

Scrum workshop

Lena Peterson

2020-02-03

Results and notes added afterwards

Goal

- Ensure that we (in the course and in our team) have a common view of the scrum framework and how we will use it in the course
- Connect scrum to earlier knowledge about team work, team development and team diversity

Agenda

- Build your own Scrum (exercise)
 - + with hardware
- Scrum roles (exercise)
- Scrum meetings (discussion)
- Conclusions

But first...



Details

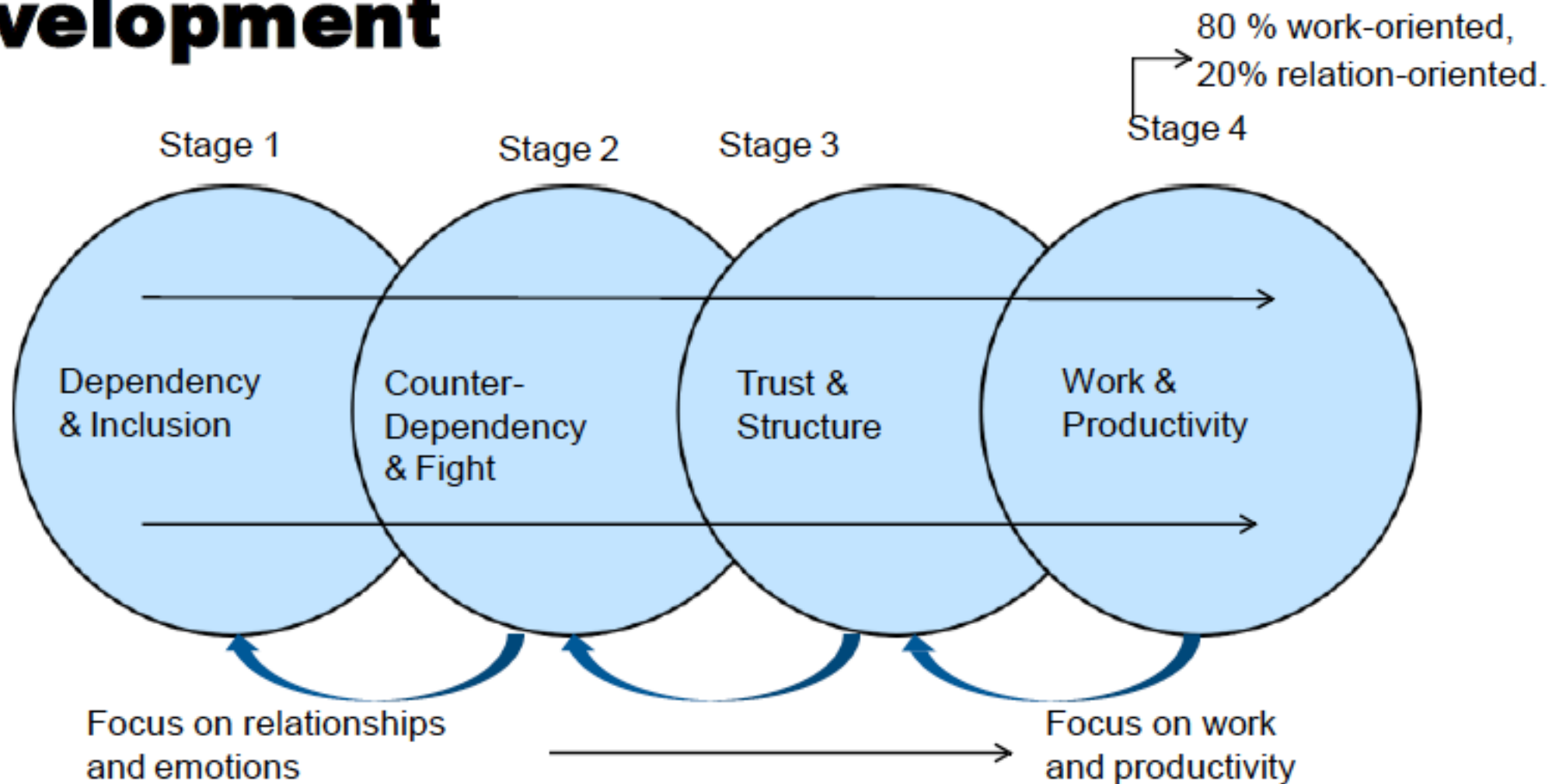
- What stands out from:
 - Monday Jan 20 lecture on **group development & teaming** (w. Anthony Norman)?
 - Monday Jan 27 workshop on **group diversity** (w. Becky Bergman)?
- Think for a few minutes on your own; write down a few things
- Discuss in pairs for a few minutes and decide on three (or so) things.
- Share what stands out the most with the class (not all have to share)

