

The background is a photograph of a football scrum in progress, overlaid with a semi-transparent blue and purple gradient. Tactical diagrams are superimposed on the left side, including concentric circles, dashed lines, and a large circular scale with degree markings from 140 to 260. Arrows indicate movement or angles within these diagrams.

# SCRUM ROLES

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WHATS MORE IMPORTANT?

**EFFECIENCY**

**EFFECTIVENESS**



PETER DRUCKER

*“There is nothing so useless as doing efficiently that which should not be done at all.”*

# WHATS MORE IMPORTANT?

- Hands down, it's effectiveness.
- Don't worry about efficiency until you figure out how to be effective.
- A very efficient development team working on the wrong things is a waste of time.
- A super-effective development team, however, can easily learn efficiency.
- Always work on the right things first.



SCRUM ROLES  
FALL INTO TWO  
BROAD  
CATEGORIES:

Core Roles

Non Core Roles

# NON CORE ROLES

- Non-core roles are those roles which are not mandatorily required for the Scrum
- may include team members who are interested in the project, have no formal role on the project team,
- may interface with the team, but may not be responsible for the success of the project.
- The non-core roles should also be taken into account in any Scrum project.



# NON CORE ROLES

- 1) Customers
- 2) Consumers/Users
- 3) Sponsors
- 4) Vendors
- 5) Scrum Guidance Body

# NON CORE ROLES

Non core roles can be internal or external.

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graph TD; A[Non core roles can be internal or external.] --> B[Marketing team.]; B --> C[Legal]; C --> D[Compliance]; D --> E[Customers];
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Marketing team.

Legal

Compliance

Customers



# CORE ROLES



Core roles are those roles which are mandatorily required for producing the product of the project.



They are committed to the project



Responsible for the success of each



Sprint of the project and of the project as a whole.

## CORE ROLES

Scrum Master

Product Owner

Scrum Team





# PRODUCT OWNER

1. Who is Product Owner?
2. His roles and Responsibilities?
3. Traits of a Product Owner.
4. Challenges and Issues faced by Product Owner

# WHO IS PRODUCT OWNER

- The Product Owner is the person responsible for maximizing business value for the project.
- Responsible for articulating customer requirements
- Maintaining business justification for the project.
- The Product Owner represents the ***Voice of the Customer.***
- Choosing the right product owner is ***Crucial*** for any Scrum project.





# HIS ROLE AND RESPONSIBILITIES

1. He is responsible for Describing requirements
2. Anticipate Client Requirements.
3. Defining a Product Vision
4. Preparing the Backlog.
5. Prioritizing the Backlog.
6. Making sure Backlog is visible to all



## HIS ROLE AND RESPONSIBILITIES

5. Making sure every one in the team understands the Backlog
6. Closely collaborating with the team
7. Accepting or Rejecting work results
8. Steering the project by tracking and forecasting its progress.





## HIS ROLE AND RESPONSIBILITIES

9. Act as a bridge between stake holders and scrum team
10. Over viewing the development process



## HIS ROLE AND RESPONSIBILITIES

“Having one person in charge across releases ensures continuity and reduces handoffs, and it encourages long-term thinking”



Here are all the things a **Scrum Master Does**



# SCRUM MASTER

- Scrum Master is the ***Servant Leader***
- Manager, Director?
- Fascilatator
- Protectors of the team





# SERVANT LEADER

1. Replaces Self Interest with Service to others.
2. Influences rather than power and control
3. Focusing on other strenghts rather than weakness
4. Listening, rather than giving orders
5. Long range benefits, rather than short term profits



# SERVANT LEADER

1. Listening
2. Empathy
3. Foresight
4. Persuasion
5. Healing
6. Conceptualization
7. Building a sense of community



# SCRUM MASTER RESPONSIBILITIES



1. Learn about Agile
2. Coach
3. Mentor
4. Remove Impediments



# SCRUM MASTER RESPONSIBILITIES

5. Provide appropriate feedback
6. Supervise Creation of Information Radiators
7. Prepare, moderate and fascilatate the meetings
8. One on One coachings
9. Mediate in conflicts



# SCRUM MASTER RESPONSIBILITIES



- 11. Assist with release planning
- 12. Assist daily scrum
- 13. Assist Retrospective
- 14. Support team to use agile practices