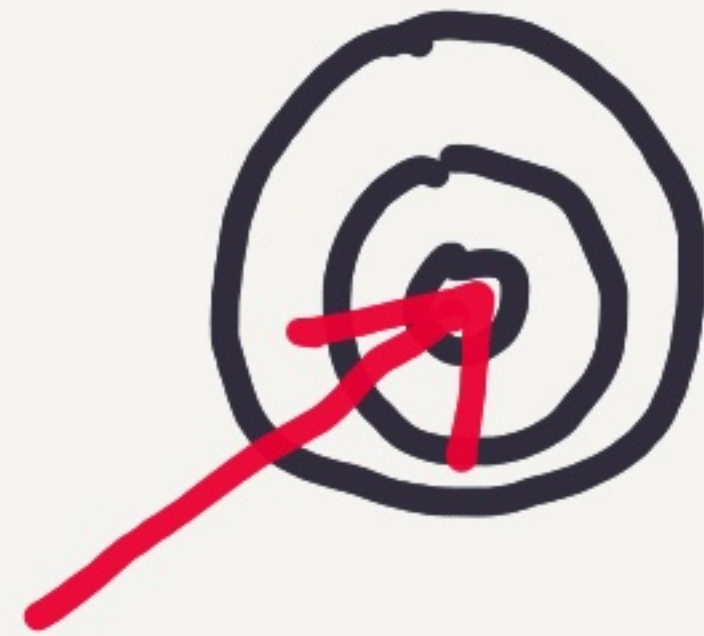


SMEs

OUTPUTS

Why

①

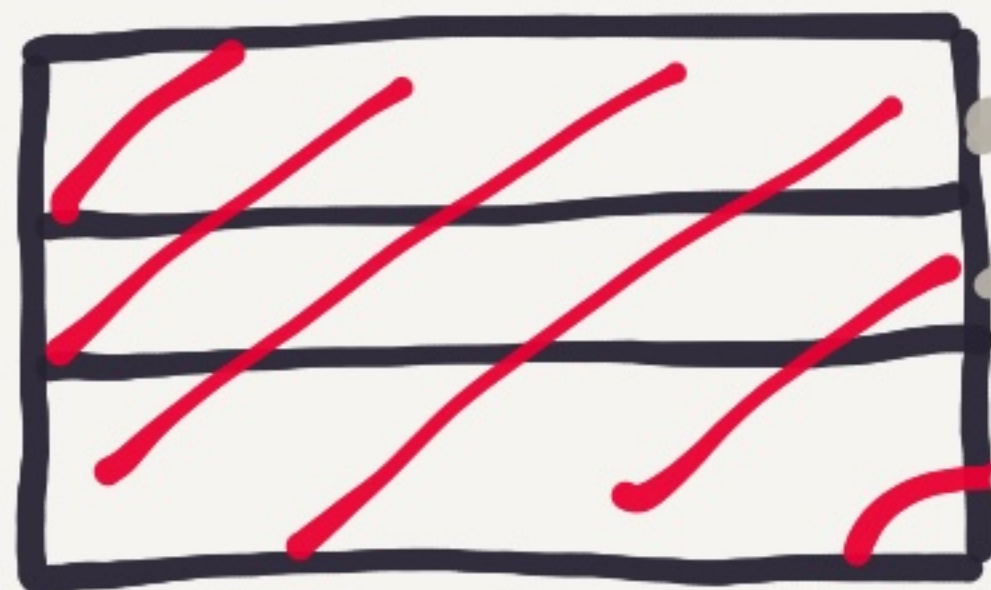


SPRINT
GOAL

SPRINT BACKLOG

What

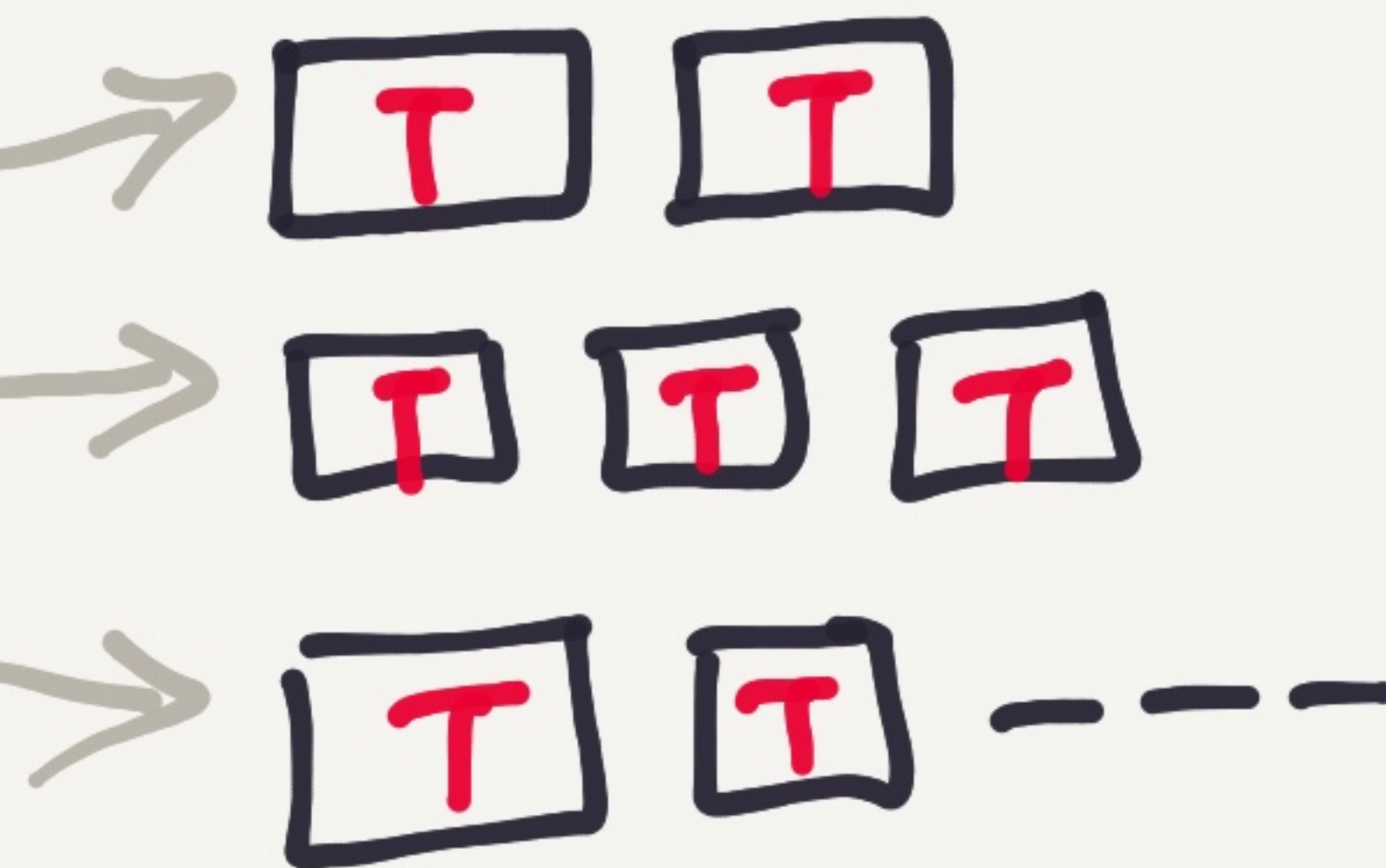
②



PBIs

How

③



PLAN

SPRINT RETROSPECTIVE

< 3h

I * A → WOW

Individuals

Processes

Interactions

Tools

TECHNIQUES*

1.

WWW	WWW	ACTION ITEMS
☐ ☐	☐ ☐	☐

2.

GLAD	MAD	SAD

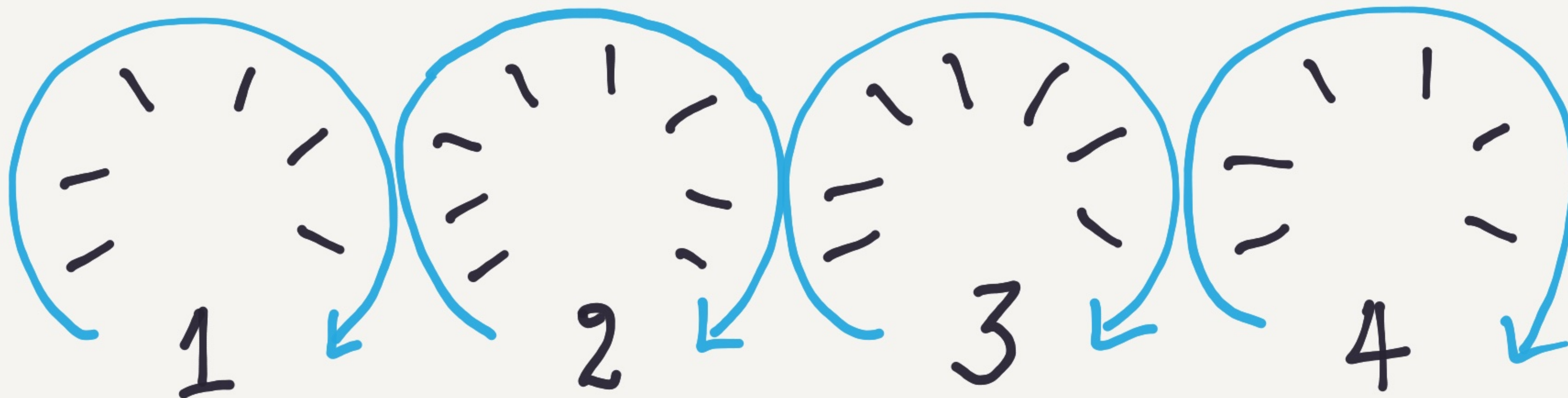
3.

START	STOP	CONTINUE

INCREMENT

USABLE

DONE



Search
Scroll

Display
Add

CC
DC

Cash

I_1

I_2

I_3

I_4

R_1

R_2

SIZING

S4 →

#	Disc	Size (SPs)
1	/	5
2	/	3
3	/	2
4	/	2
5		3
6		5
7		5
8		8
9		5
	⋮	

✓ ✓ ✓ } 12 SPs

C	U	E
	-R-	

$$S_{1,2,3} = 35 \text{ SPs}$$

$$\text{Average} = \frac{35}{3}$$

$$\text{Velocity} \approx 12 \text{ SPs}$$

BURN DOWN

Sprint

(Remaining)

I & A

