What do I want to learn or understand better?

I want to gain a greater understanding of the dynamics of balancing workloads between members with varying experience, and in which way the work should be split ideally. I'd also like to gain some experience with the core principles of game development, as it's something I've wanted to get into for a while.

How can I help someone else, or the entire team, to learn something new?

I have recently worked in a software development team using the agile scrum workflow, and I believe I can use my experience to help our time quickly settle into the agile way, and make sure we utilize it effectively.
I'm also rather experienced as a programmer and hope to be able to help others with programming related tasks, so that nobody is stuck with an issue for too long.

What is my contribution towards the team's use of Scrum?

We've yet to start properly using scrum, but will most likely start using it and assign a scrum master next week, I believe I could make a decent scrum master.

What is my contribution towards the team's deliveries?

I have partaken in all the discussions we've had so far regarding our deliveries (social contract, KPIs, product ideas etc.). I've also suggested and implemented a workflow manager, JIRA, that we can use as a task board, as well as creating our repository and collaborative documents.