

# Agile A-Z

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## Chapter 3: The Scrum Master



# About Me – Wajih Aslam

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Volunteer member at Lean and Agile Middle East – [wajih@meagile.com](mailto:wajih@meagile.com)



[www.linkedin.com/in/wajihhaslam](https://www.linkedin.com/in/wajihhaslam)



# What is Lean and Agile Middle East (Agile ME)?

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- Agile ME organization, members and volunteers
- Agile ME – Dubai Chapter
- Agile ME Dubai meetups
- Agile ME Summit 2015, 2016 and 2017
- Agile ME Summit 2018 (<http://2018.meagile.com/>)



# Lean and Agile ME Summit 2018

## Lean and Agile ME Summit 2018

WHEN  
 March 10, 2018

WHERE  
 Hilton Dubai Jumeirah Resort, Dubai, UAE

### SPEAKERS



**Arie van Bennekum**  
Agile Manifesto Co-Author



**Bas Vodde**  
Creator of the LeSS (Large-Scale  
Scrum) framework



**Zuzi Sochova**  
Agile Coach and Trainer



# Agile A-Z previous meetups highlights

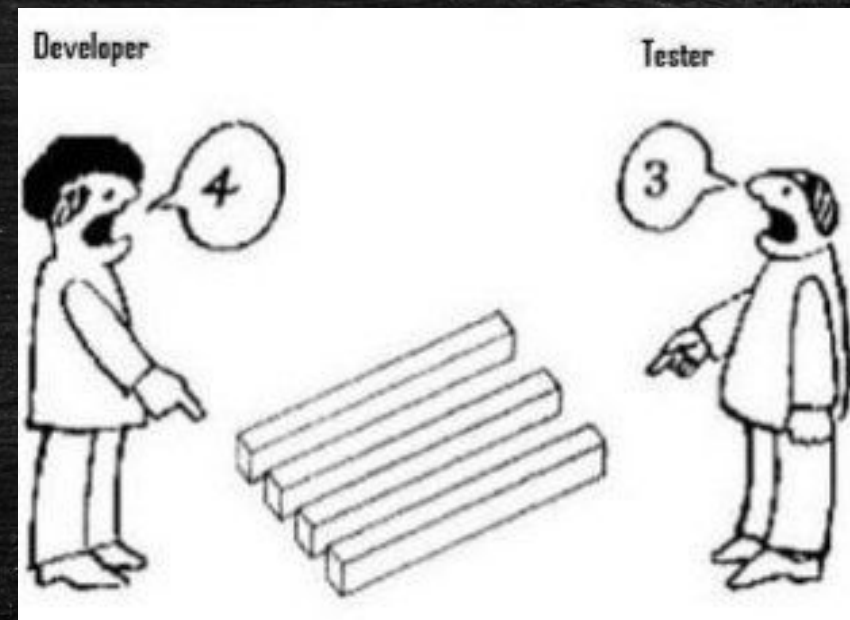
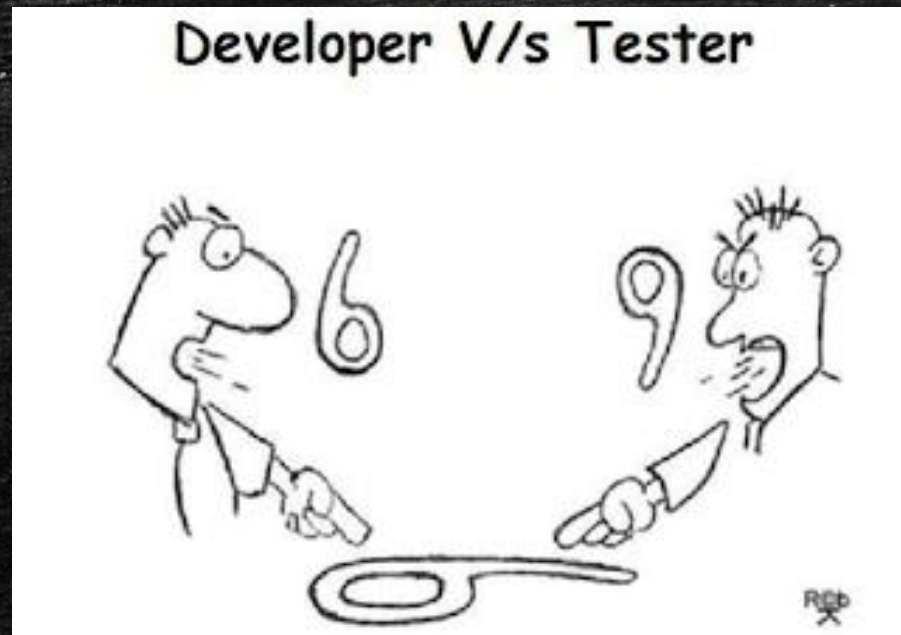
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- Agile Manifesto
- Agile Mindset
- Scrum
- Kanban
- Product Vision
- Product Owner
- Agile Planning



