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PSM 1 Certification Oriented Training (Day 1)

Why PSM and not CSM ?

PSM Vs CSM		
	PSM	**CSM**
Passing Score	Min 69%	Min 85%
Exam Pattern	Multiple Choice Questions	Multiple Choice/Multiple Answers/True or False
Exam Duration	No Time Limit	60 Mins to Complete 80 Questions
Certification validation	Need to renew every 2 years	Life Time
Certification Cost	$1200	$150
Exam Level	2 Days Training + Exam	Much harder than CSM, requires time to prepare

Professional Scrum Master – I Certification

- Link : https://www.scrum.org/
- **Create Account (Using your TCS email address)**
- **For PSM I Certification Exam:**

  CERTIFICATION-> PSM I ASSESSMENT -> BUY (Costs $150)

- **For Mock Tests :**

  OPEN ASSESSMENTS -> SCRUM OPEN -> START ASSESSMENT

Sprint

Sprint 1(Day 1):

- **Sprint Planning**
- Definition of Scrum
- Uses of Scrum
- Scrum Theory
- Scrum Values
- Scrum Team
- **Sprint Review**
- **Sprint Retrospective**

Sprint 2 (Day 2):

- **Sprint Planning**
- Scrum Events
- Scrum Artifacts
- Artifact Transparency
- **Sprint Review**
- **Sprint Retrospective**

SCRUM Inventors

Ken Schwaber and Jeff Sutherland

What is SCRUM

A framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible value.

Scrum is:

- Lightweight
- Simple to understand
- Difficult to master

Scrum is an iterative, incremental process for developing any product or managing any work that produces a potentially shippable set of functionality at the end of each increment.

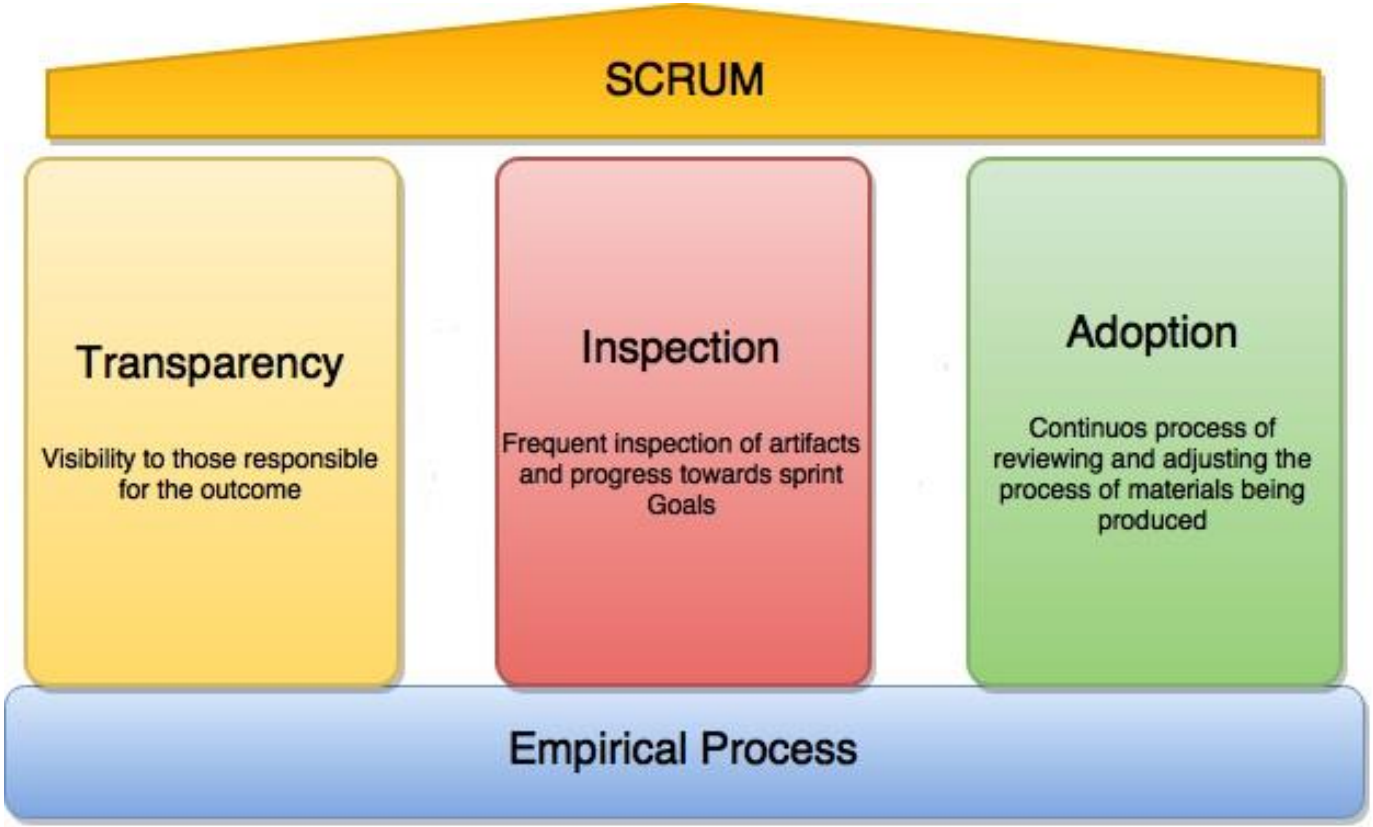
The Scrum framework consists of Scrum Teams and their associated roles, events, artifacts, and rules. Each component within the framework serves a specific purpose and is essential to Scrum's success and usage.

