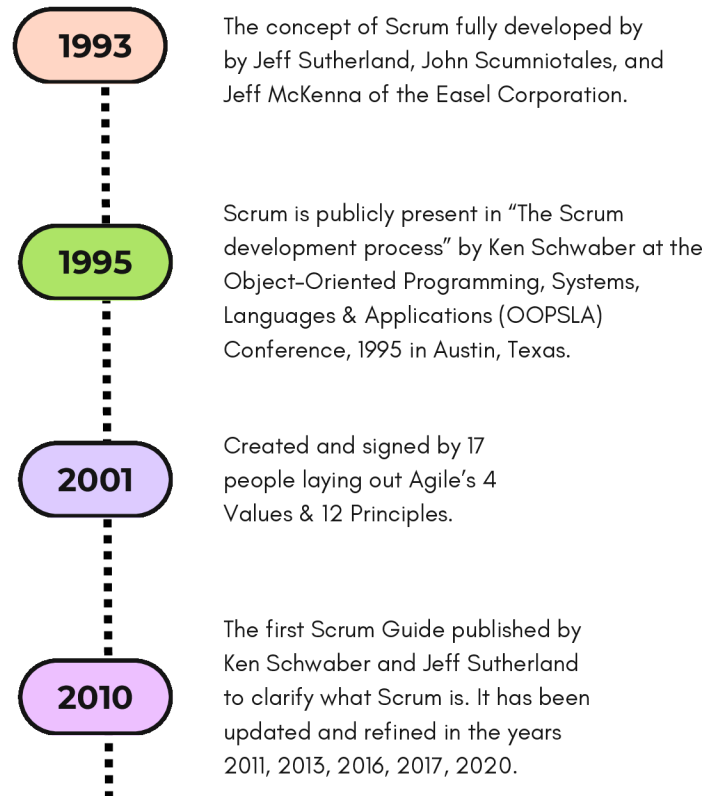


# Scrum

**Scrum** is a lightweight **Agile framework** that helps people, teams, and organizations generate value through adaptive solutions for complex problems. It promotes iterative and incremental software development practices to deliver value consistently.



