

# **Scrum Master Roles: Key Principles to Bear in Mind**





- If possible The ScrumMaster should work on only one project at a time
- Working on multiple projects means divided attention



- **The Scrum Master is not the boss**
- **He has no direct authority over the team and acts as a ‘servant leader’ in keeping with scrum principles**

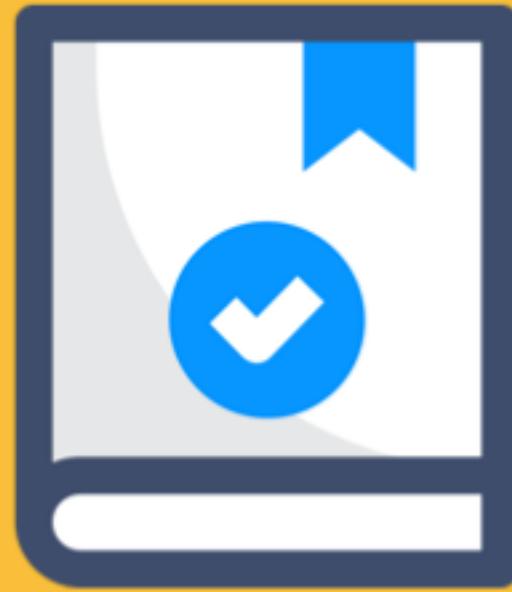
- The Scrum Master should be an inspiration to the team



S/he should inspire them to learn about, and know as much of scrum as they possibly can without forcing them to follow a routine



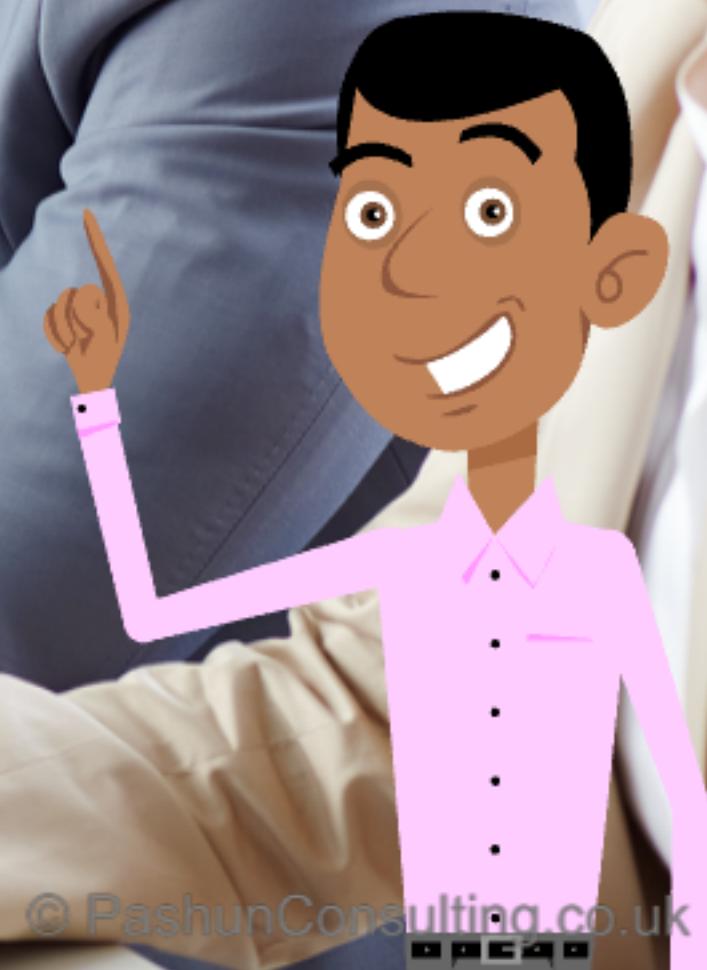
- Scrum master must render assistance to the team members
- Ensure they connect with the sprint and product commitments they made to themselves



- Undeniably high knowledge of the scrum theory and ensure its implementation
- The Scrum Guide should be the first port of call



**Someone's dissatisfaction  
with the team is an  
impediment**





QA expert



- Scrum Master has to ensure that the team members know what 'done' means in their case