# Traditional Organisation Problems

## Confusions and Misunderstandings





# Traditional Organisation Problems

## No Common Goals

### When Tester reopens a Bug



Software Tester



Software Developer

Courtesy - Yogesh Khairnar

QA-QC Arena

<http://qa-qcarena.blogspot.in>

### When Developer rejects a Bug



Software Tester



Software Developer

Courtesy - Yogesh Khairnar

QA-QC Arena

<http://qa-qcarena.blogspot.in>



# Traditional Organisation Problems

## Unclear Requirements



How the customer explained it



How the Project Leader understood it



How the Analyst designed it



How the Programmer wrote it



How the Business Consultant described it



How the project was documented



What operations installed



How the customer was billed



How it was supported



What the customer really needed



# Traditional Organisation Problems

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Accountability and responsibility





# Traditional Organisation Problems

Goals not clear or propagated

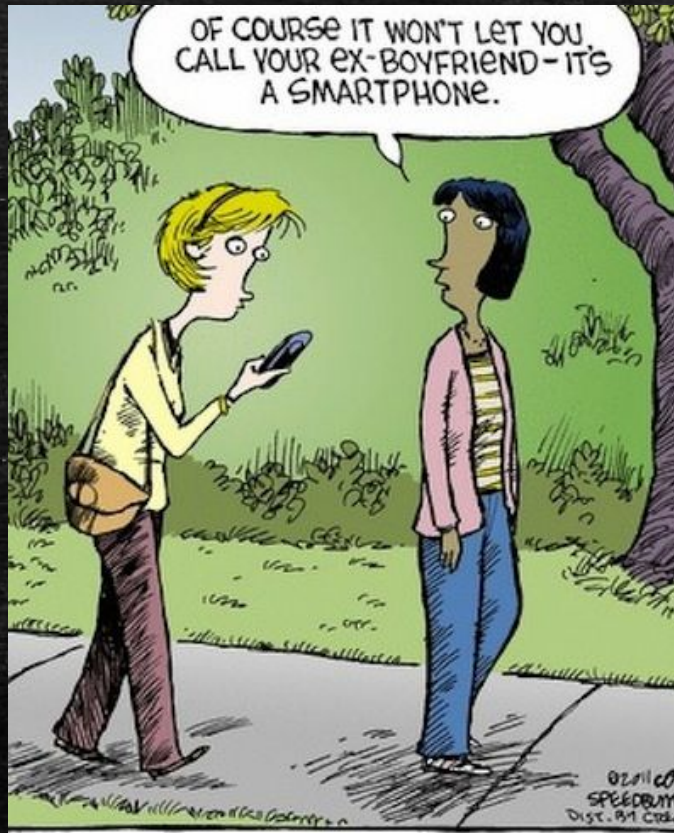




# Traditional Organisation Problems

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## Unwanted Features





# Traditional Organisation Problems

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## Legacy Code





# Traditional Organisation Problems

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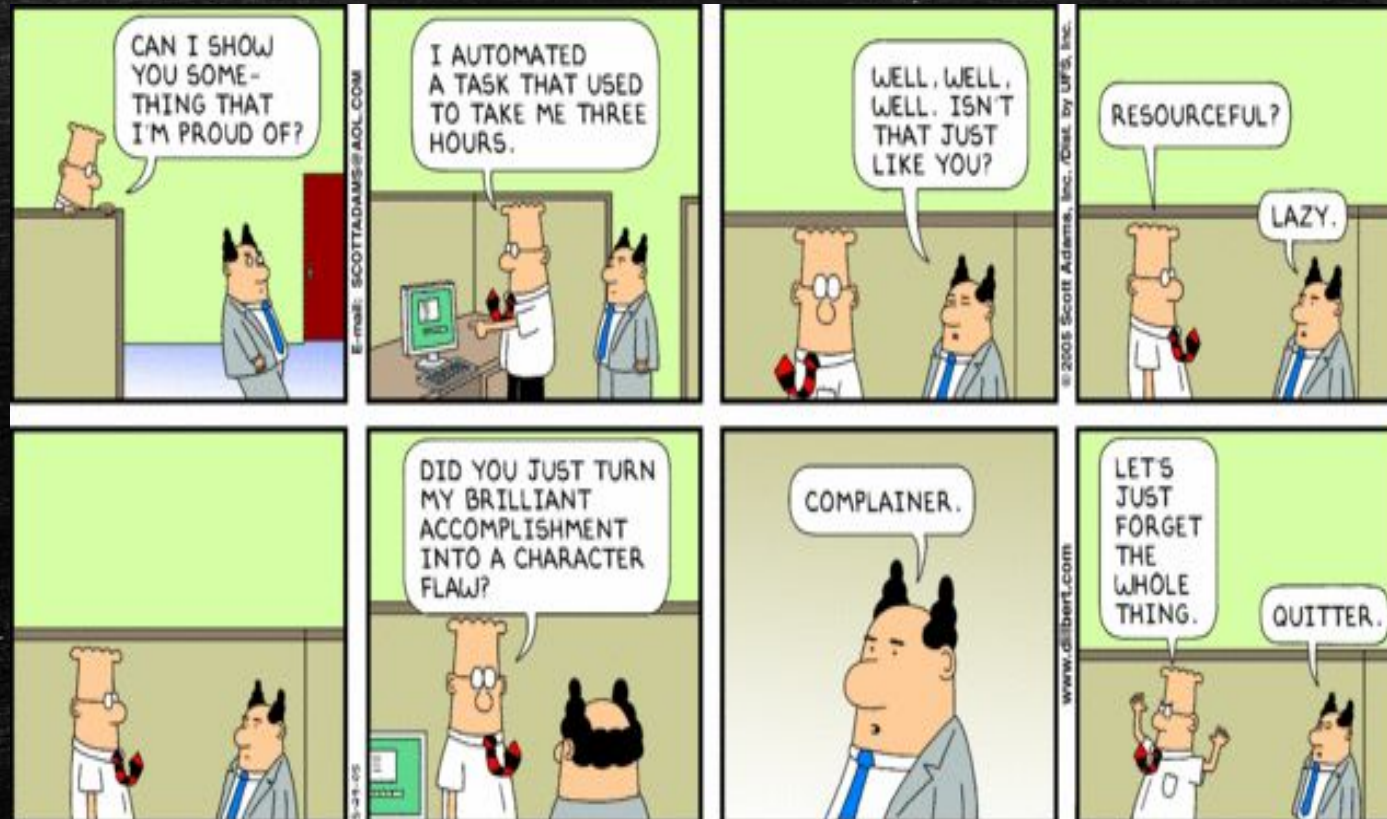
Micromanagement





# Traditional Organisation Problems

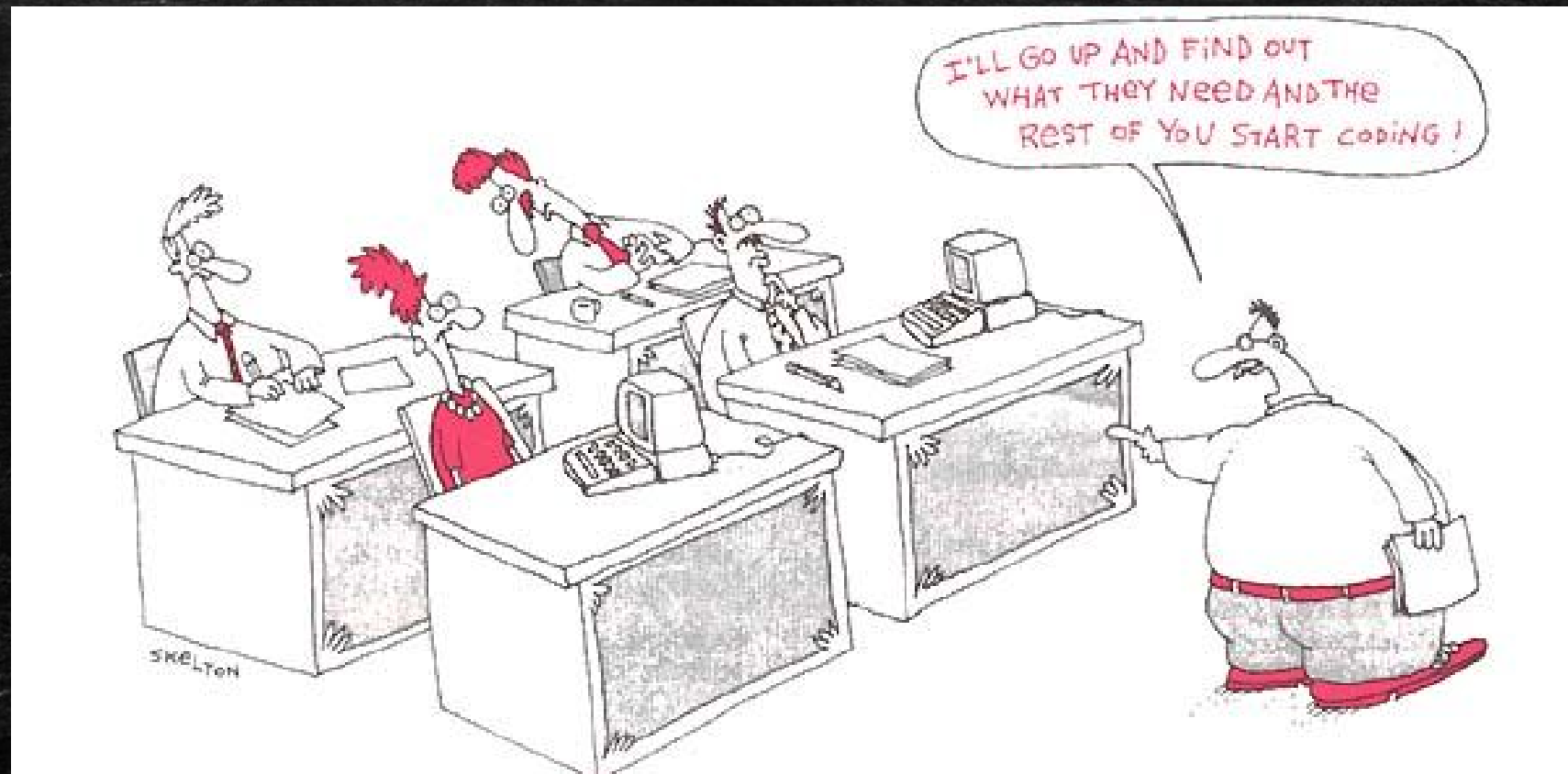
Innovations and improvements not welcomed