Uses of SCRUM

Scrum was initially developed for managing and developing products. Starting in the early 1990s, Scrum has been used extensively, worldwide, to:
1. Research and identify viable markets, technologies, and product capabilities;
2. Develop products and enhancements;
3. Release products and enhancements, as frequently as many times per day;
4. Develop and sustain Cloud (online, secure, on-demand) and other operational environments for product use; and,
5. Sustain and renew products.

Scrum has been used to develop software, hardware, embedded software, networks of interacting function, autonomous vehicles, schools, government, marketing, managing the operation of organizations and almost everything we use in our daily lives, as individuals and societies.
When the words “develop” and “development” are used in the Scrum Guide, they refer to complex work, such as those types identified above.

Scrum Theory & Three Pillars of Scrum



The five values of Scrum

Commitment:
Team members individually commit to achieving their team goals, each and every Sprint.

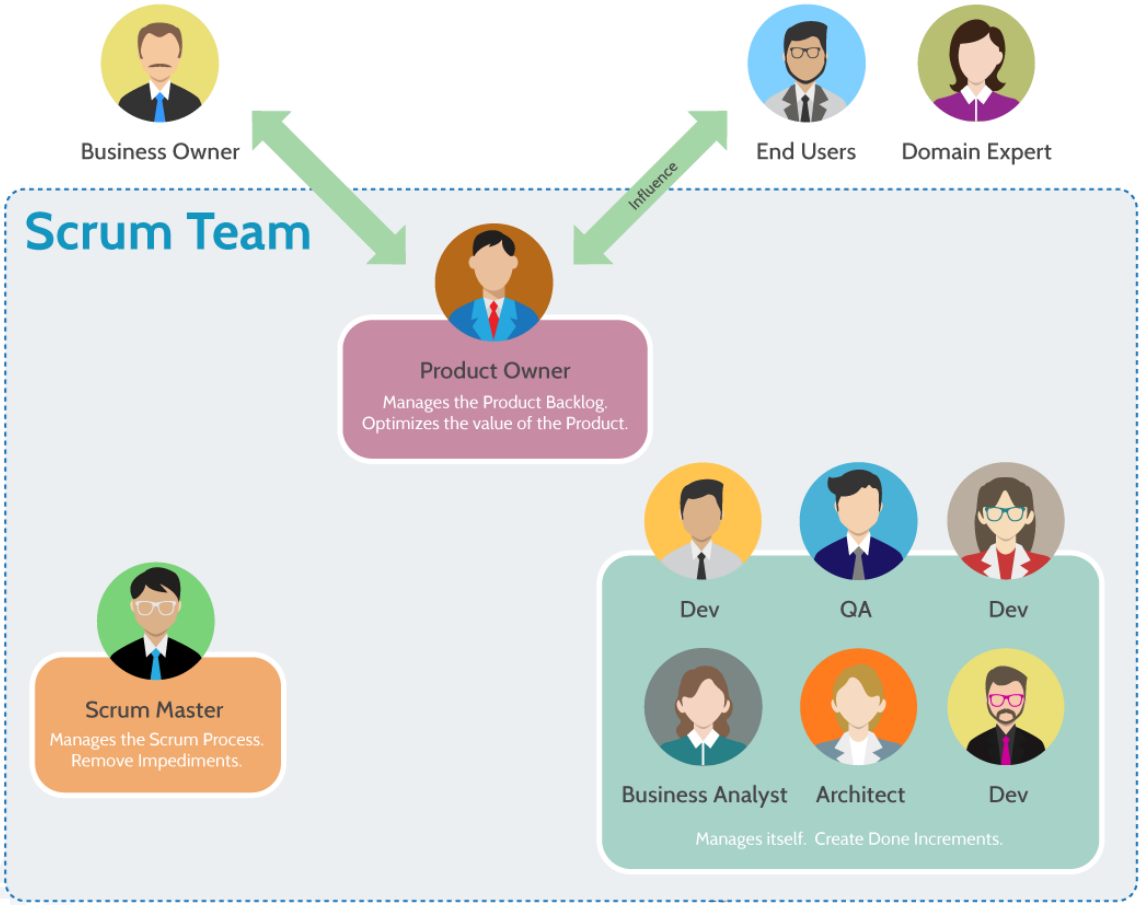
Courage:
Team members know they have the courage to work through conflict and challenges together so that they can do the right thing.

Focus:
Team members focus exclusively on their team goals and the Sprint Backlog; there should be no work done other than through their backlog.

Openness:
Team members and their stakeholders agree to be transparent about their work and any challenges they face.

Respect:
Team members respect each other to be technically capable and to work with good intent.

Scrum Team


Business Owner
End Users
Domain Expert
Influence
Scrum Team
Product Owner
Manages the Product Backlog.
