



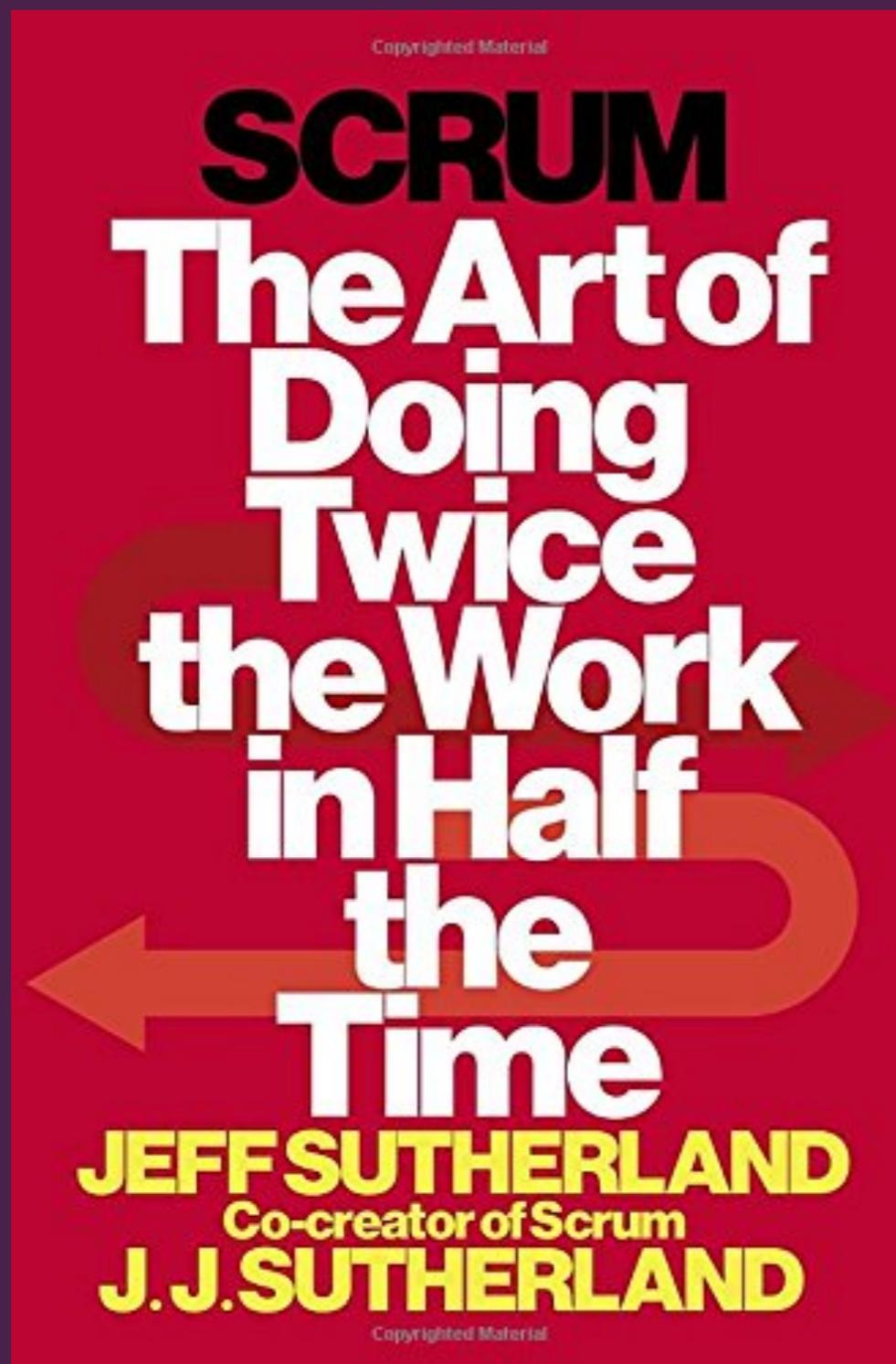
scrum. [skruhm]

noun

a Rugby play in which, typically, three members of each team line up opposite one another with a group of two and a group of three players behind them, making an eight-person, three-two-three formation on each side; the ball is then rolled between the opposing front lines, the players of which stand with arms around a teammate's waist, meeting the opponent shoulder to shoulder, and attempt to kick the ball backward to a teammate.



•PRODUCT DEVELOPMENT•



JEFF SUTHERLAND
Co-creator Scrum dan CEO Scrum Inc.

BENTANG

DILENGKAP
PANDUAN RESMI
METODE
SCRUM

SCRUM

Meningkatkan Produktivitas
Dua Kali Lipat
dalam Waktu Setengahnya Saja

"Pahami buku ini lebih dalam dan Anda akan memetik esensi untuk menjadi pemimpin yang menginspirasi seluruh tim Anda."
—Alamanda Shantika, digital activist dan pendiri Binar Academy



Why people hate work?