# Traditional Organisation Problems

No team engagement





# Traditional Organisation Problems

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Everything is top priority





# Traditional Organisation Problems

Rely on individual effort

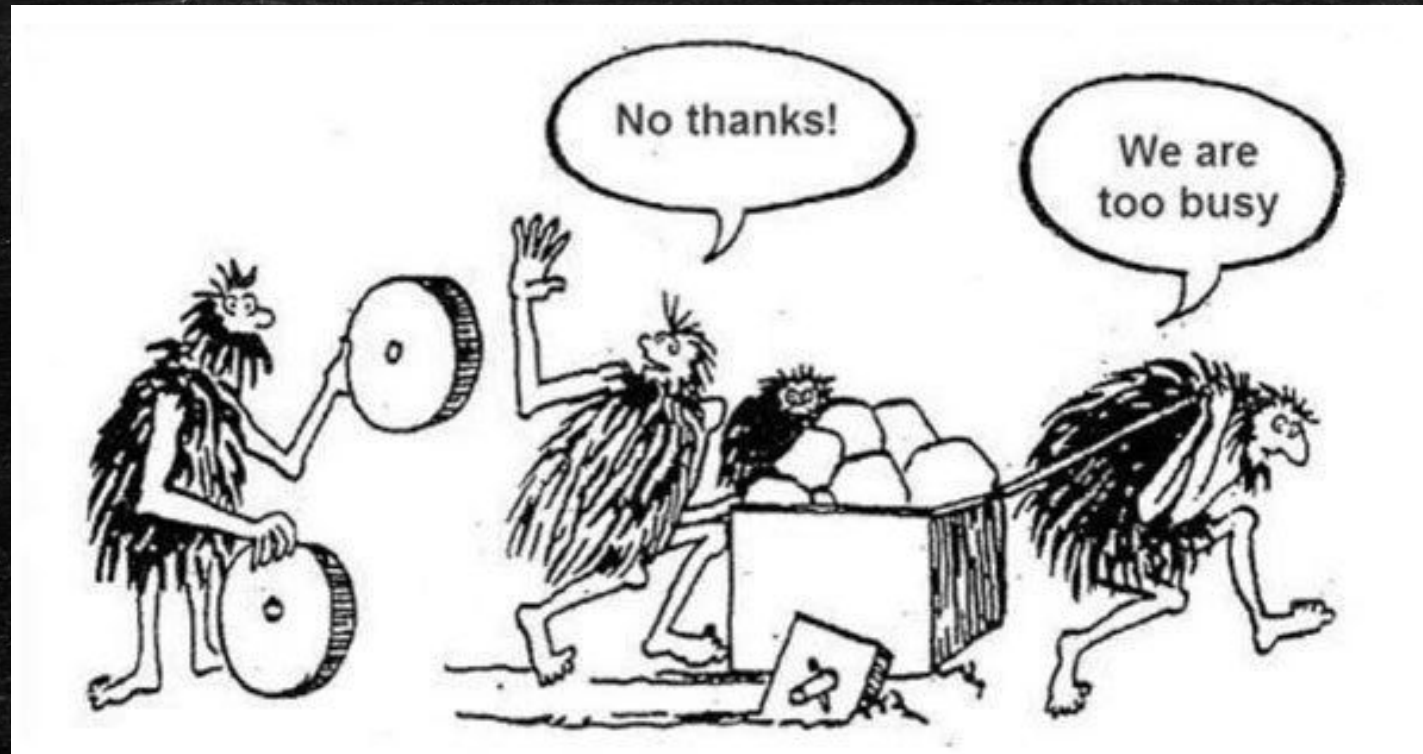




# Traditional Organisation Problems

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No time for improvements





# What if things get change?

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What happens if anything changes?