Optimizes the value of the Product.
Scrum Master
Manages the Scrum Process.
Remove Impediments.
Dev
QA
Dev
Business Analyst
Architect
Dev
Manages itself. Create Done Increments.

Product Owner

- Sole person responsible for managing the Product Backlog
- Ordering the items in the Product Backlog to best achieve goals and missions
- Ensuring that the Product Backlog is visible, transparent, and clear to all, and shows what the Scrum Team will work on next
- Ensuring the Development Team understands items in the Product Backlog to the level needed

Development Team

- The Development Team consists of professionals who do the work of delivering a potentially releasable Increment at the end of each Sprint.
- They are self-organizing, cross-functional, with all of the skills as a team necessary to create a product Increment
- Scrum recognizes no sub-teams in the Development Team, regardless of particular domains that need to be addressed like testing or business analysis
- Individual Development Team members may have specialized skills and areas of focus, but accountability belongs to the Development Team as a whole.

Scrum Master

- Coaching the Development Team in self-organization and cross-functionality
- Removing impediments to the Development Team's progress
- Facilitating Scrum events as requested or needed
- Coaching the Development Team in organizational environments in which Scrum is not yet fully adopted and understood.
- Working with other Scrum Masters to increase the effectiveness of the application of Scrum in the organization.

Sprint Review

1. A new developer is having continuing conflicts with existing development team members and creating a hostile environment. If necessary, who is responsible for removing the team member?