**3 Empirical Pillars of Scrum**

**5 Scrum Values**

**3 Scrum Accountabilities**

**5 Scrum Events**

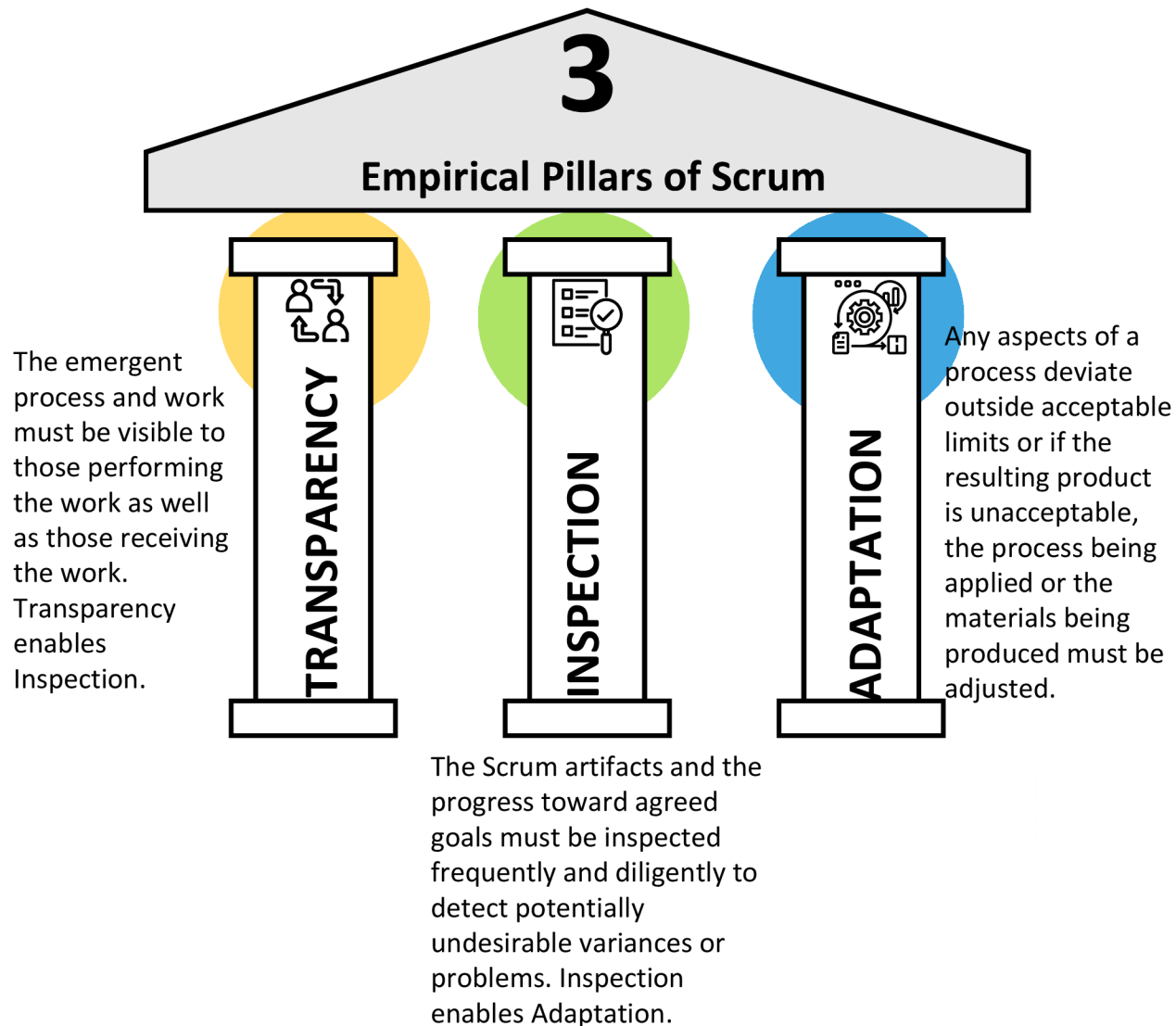
**3 Scrum Artifacts**

**SOURCE for these slides: Work Experience, Google Search & Scrum Guide 2020 - <https://scrumguides.org/scrum-guide.html>**

# Scrum Theory

Scrum is founded on empiricism and lean thinking.

- **Empiricism** asserts that knowledge comes from experience and making decisions based on what is observed.
- **Lean thinking** reduces waste and focuses on the essentials.



# Scrum - 5 Values

1

## COMMITMENT

The Scrum Team commits to achieving its goals and to supporting each other.  
Example: Committing to Sprint Goals, showing up fully, and being accountable to the team

2

## FOCUS

The Scrum Team's primary focus is on the work of the Sprint to make the best possible progress toward these goals.  
Example: Limiting WIP (work in progress), avoiding distractions, prioritizing high-value work

3

## OPENNESS

The Scrum Team and its stakeholders are open about the work and the challenges.  
Example: Transparent backlog, open discussions in retrospectives, honest updates in Daily Scrum

4

## RESPECT

Scrum Team members respect each other to be capable, independent people, and are respected as such by the people with whom they work.  
Example: Collaborative decision-making, listening actively, being non-judgmental

5

## COURAGE

The Scrum Team members have the courage to do the right thing, to work on tough problems.  
Example: Raising impediments, giving honest feedback, trying new ideas, facing uncertainty

# Scrum Team - 3 Accountabilities



The fundamental unit of Scrum is a small team of people, a **Scrum Team**. The entire Scrum Team is accountable for creating a valuable, useful **Increment** every Sprint.



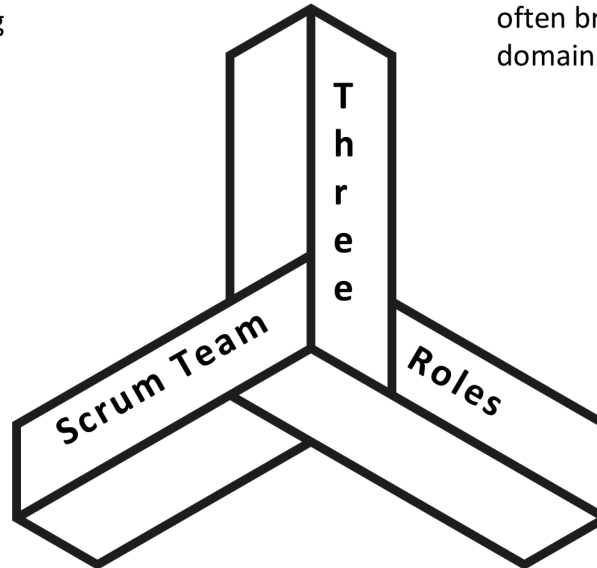
## DEVELOPERS

Developers are the people in the Scrum Team that are committed to creating any aspect of a usable Increment each Sprint. The specific skills needed by the Developers are often broad and will vary with the domain of work.