Does that change impact on our problems?

Are we ready for it?

Let's see what is agility and how it helps us?

Even we had problems before and we were survived with them do we still live after the impact of change?



# Good Change - Bad Change

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The Only Thing That Is Constant Is Change

(Heraclitus, Greek philosopher)

Whether change is good or bad, change is inevitable the only escape is the agility



# Agility - A solution

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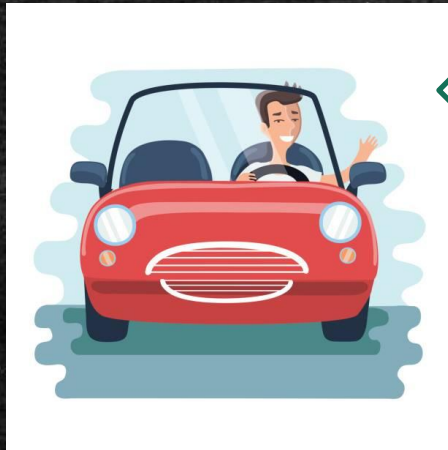
Agility is our readiness from our mindset, attitude and skillset when there is any impact of change occurs either inside or outside of our system.

Our agility can be measure by our response to the change not the reaction to the change.



# Reaction!

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Donkeeeey

Monkeeeey





# Result of reaction!

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# Agility have some demands

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Mindset and Culture

Adaptive Planning

Positive Approach

Knowledge and Experience

Pragmatic Approach

Self Organised

Continuous Learning and Improvements



# Scrum Master helps to fulfill agility demands

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We need scrum master(a smart friend) to fulfill the demands of agility.

