



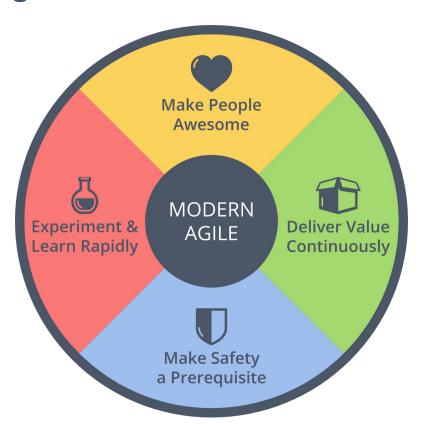
# **Contents**

- 1. What is Agile
- 2. The history of Agile
- 3. Agile at work
- 4. How you can apply it in your studies
- 5. What is Scrum
- 6. The history of Scrum
- 7. Scrum at work
- 8. How you can apply it in your studies



# This is what "Agile" is all about





It is NOT

a
defined
Process





Agility is the ability to adapt and respond to change quickly,

but agile is more than that. Agile is a set of values and principles that guide how software development teams work together and deliver value to their customers.







 $\bullet \bullet \bullet \bullet$ 

# Agile 101: A quick refresher!

- The history of Agile
  - Manifesto
  - Values
- Comparison to Waterfall
  - Quality
  - Evolving Requirements
  - Market Conditions



#### • • • •

# **Agile 101: The Manifesto**

Individuals and interactions
OVER
processes and tools

Working Software OVER comprehensive documentation Customer collaboration
OVER
Contract
negotiation

Responding to change OVER following a plan

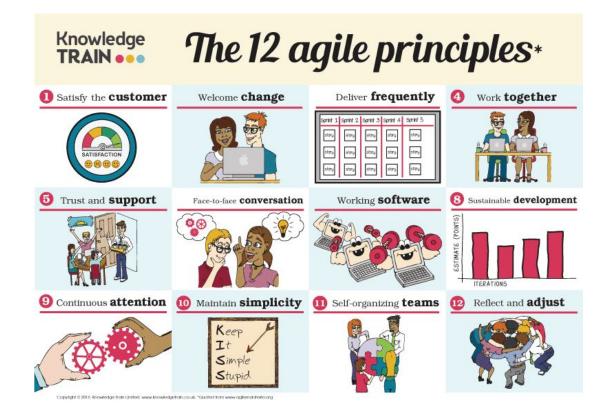
# As a team, how do we?

### Step 1:

Document how you currently do this

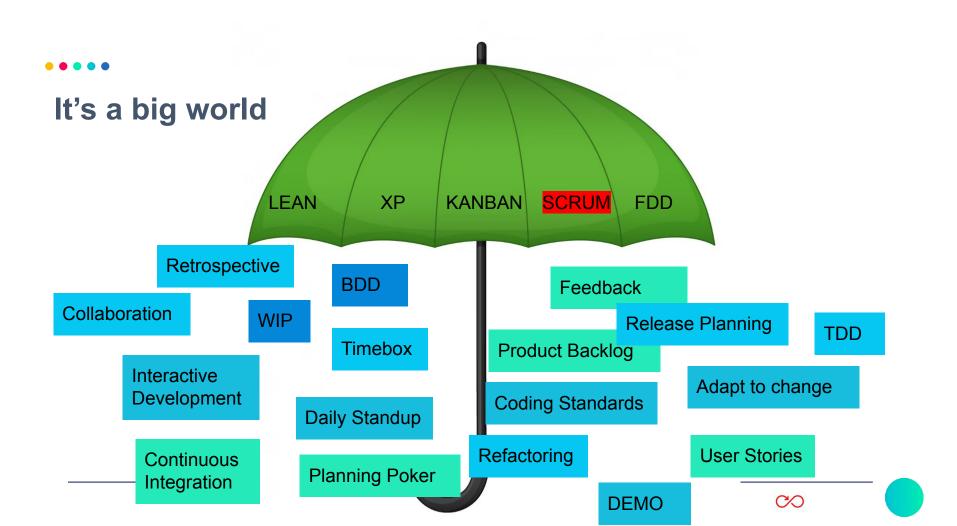
#### Step 2:

Review & tweak regularly to resolve a pain point









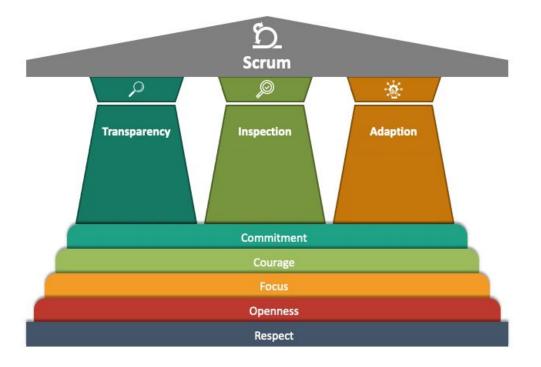
#### $\bullet \bullet \bullet \bullet$

# **Scrum Definition**

Scrum is a lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems.