People don't get stuff done



SCRUM

A NEW WAY OF DOING THINGS

**SCRUM IS BASED ON
SIMPLE IDEA**

TED

“STOP, LOOK, AND GO”

DAVID STEINDL-RAST



Collaboration

INTENSE FOCUS ON THE GOAL

RADICAL COLLABORATION

UNIVERSAL EXCITEMENT

HUNGER TO CRUSH

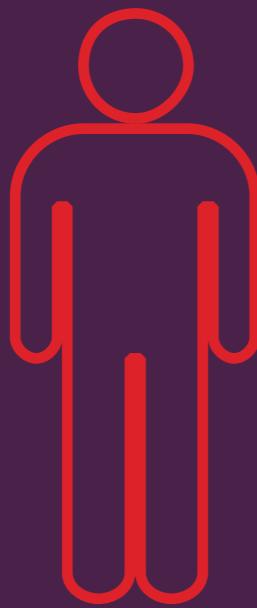
Scrum Things

actors

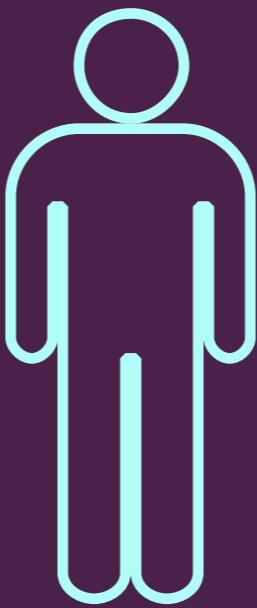
artifacts

conversations

The Actors



PRODUCT OWNER (PO)



SCRUM MASTER (SM)



TEAM MEMBER (TM)

Product Owner FOCUS ON '**WHAT**' WE'RE GOING TO BUILD?

Scrum Master IS A **SERVANT LEADER**. SHE DOES WHAT'S NEEDED

Team Member FOCUS ON '**HOW**' WE BUILD IT?

The Artifacts

- ▶ BURNDOWN CHART
- ▶ SPRINT BACKLOG
- ▶ PRODUCT BACKLOG
- ▶ USER STORIES

The Conversation



DAY 1

CLEAR GOAL

DAY 2-8

**INSPECT AND
ADAPT**

The Conversation

**SPRINT
REVIEW**

**SPRINT
RETROSPECTIVE**

DAY 9

DAY 10

GOOD PRODUCT

VOICE

DAY 1. Sprint Planning

PLAN ARE WORTHLESS, PLANNING IS EVERYTHING

-
- ⌚ 4HOURS
 - 👤 PO, SM, TM

Ready, Ready

Team needs to know what to do
Refine and estimate sprint backlog
Priorities sprint backlog

DAY 2 to 9. Standup Meeting

INSPECT AND ADAPT. FAIL QUICKLY THEN FIX EARLY

-  **ONLY 15 MINS**
-  **SM, TM**



3 quick questions



What did you do yesterday?

What will you do today?

Are there any impediments in your way?



Make work visible!

◦.....◦
Team will self organize to do great things without
telling them anything about what to do



Special Tips



Do one thing at a time

DAY 10. Sprint Review

DEMO OR DIE



4 HOURS



STAKEHOLDER, PO, SM, TM

DAY 10. Sprint Retrospective

KAIZEN OR IMPROVEMENT



30 MINS



PO, SM, TM

Retrospective Steps

-○
1. Silent writing
- 2. Post ideas
- 3. Group ideas
- 4. Prioritize
- 5. Discuss highest priorities
- 6. Create a plan



Team & Process



What went right?

What could have gone better?

What can be made better in the next sprint?



Scrum Values

Way for us to learn about the product
And how we're building it
And how to get better in time



*Rip up your business cards,
Get rid of all tittles, all managers, all structures*

PERFORMANCE IS ABOUT THE TEAM NOT INDIVIDUAL CONTRIBUTION

- JEFF SHUTERLAND



Life is not about winning the game, life is about being aware, conscious, and learn from everything that happens in life and how we can start being kinder to each other, how we can stop hurting other people.

ALWAYS GIVE MORE THAN WHAT YOU RECEIVE, UNCONDITIONALLY.

- ALAMANDA SHANTIKA



• LET'S PLAY A GAME!!! •

Rules



1. Share any all ideas
2. No hierarchy on the room, all ideas are equal
3. Have fun!



*We're going to
build a city*



Tools

- 1. LEGO Bricks
- 2. Paper
- 3. Sticky notes
- 4. Color Pens
- 5. Other stuff (bottle, box, tape, use your creativity :)