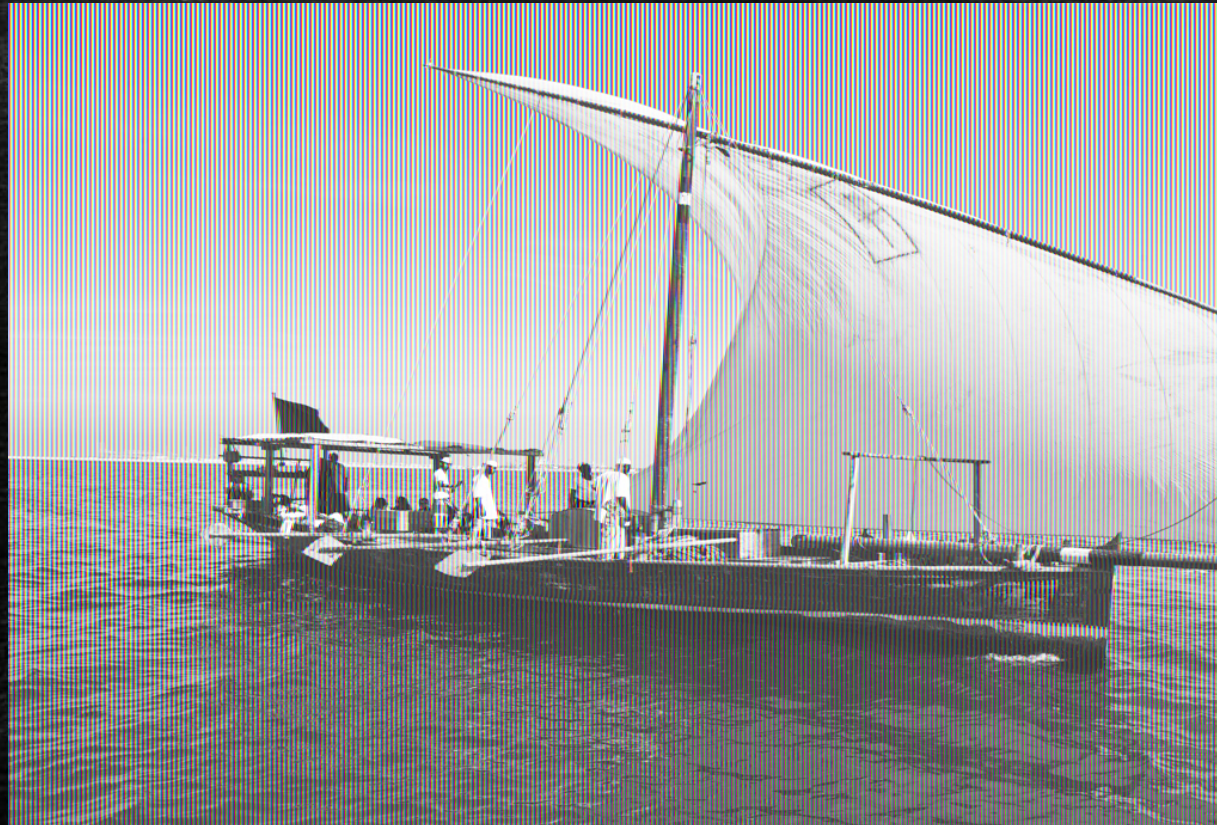




# Scrum Master long before Scrum was created

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Scrum Masters was part of pearl diving crew





# Servant Leadership

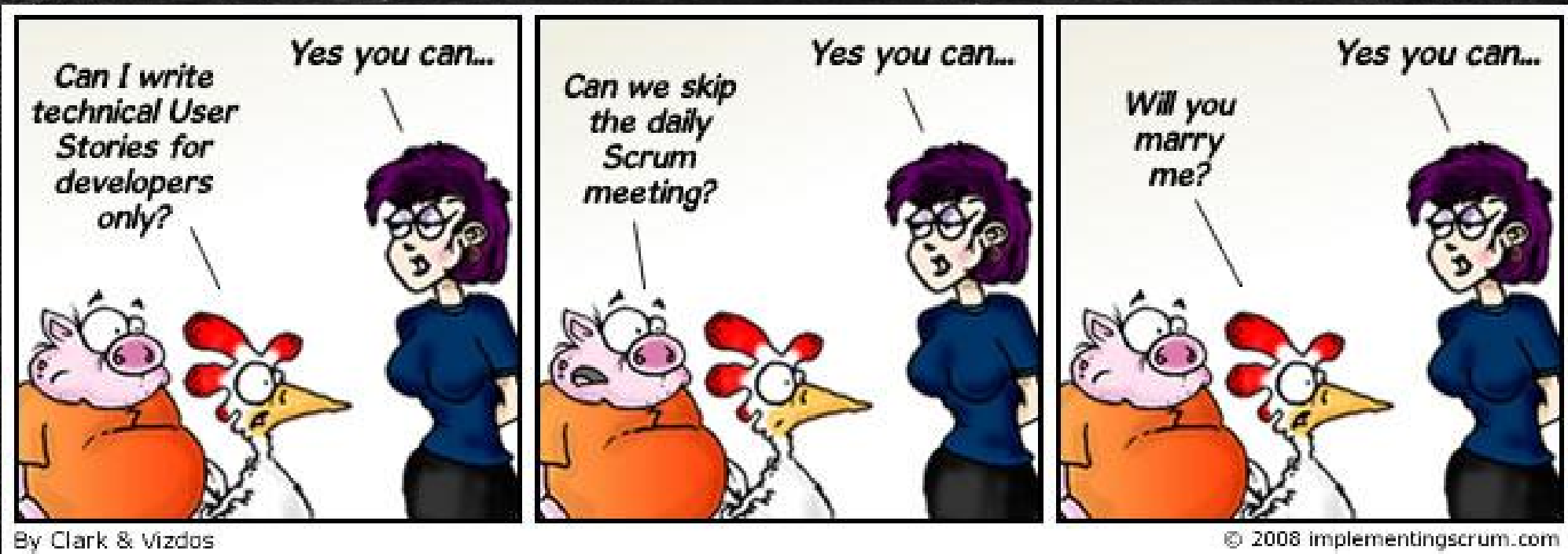
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Don't confuse with the names Servant and Master.





# Servant Leadership Misunderstandings





# Scrum Master as per Scrum Guide

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## Service to the Product Owner

Backlog  
Refinement

Facilitate Events

Backlog Item  
Shared  
Understandings

Practise Agility



# Scrum Master as per Scrum Guide

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## Service to the Team

Self Organizing

Cross Functional

Scrum Practices

Removing  
Impediments



# Scrum Master as per Scrum Guide

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## Service to the Organisation