# **A short History Of Scrum**

 Scrum, as it is known today, was initially introduced to teams in 1993 by Jeff Sutherland, John Scumniotales, and Jeff McKenna of the Easel Corporation. They adapted their ideas from Takeuchi and Nonaka's paper. As a result, the concept of "Scrum" was fully developed.



# Scrum Team & High Level Responsibilities

### **Product Owner**

Conveys message of envisioned product and sets priorities for team



### **Scrum Master**

Coaches team on Scrum process and helps iterate towards a productive environment



### **Developers**

Cross-functional team with broad skills that works together towards committed goals to create a usable increment

# What about these groups?

### **Managers**

People who manage the people in the Scrum team

### **Stakeholders**

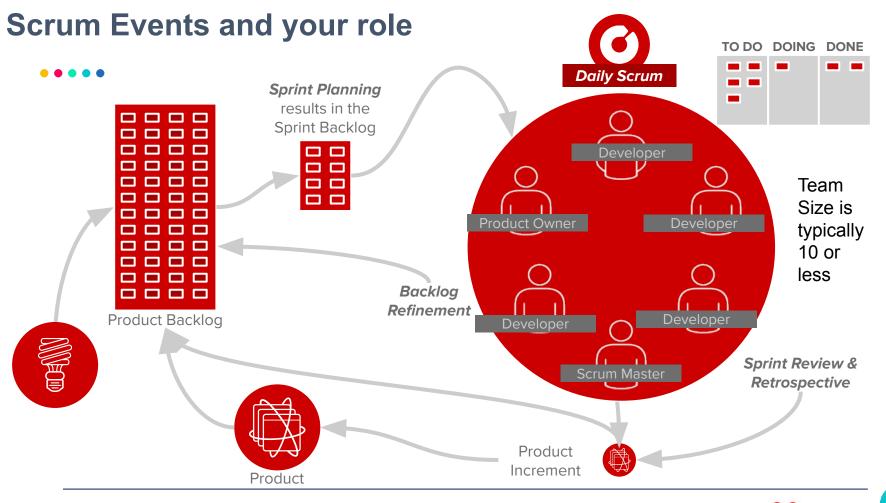
People external to the Scrum team with an interest or need from the product

### **Customers**

Cross-functional team with broad skills that works together towards committed goals to create a usable increment

These are NOT part of a Scrum Team but may be part of your company and your culture



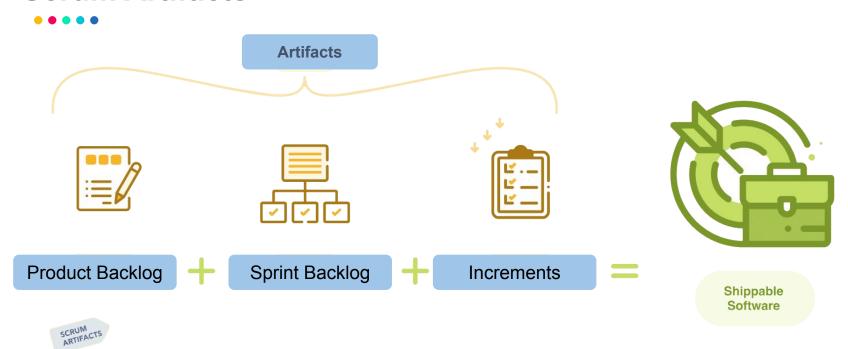


# **Events and their Purpose**

• • • •

Scrum Event	Purpose
Sprint Planning	Commit to a set of defined work as a team for the upcoming sprint cycle. The end result is the Sprint Backlog.
Daily Scrum	Daily sync to share common understanding of the goals, coordinate the team effort, report on progress of work, and to communicate problems and improvements.
Sprint Review	Review what was completed during the sprint to collect feedback and insights.
Sprint Retrospective	Help teams reflect on their internal team process with the goal to continuously improve.

## **Scrum Artifacts**



#### How do these related to:

Sprint Goal | Product Goal | Being Done

# **Events are Timeboxed**

#### • • • •

### How long for each event?

### **Benefits of timeboxing**

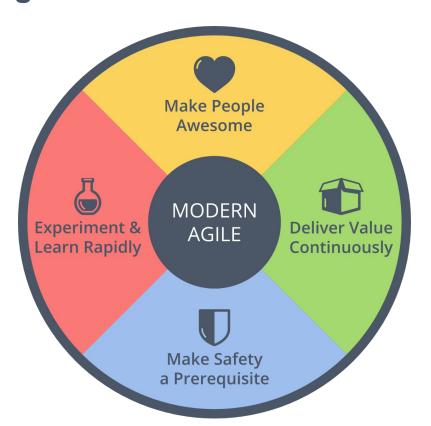
Procrastinate less!
Help make timely decisions
Increases motivation
Increases productivity & Focus time





# This is what "Agile" is all about





It is NOT

a
defined
Process



