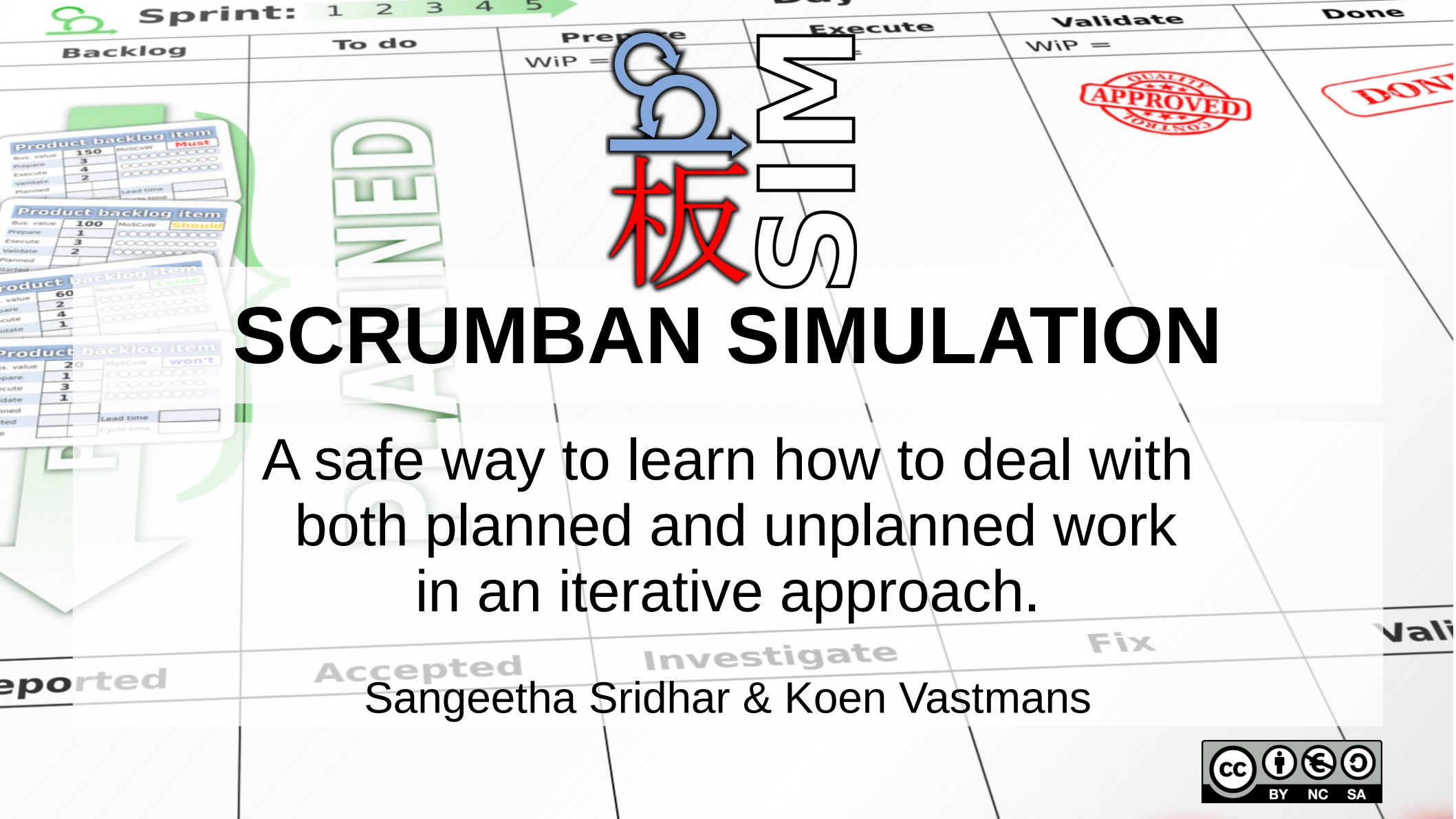


SCRUMBAN SIMULATION

A safe way to learn how to deal with both planned and unplanned work in an iterative approach.