Pre game

ORGANIZING TEAMS

DEFINING THE PROCESS

PROJECT CHARTERING

BUILDING THE BLOCK

ESTIMATING

Game

SPRINT PLANNING

SPRINT

SPRINT REVIEW

Post Game

RETROSPECTIVE

Pre game

ORGANIZING TEAMS

DEFINING THE PROCESS

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BUILDING THE BACKLOG

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Game

SPRINT PLANNING

SPRINT

SPRINT REVIEW

Post Game

RETROSPECTIVE

Project chartering



Is a statement of the scope,
objectives, and participants in a project

⌚ 5 minutes

Building the backlog



The agile product backlog in Scrum is a prioritized feature list

⌚ 5 minutes

The backlog

ONE STOREY BUILDING

TWO STOREY BUILDING

TOWN HALL

SCHOOL

CHURCH / MASJID

KINDERGARTEN

RIVER

BRIDGE

ROAD

INTERSECTION

PEDESTRIAN CROSSING

BUS STOP

TRAIN STATION

RAILROAD TRACKS

⌚ 5 minutes

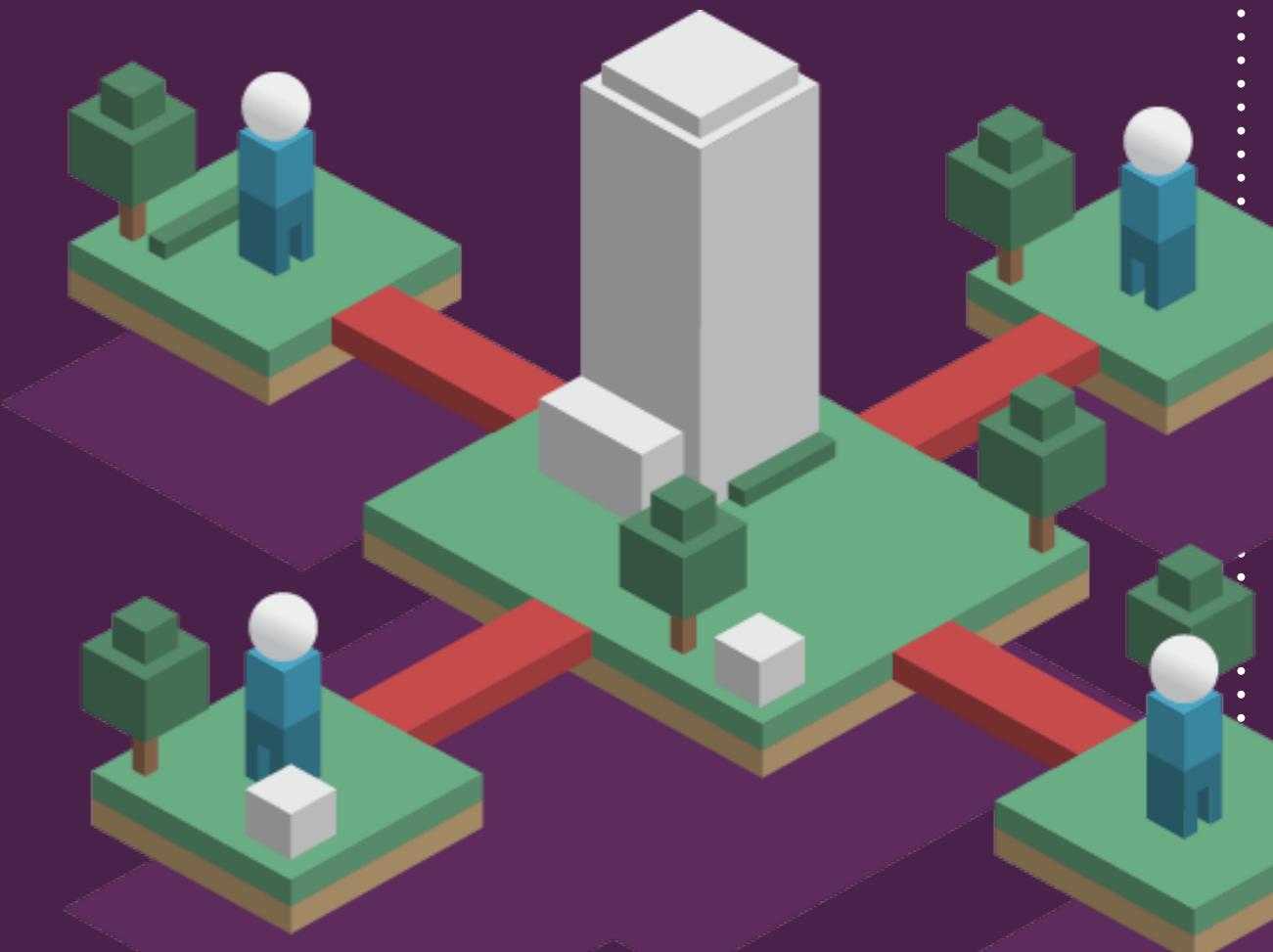
Estimating



When the engineering team begins its estimation process, questions, usually arise about requirements, and user stories

⌚ 5 minutes

*We're 50 minutes
into the game*



Sprint #1

SPRINT PLANNING
3 MINUTES

SPRINT
7 MINUTES

SPRINT REVIEW
5 MINUTES

Sprint #2

SPRINT PLANNING
3 MINUTES

SPRINT
7 MINUTES

SPRINT REVIEW
5 MINUTES

Sprint #3

SPRINT PLANNING
3 MINUTES

SPRINT
7 MINUTES

SPRINT REVIEW
5 MINUTES



Retrospective



Let's have a mindfull learning session from the lego game :)



Congrats! You did a great job, team!