Scrum Value

Scrum Principles

Team Productivity

Agile Mindset and  
Culture

Empirical Product  
Development

Collaborate with  
other Scrum  
Masters



# Team Organisation?

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Self Organizing

Cross Functional

Openness

Courage

Committed

Focused

Respect

Transparency

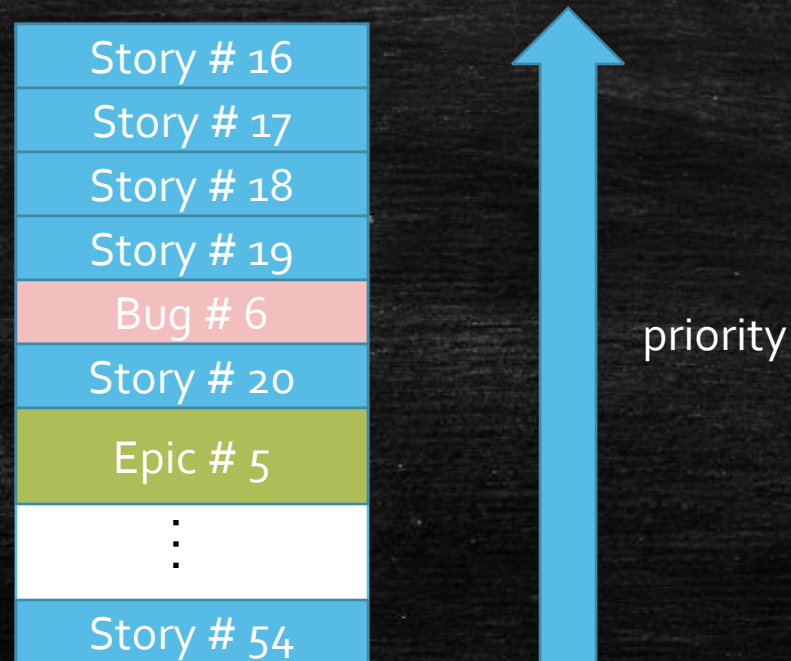
If you tell people where to go, but not how to get there, you'll be amazed by the results.

( General George S. Patton )



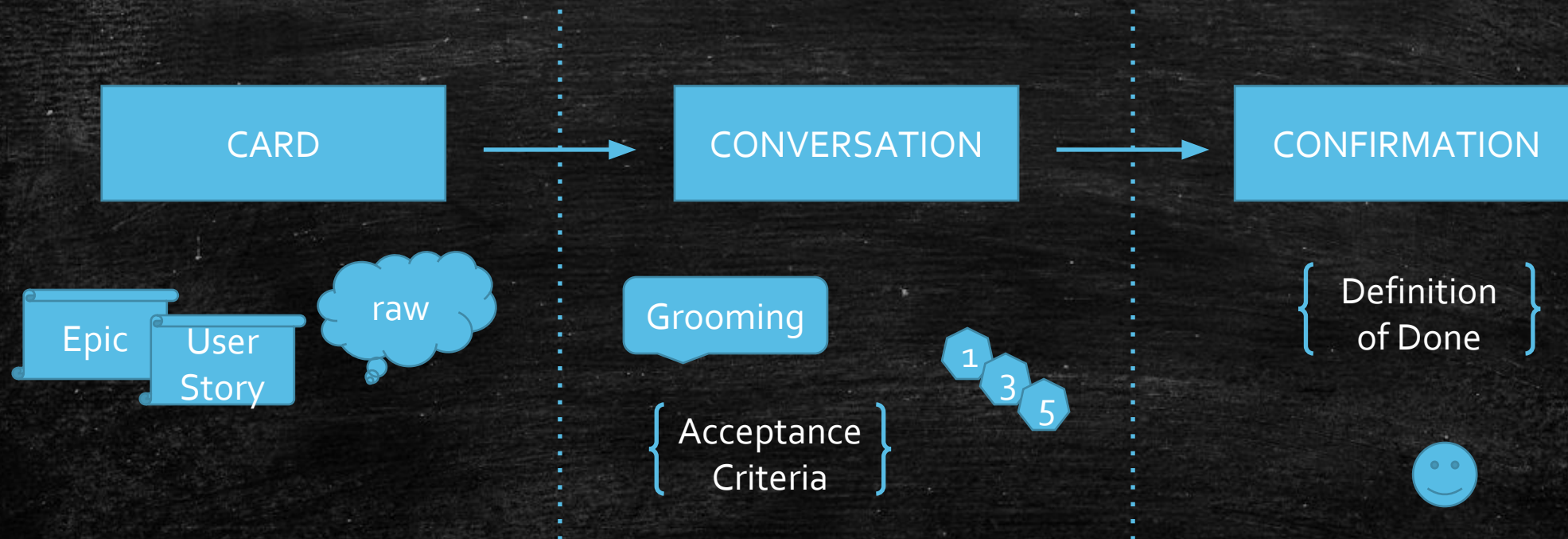
# Product Backlog

- List of prioritize work items to do which can add value to the product.
- Backlog items may include features, bugs, spikes and NFRs.