Sangeetha Sridhar & Koen Vastmans

Participants

- 1 product owner
- Team members
  - At least 2
  - At most 6
  - Can be generalizing specialist

Team members and roles

- 1 role is specialized in preparation & validation
- 1 role is specialized in execution
- People can take up tasks outside their specialty
- Efficiency penalty:
  - Within specialty: 2 units of work per day
  - Outside specialty: only 1 unit of work per day

The board – planned work

Sprint: 1 2 3 4 5

Day Plan 1 2 3 4 5 | 6 7 8 9 10 Review/Retro

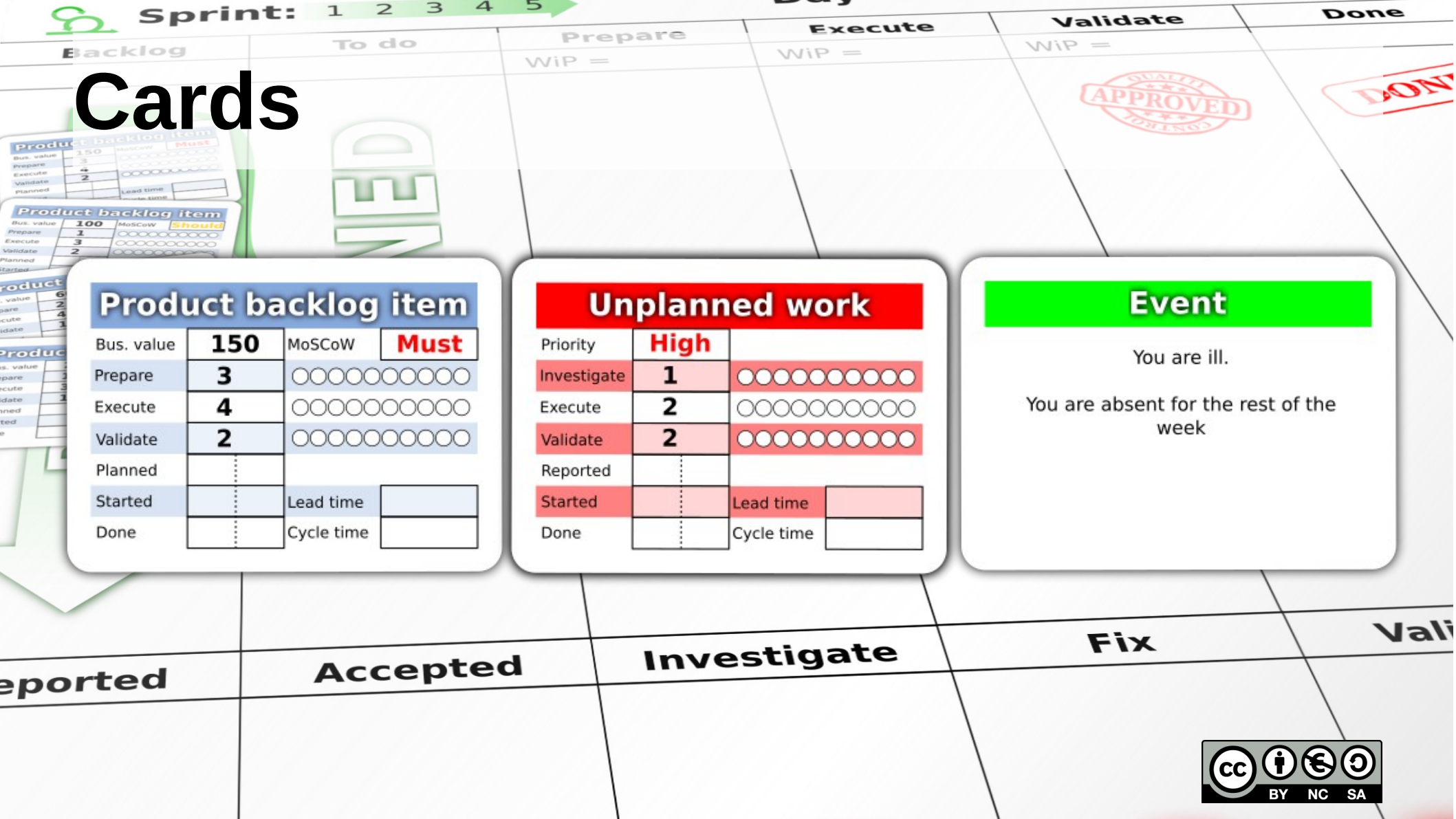
Backlog	To do	Prepare	Execute	Validate	Done
		WiP =	WiP =	WiP =	
PRIORITIZED	PLANNED				