Notes from the board

- How to deal with conflicts in a group
- Understanding background for observed behaviour
 - 360 degree exercise
- Similarities and differences in your own team
- Fishbowl communication exercise
 - Contributions from everyone
- Survey results psychological safety

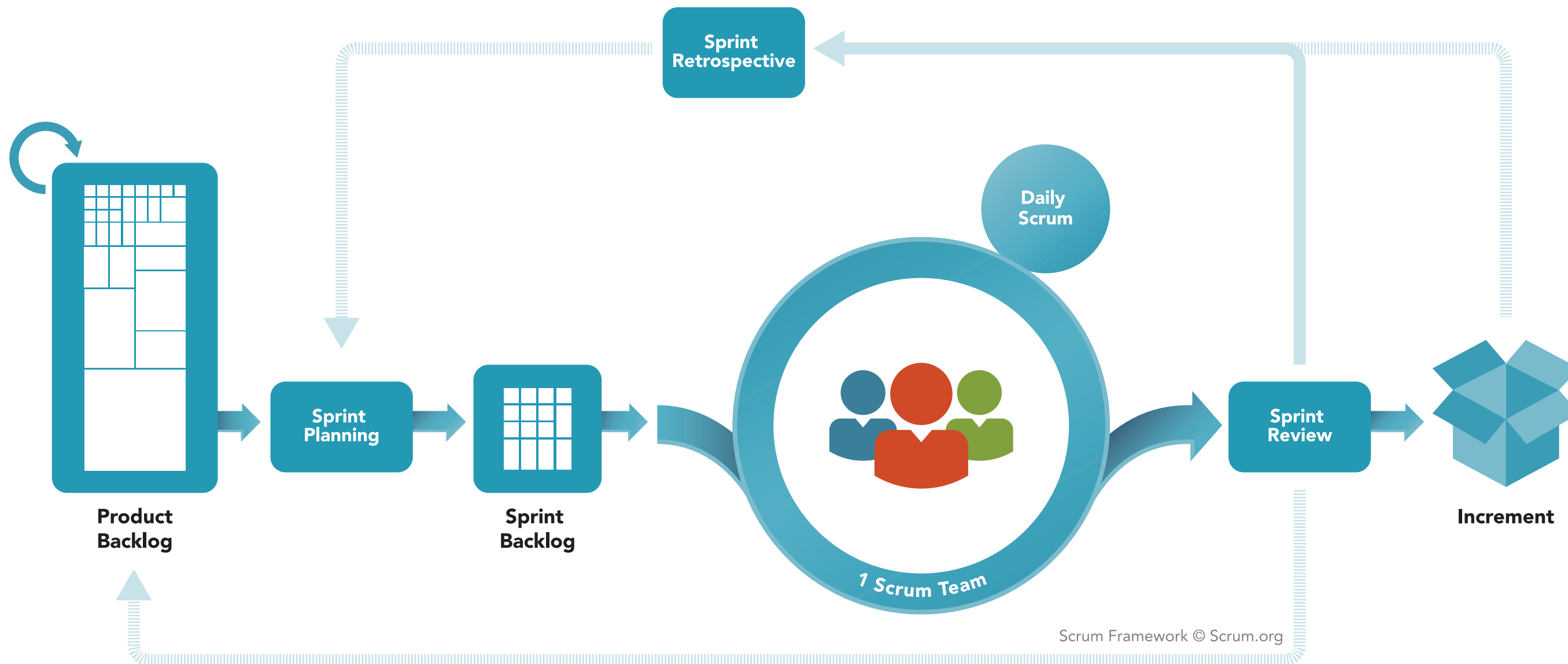
Reminder about Wheelan's model

Wheelan's Integrated Model of Group Development



Build you own scrum

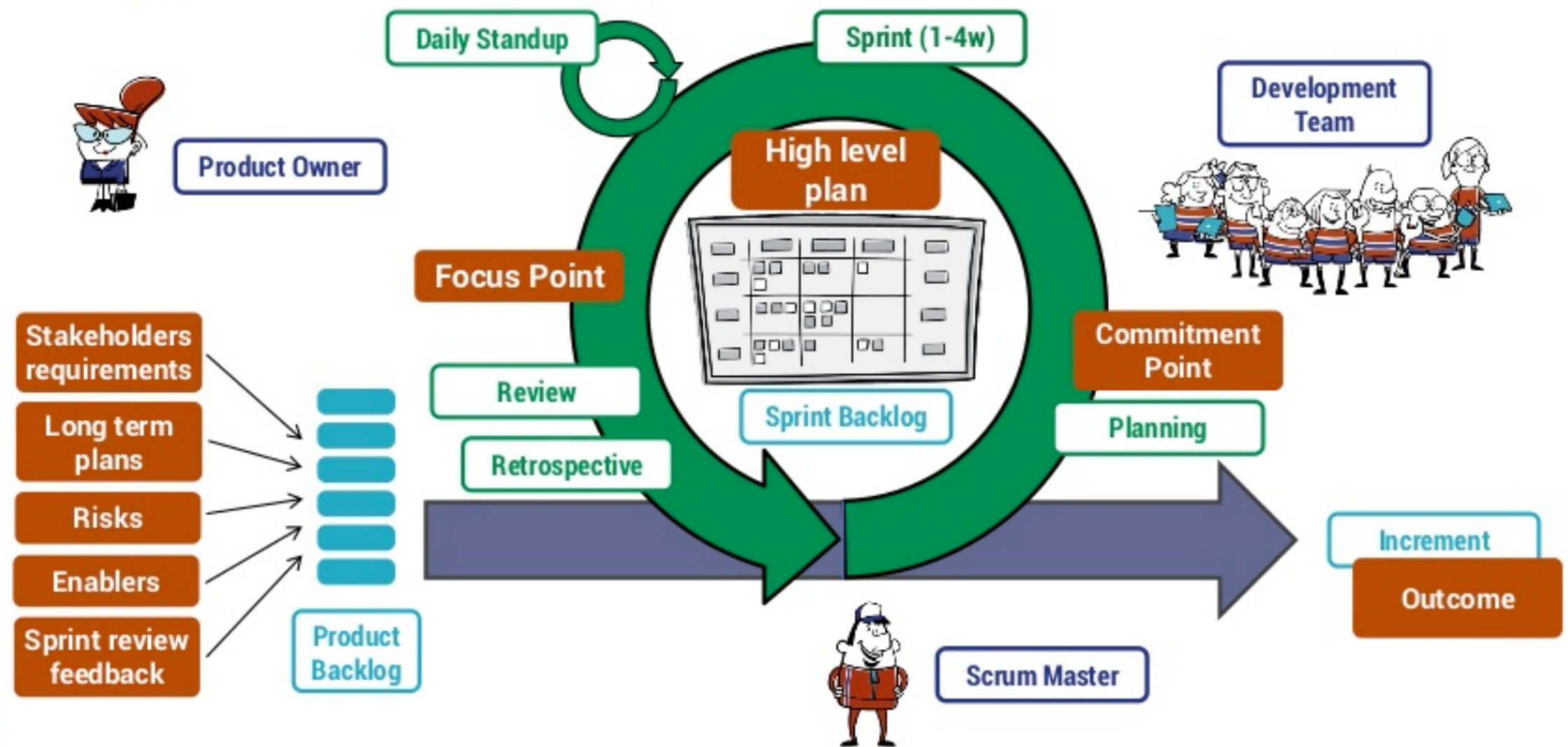
SCRUM FRAMEWORK



The 5 modification to the scrum framework to adapt it for hardware projects

MEQIFY *acquire*

Scrum framework – Adapted for HW projects



Scrum roles

- Each group wrote on post-it notes and post them on the board in any order for each role.
- Then the post-it notes were grouped according to categories

Scrum master

- Servant-leader (does not take any decisions for the team)
- Enabling the development team (mainly by reminding about scrum model, pillars and values)
- Organize daily scrums & sprint retrospective
- Removing impediments (link to outside world - could also mean protecting team from outside interference)
- Makes sure goals are understood by team (could mean communicating with product owner & refines product backlog).
- Reminding about deadlines & time boxing.

Team members

- Responsible for completion of tasks (in sprint backlog)
- Share accountability - responsible for own work
- Self-organizing
- Meetings - attend all meetings (sprint planning, retrospective and review, daily scrum)
- Keep others updated on progress and impediments
- Help others in team if they have problems

Product owner

- Provide specification
- Communication (stakeholder requirement)
- Feedback (sprint review & sprint planning)
- Refining backlog (or rather prioritising!)
- Development (decides when to release product)

Scrum meetings

- Daily scrums
 - Make sure you have at least 3 times a week, preferably every day
 - Important to report any impediments
- Sprint review, retrospective and planning
 - One per sprint - all happen at the same time so requires planning to fit them in!

Conclusion

- We did not have time to connect to the team development model, but I advise you all to discuss in your team **what it would take for you to feel comfortable reporting impediments in the daily scrum.**
- Think about how to **build trust** and **increase psychological safety.**