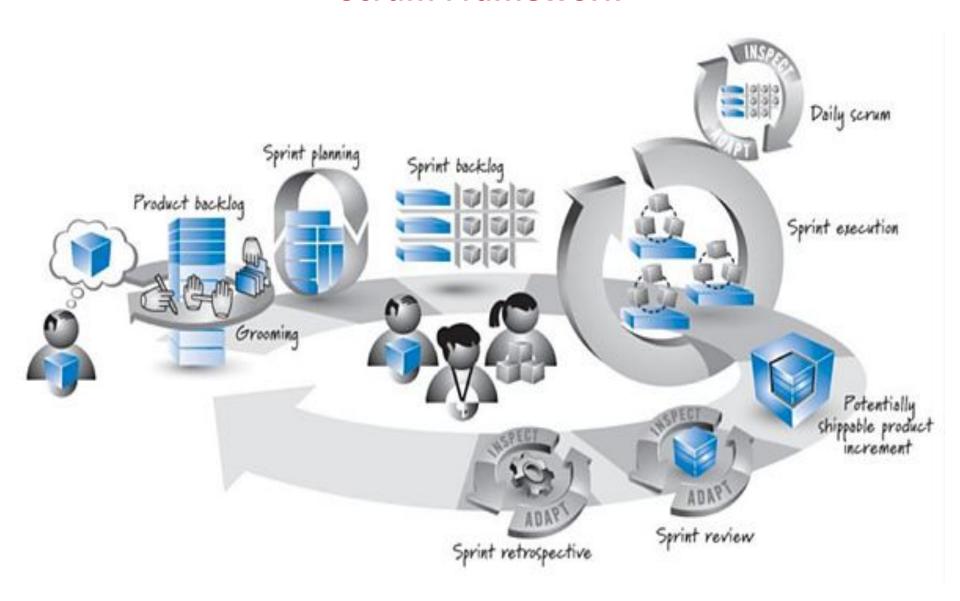
Scrum Creators



Developed and sustained by Scrum creators: Ken Schwaber and Jeff Sutherland

Scrum Framework



What is Scrum

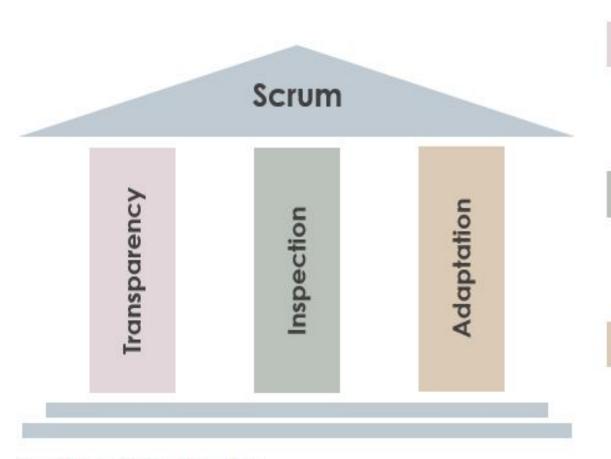
Scrum is a lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems.

The Scrum framework consists of Scrum Teams and their associated roles, events, artifacts, and rules. Each component within the framework serves a specific purpose and is essential to Scrum's success and usage

Scrum employs an iterative, incremental approach to optimize predictability and control risk.

Three Pillars of Scrum

Scrum is founded on empirical process control theory, or empiricism. Empiricism asserts that knowledge comes from experience and making decisions based on what is known.



Transparency

Giving visibility to the significant aspects of the process to those responsible for the outcome.

Inspection

Timely checks on the progress toward a sprint goal to detect undesirable variances.

Adaptation

Adjusting a process as soon as possible to minimize any further deviation or issues.

The three pillars of scrum

Scrum Values

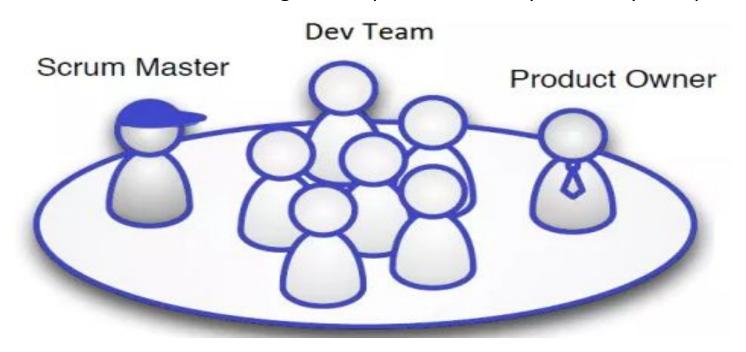


Roles of Scrum Team

The Scrum Team consists of a **Product Owner**, the **Development Team**, and a **Scrum Master**.