## PRODUCT OWNER

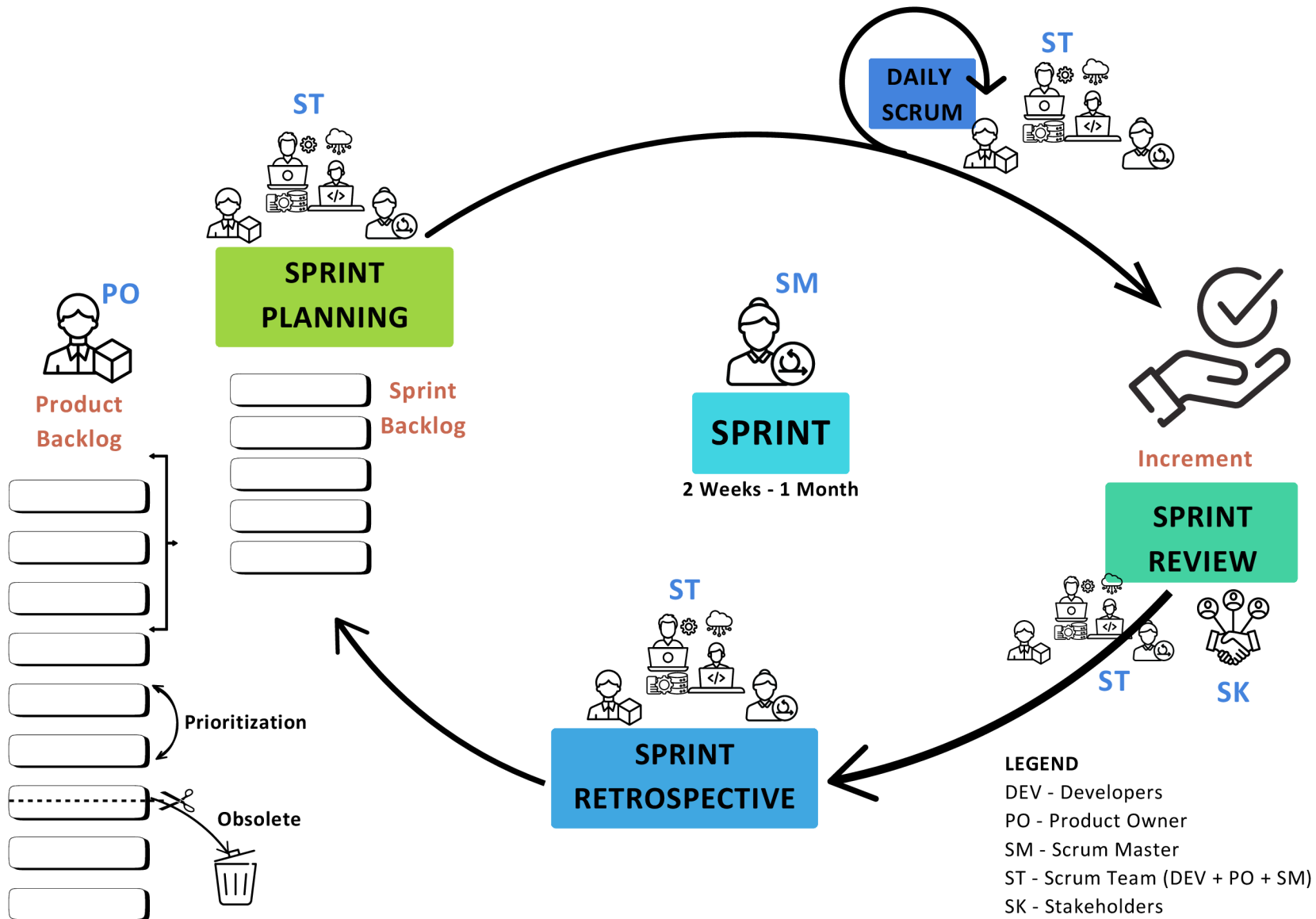
The Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team. The PO ensures effective Product Backlog management.