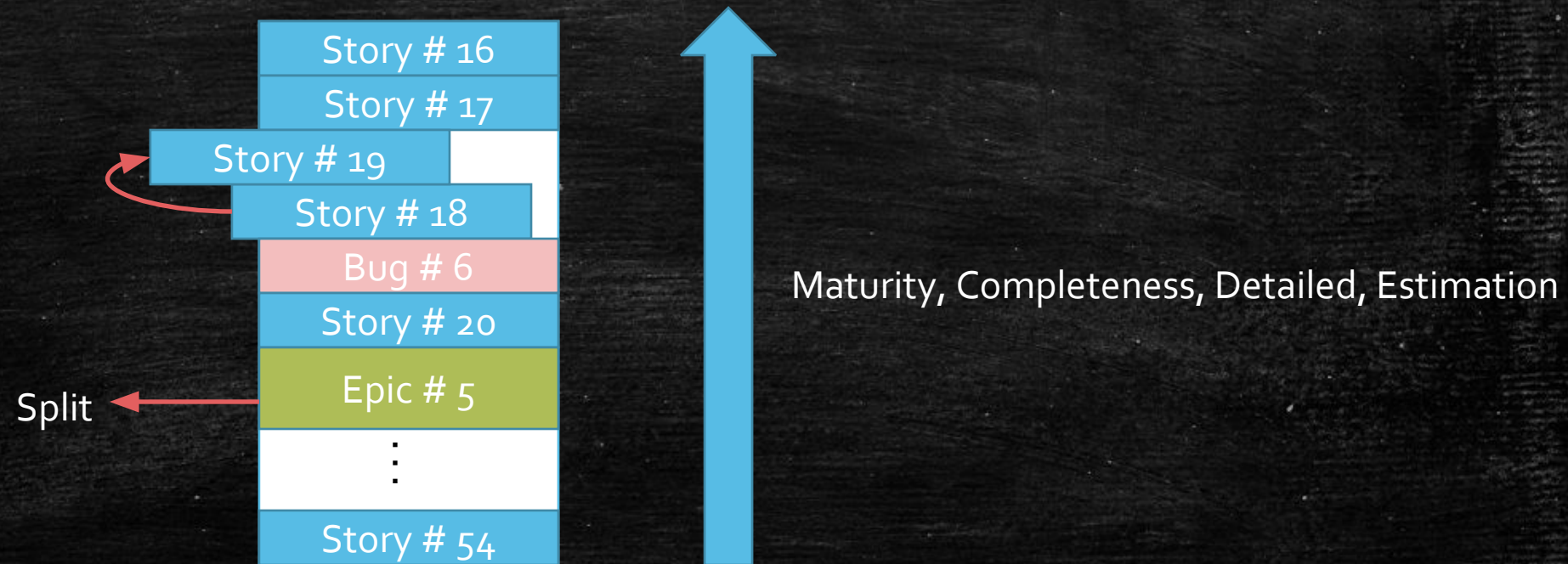
# User Stories Lifecycle – 3Cs





# Backlog Refinement and Grooming

- Product Owner spare sometime in backlog refinement activities like re-prioritization adding more details to stories and to groom stories with the development team and team needs to estimate during the grooming.





# Estimation

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- Time based estimation
- Comparison based estimation
- No estimates



# Planning Poker

Lets try it here now.



## Story # 1

As hotel receptionist I need to enter the guest details into the system so that guest can do check in to Xclusive hotel.

Acceptance Criteria:

Following information need to be stored Full Name

| Email | Phone Number | Emirates Id | Passport Number

## Story # 2

As hotel guest I need to receive check in confirmation via email.

Acceptance Criteria:

Customer should receive email in following format.

"Welcome <Mr. Imran> you have successfully checked in at Xclusive hotel. Thank you."



# Sprints

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Timebox

Focus

Value Based

Goal

Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.  
(One of principle behind agile manifesto)



# Sprint Planning

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Timebox

Pull Work

Dependencies

Roadmap

Part 1 and Part 2

Velocity

Commitment

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

( Peter Drucker )



# Daily Scrum

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Not Status

Sharing Progress

Alignment

Adjustments

Not Stop  
Collaboration

Max 15 minutes

We don't need an accurate document. We need a shared understanding.

( Jeff Patton )



# Sprint Review

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Timebox

Bidirectional

Early Feedback

Motivation

Accountability

Fail Fast Learn Fast

We all need people who will give us feedback. That's how we improve.

( Bill Gates )



# Retrospective

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Timebox

Inspect and Adapt

Experiments

Kaizen

Action Items

Scrum Master Tool

It doesn't matter how good you are today; if you're not better next month, you're no longer agile.

( Mike Cohn )