The board – Unplanned work

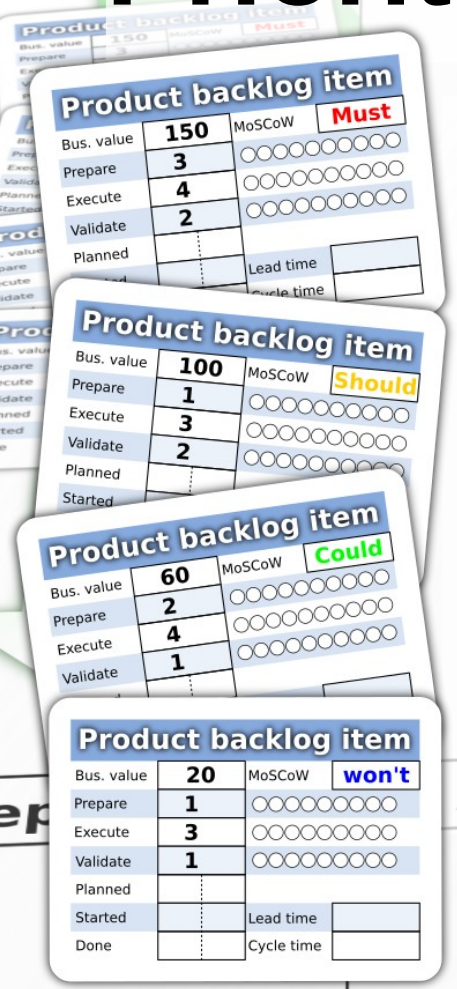
Reported	Accepted	Investigate	Fix	Validate	Solved

FAST LANE

Cards



Prioritization



- Product owner decides priorities
- Puts the backlog items in the Backlog column
  - First set of most important items
  - Ordered by priority

Planning

- Team determines capacity for next iteration
- Forecasts which backlog items they can implement according to capacity
- Move selected backlog items to Planned

Limiting work in progress

- On activity level

Prepare	Execute	Validate
WiP =	WiP =	WiP =

- On individual level
  3 pawns per team member

Work

Product backlog item			
Bus. value	150	MoSCoW	Must
Prepare	3		
Execute	4		
Validate	2		
Planned			
Started		Lead time	
Done		Cycle time	

Increment if needed

Fill the dots

Iteration

Day of the iteration

After each participant's round

- Evolving insight - use the normal dice 
  - 1: increase workload with 1 unit
  - 2: no action
  - 3: no action
  - 4: take an event card
  - 5: block item you last worked on 
  - 6: unblock any blocked item

When an activity is done…

- You can remove your pawn
- Don’t push items to the next stage
  - Pull the work
- Don’t validate yourself what you implemented
  - Four eyes principle

At the end of the day

- Use the Unplanned work dice 

  - 0: lucky you – no unplanned work
  - 1: take 1 unplanned work card
  - 2: take 2 unplanned work cards
- Product owner decides what to do
  - Act immediately, plan or park

At the end of the iteration

- Retrospective
  - Planned versus done
  - Flow?
  - Unplanned work – right decisions?
  - WiP limits respected?
  - Metrics?


Sprint: 1 2 3 4 5
Backlog
To do
Validate
Done
WiP =
APPROVED
Product backlog item
Must
Should
Could
won't
PLANNED
Reported
Accepted
Investigate
Fix
Vali
SCRUM
板
Enjoy the simulation!
BY NC SA