## SCRUM MASTER

The Scrum Master is accountable for establishing Scrum as defined in the Scrum Guide. The SM is accountable for the Scrum Team's effectiveness, both within the Scrum Team and the organization.

# Scrum - 5 Events



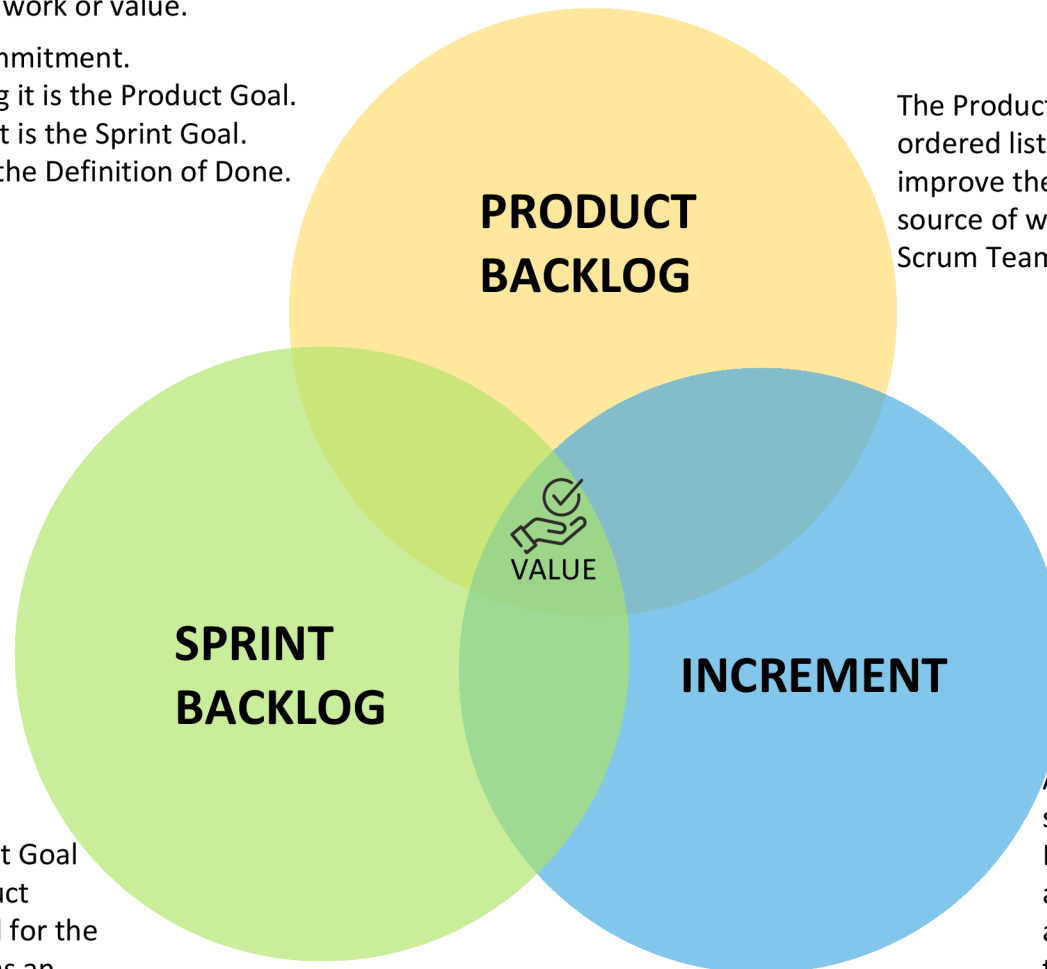
# Scrum - 3 Artifacts

Scrum's artifacts represent work or value.

Each artifact contains a commitment.

- For the Product Backlog it is the Product Goal.
- For the Sprint Backlog it is the Sprint Goal.
- For the Increment it is the Definition of Done.

The Product Backlog is an emergent, ordered list of what is needed to improve the product. It is the single source of work undertaken by the Scrum Team.



The Sprint Backlog is composed of the Sprint Goal (why), the set of Product Backlog items selected for the Sprint (what), as well as an actionable plan for delivering the Increment (how).

An Increment is a concrete stepping stone toward the Product Goal. Each Increment is additive to all prior Increments and thoroughly verified, ensuring that all Increments work together. In order to provide value, the Increment must be usable.