A) The hiring manager is responsible, because he/she hired the developer
B) The development team is responsible, and may need help from the Scrum Master
C) The Scrum Master is responsible, because he/she removes impediments
D) The product Owner is responsible, because he/she controls the return on investment (ROI)

2. Who determines how work is performed during the sprint?

A) Subject matter experts
B) The development team
C) Architects
D) Development team managers
E) The scrum Master

3. Choose two responsibilities of a self organizing development team

A) Do the work planned in the sprint backlog
B) Report daily progress to stakeholders
C) Increase velocity
D) Pull product backlog items for the sprint
E) Reorder the product backlog

4. What are three benefits of self organization?

A) Increased self accountability
B) Increased commitment
C) Increased rule compliance
D) Increased accuracy of estimates
E) Increased creativity

5. What are two responsibilities of testers in a development team?

A) Tracking quality metrics
B) Scrum has no “tester” role
C) Everyone in the Development team is responsible for quality
D) Finding bugs
E) Verifying the work of programmers

Reference Material for PSM I

1. Scrum Guid available in Scrum.org
2. **Scrum Narrative and PSM™ Exam Guide** by Mohammed Musthafa Soukath Ali

Sprint Retrospective

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Thank You

Sprint

What Is A Scrum Sprint?

Sprints are time-boxed iterations that serve iterative-incremental development.

- All development is done within a Sprint
- A Sprint has a constant duration of 1 month or less
  - Sprint length is determined by acceptable planning horizon
- Scrum knows no phases, only Sprints
  - No testing, hardening, release, analysis Sprints

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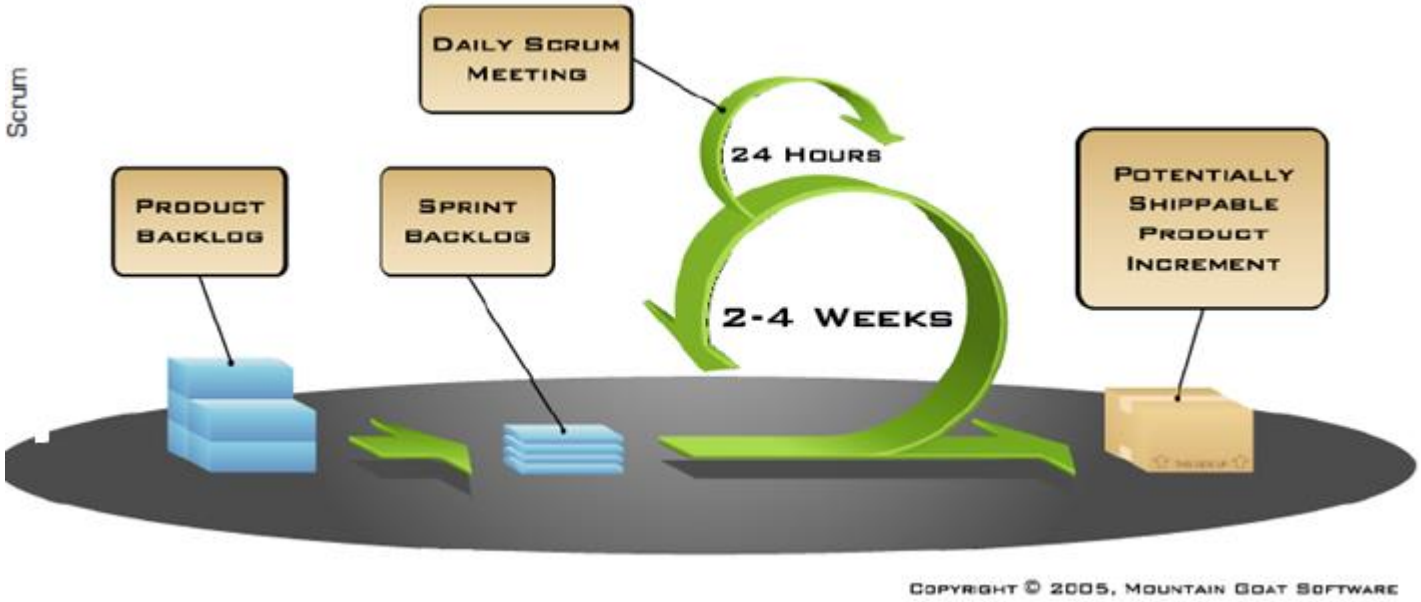
Scrum Overview



Scrum Team