

MANAGEMENT IN SCRUM



This exercise makes visible what is being managed in the Scrum Framework and by whom. And more importantly, what is being managed differently in an organization currently? What effects does that have on the empirical process?

1. Put the five roles (Accountabilities) in a row on the floor.
2. Invite participants to form groups and hand each group a subset of the red/green cards.
3. In the first round, give the group(s) time to put the cards with the role that manage the mentioned topic in Professional Scrum. Make sure that at the end of this round, the activity cards are in the right place.
4. In the second round, invite everyone to (individually) mark the cards that are managed differently in their organization.
5. Invite people to pair up and discuss what the impact of the marked cards is on the empirical process in their organization.
6. In the final round, identify the next steps to address these impediments.

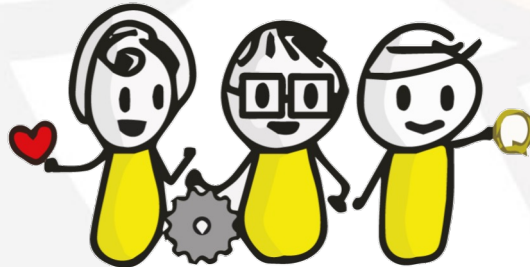


Scrum Facilitators work globally with trainers in the Netherlands, United Kingdom, and Singapore. Our mission is to help professionals become awesome Scrum Facilitators by supporting Scrum Masters, Product Owners, Developers and Leaders. A Scrum Facilitator's work is based on Scrum Goals, Values & Principles. A Scrum Facilitator uses these aspects to support the effective use of Scrum in their organisation.

Scrum Facilitators are partners with **Scrum.org** and **ProKanban.org**. We design all classes to maximise the learning impact and student value. Our classes are highly interactive, industry relevant and an enjoyable learning experience. Each class has two certified, knowledgeable experts with extensive real-life experience.



DEVELOPERS

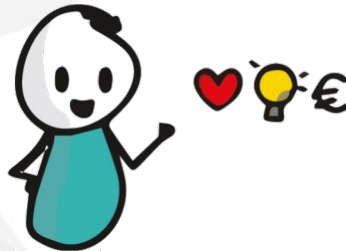




MANAGEMENT IN SCRUM

V1.0

PRODUCT OWNER

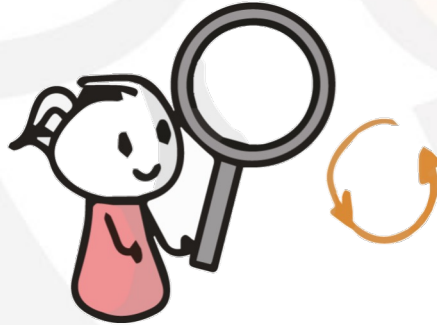




MANAGEMENT IN SCRUM

V1.0

SCRUM MASTER





MANAGEMENT IN SCRUM

V1.0



LINE MANAGER



MANAGEMENT IN SCRUM

V1.0



PROJECT MANAGER



MANAGEMENT IN SCRUM

V1.0



CUSTOMER VOICE

CUSTOMER VOICE

STATE OF THE INCREMENT

STATE OF THE INCREMENT

SPRINT BACKLOG

SPRINT BACKLOG

TECHNICAL INNOVATION



TECHNICAL INNOVATION

BUG

BUG

PRODUCT VISION



PRODUCT VISION

PRODUCT BACKLOG

PRODUCT BACKLOG



RETURN ON INVESTMENT



RETURN ON INVESTMENT

SCRUM PROCESS



SCRUM PROCESS

TENSION IN THE SCRUM TEAM

TENSION IN THE SCRUM TEAM

TECHNICAL DEBT

TECHNICAL DEBT

VELOCITY

VELOCITY

DOCUMENTATION

DOCUMENTATION



PERSONAL GROWTH

(OF THE DEVELOPERS)



PERSONAL GROWTH

(OF THE DEVELOPERS)

SPRINT BACKLOG

SPRINT BACKLOG

IMPEDIMENTS

IMPEDIMENTS

REFINEMENT

REFINEMENT

SCOPE OF THE PROJECT



SCOPE OF THE PROJECT

PRODUCT BUDGET

PRODUCT BUDGET

STAKEHOLDERS

STAKEHOLDERS

RELEASE PLANNING

RELEASE PLANNING

TEAM PERFORMANCE



TEAM PERFORMANCE

INTERACTION WITH OTHER SCRUM TEAMS

INTERACTION WITH OTHER SCRUM TEAMS



PROMOTING AND SUPPORTING SCRUM



PROMOTING AND SUPPORTING SCRUM

TEAM MORALE



TEAM MORALE

CULTURE

CULTURE

BOUNDARIES OF SELF- MANAGEMENT

BOUNDARIES OF SELF- MANAGEMENT

PRODUCT GOAL

PRODUCT GOAL

TEAM COMPOSITION

(AMONG THE DEVELOPERS)

TEAM COMPOSITION

(AMONG THE DEVELOPERS)