Scrum Teams are self-organizing and cross-functional. Self-organizing teams choose how best to accomplish their work, rather than being directed by others outside the team. Cross-functional teams have all competencies needed to accomplish the work without depending on others not part of the team.

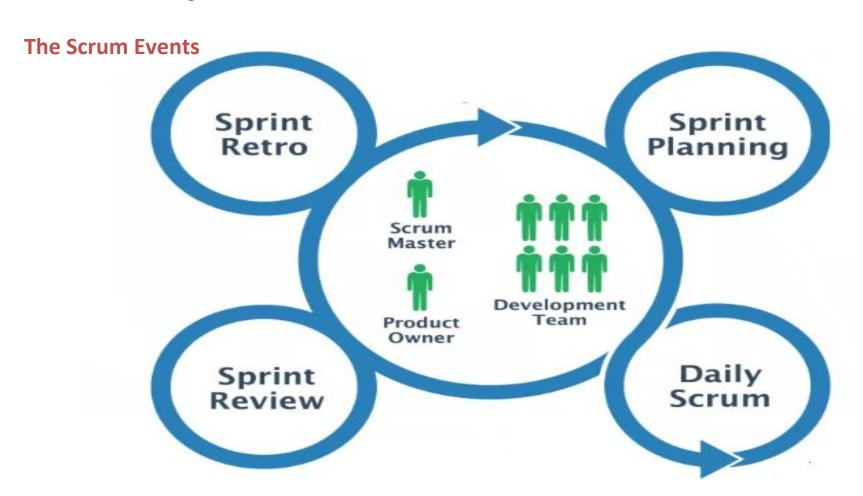
The team model in Scrum is designed to optimize flexibility, creativity, and productivity



The Scrum Events

Prescribed events are used in Scrum to create regularity and to minimize the need for meetings not defined in Scrum.

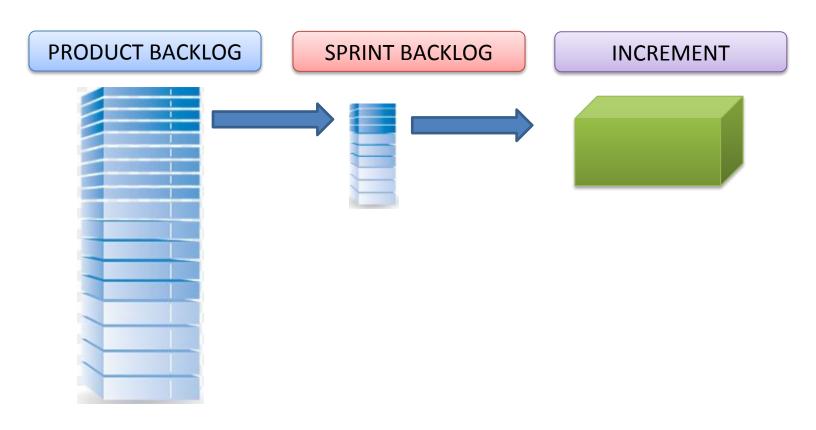
All events are time-boxed. Once a Sprint begins, its duration is fixed and cannot be shortened or lengthened.



Scrum Artifacts

Scrum's artifacts represent work or value to provide transparency and opportunities for inspection and adaptation. Artifacts defined by Scrum are specifically designed to maximize transparency of key information so that everybody has the same understanding of the artifact.

The Scrum Artifacts are:





True or False: Scrum does not have a role called "project manager."

- O A) True
- OB) False

Which statement best describes Scrum?

(choose the best answer)

- A) A framework within which complex products in complex environments are developed.
- B) A complete methodology that defines how to develop software.
- C) A cookbook that defines best practices for software development.
- D) A defined and predictive process that conforms to the principles of Scientific Management.

The three pillars of empirical process control are:

(choose the best answer)

- A) Inspection, Transparency, Adaptation
- B) Respect For People, Kaizen, Eliminating Waste
- C) Planning, Demonstration, Retrospective
- D) Transparency, Eliminating Waste, Kaizen
- E) Planning, Inspection, Adaptation

Upon what type of process control is Scrum based?

(choose the best answer)

- A) Defined
- B) Empirical
- C) Complex
- O) Hybrid

Who is on the Scrum Team?

(choose the best three answers)

- A) The Scrum Master
- B) The Product Owner
- C) The Development Team
- D) Project Manager
- E) None of the above

Select three incorrect, untrue, or misleading statements about Scrum?

(choose the best three answers)

- A) Scrum is a framework for developing and sustaining complex products.
- B) Scrum is based on empirical process control theory.
- C) Scrum is a framework that eliminates complexity.
- D) Each component of Scrum serves a specific purpose and is essential to Scrum's success and your usage of Scrum to develop complex products.
- E) Scrum is like traditional processes but with self-organization to replace Project Managers.
- F) Scrum is a methodology where you can pick and choose which parts of Scrum you think will work for your environment.