**Scrum- An introduction| 3 Core Roles**

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‘Scrum’, a word borrowed from scrum in Rugby game, is a framework to build Agile Software Development methodology.

Hirotaka Takeuchi and Ikujero Nonaka brought the concept of Scrum in Product Development context in 1986 in a Harvard Business Review article. Takeuchi stated, “It is a form of organizational knowledge creation, especially good at bringing about innovation continuously, incrementally and spirally”.

Thus a Scrum really is a framework for team collaboration to buld complex projects.

The main principle of Scrum is to provide small “Shippable” increments of development, with high quality working software and ongoing integration during development.

Crux of Scrum i.e., core roles and its significance are :-

**Product Owner**: It answers, “What is the right thing to do?”. It bring requirements and interests from end user.

**Scrum Master:** It answers, “How to build it most efficiently?”. The role help collaboration of cross functional teams.

**Development Team**: It answers, “How to build the thing right?”

*What is Scrum being used for?*

* Software Product Management
* IT Service Management
* Project Management
* Education Management
* Recruitment Management
* BPO Operations

**Sprints and Increments**

Sprints are iteration cycle of product delivery process Design Develop -> Test -> Integrate -> Deploy -> Design