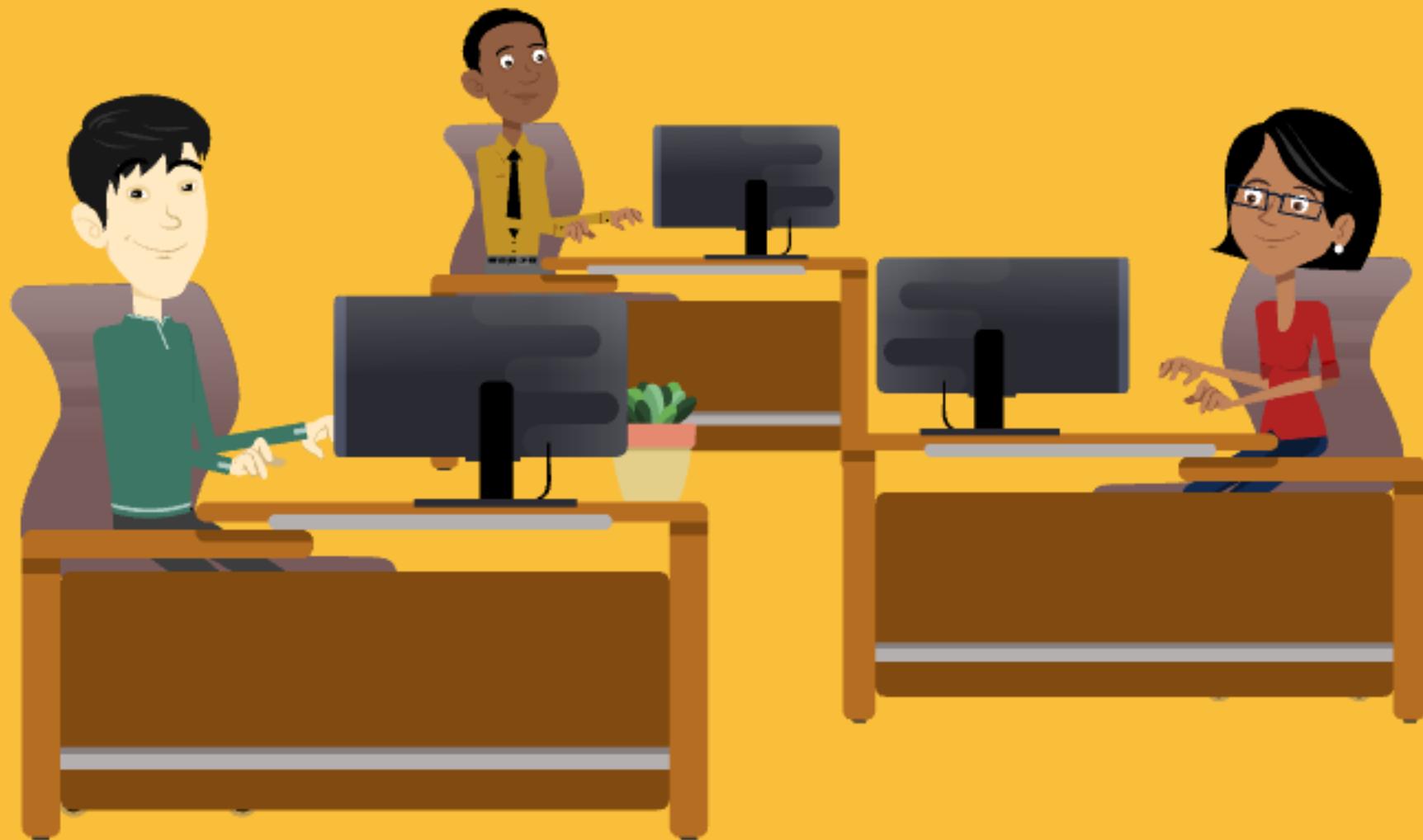
- The Scrum Master should not make decisions on behalf of other team members
- Every team member chooses what to do

# What to do when to complete it



- **There is no work assignment to team members**
- **The Scrum Master must not assign any work to the team members**

# Self-Managing



- No one should keep track of what the team members are doing

# In the sprint Elsewhere



- **Whatever impediments the team members encounter, the Scrum Master must help remove them**



**One-on-one mentoring  
sessions for the team  
members**



- ✓ Team efficacy
- ✗ Individual abilities

- The Scrum Master can give input about how to improve product features
- Individual efficiency is an impediment to collaboration

# Facilitator in the team's search for improvements



- The team should not over-commit to what they can do in a sprint
- It is the Scrum Master's duty to coach them on this point

