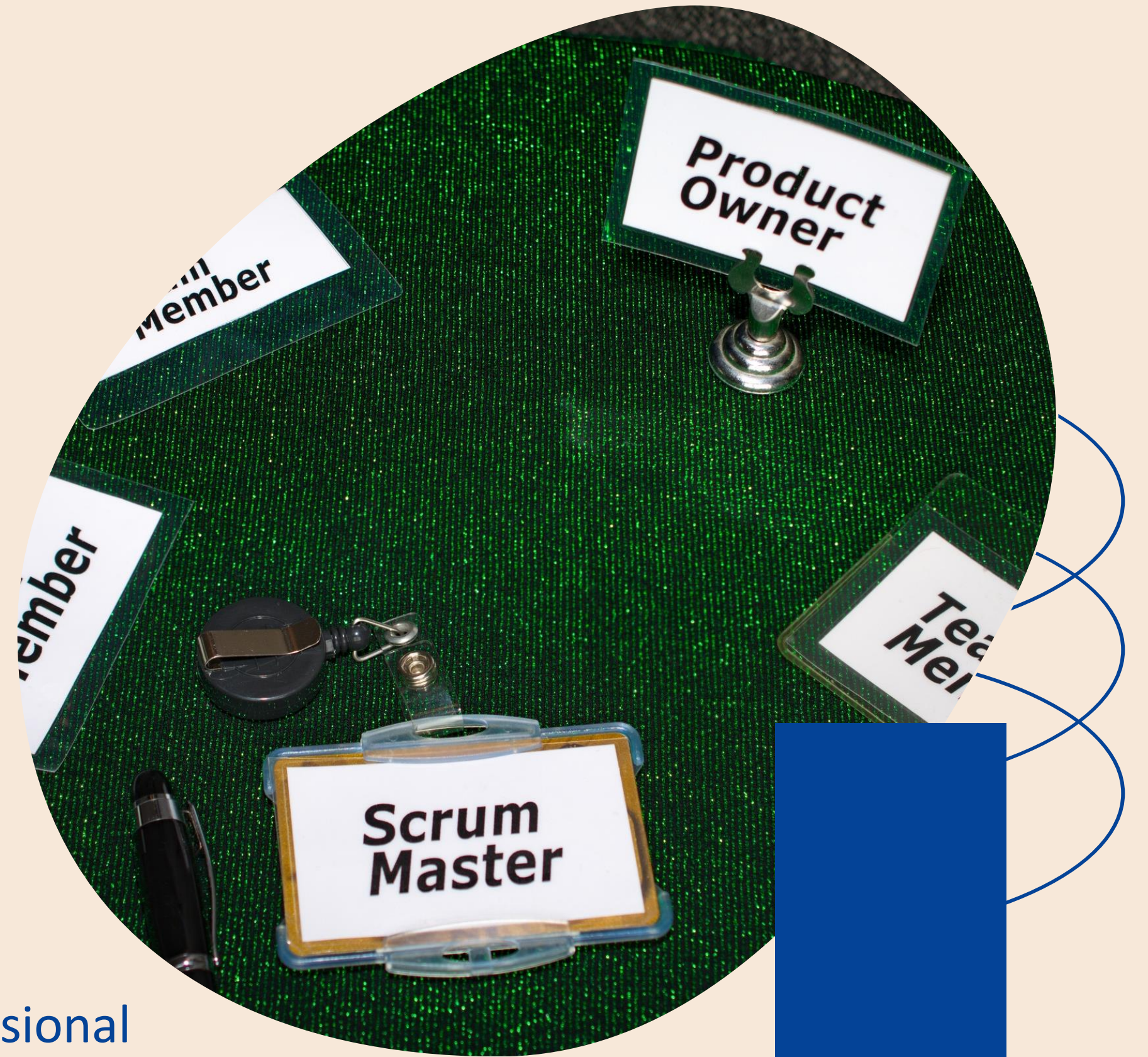


SCRUM MASTER



Develop your skills and get ready for the professional
Scrum Master 1 Certification

TRAINING OBJECTIVES?



- Grasp the challenges within the context of an agile project
- Identify potential pitfalls when implementing Scrum
- Be able to clearly explain Scrum to the team and various stakeholders
- Gain all the essential knowledge and skills to successfully pass the certification

AGENDA

- Agile Methodology
- Deep dive into Scrum:
 - History
 - Introduction
 - Theory
 - Values
 - Team
 - Events
 - Artifacts
 - Key Rules





This symbol indicates that this page presents
key concepts for the certification exam



WHAT IS AGILE METHODOLOGY?

01.

Agile is a project management methodology focused on flexibility, collaboration and continuous improvement

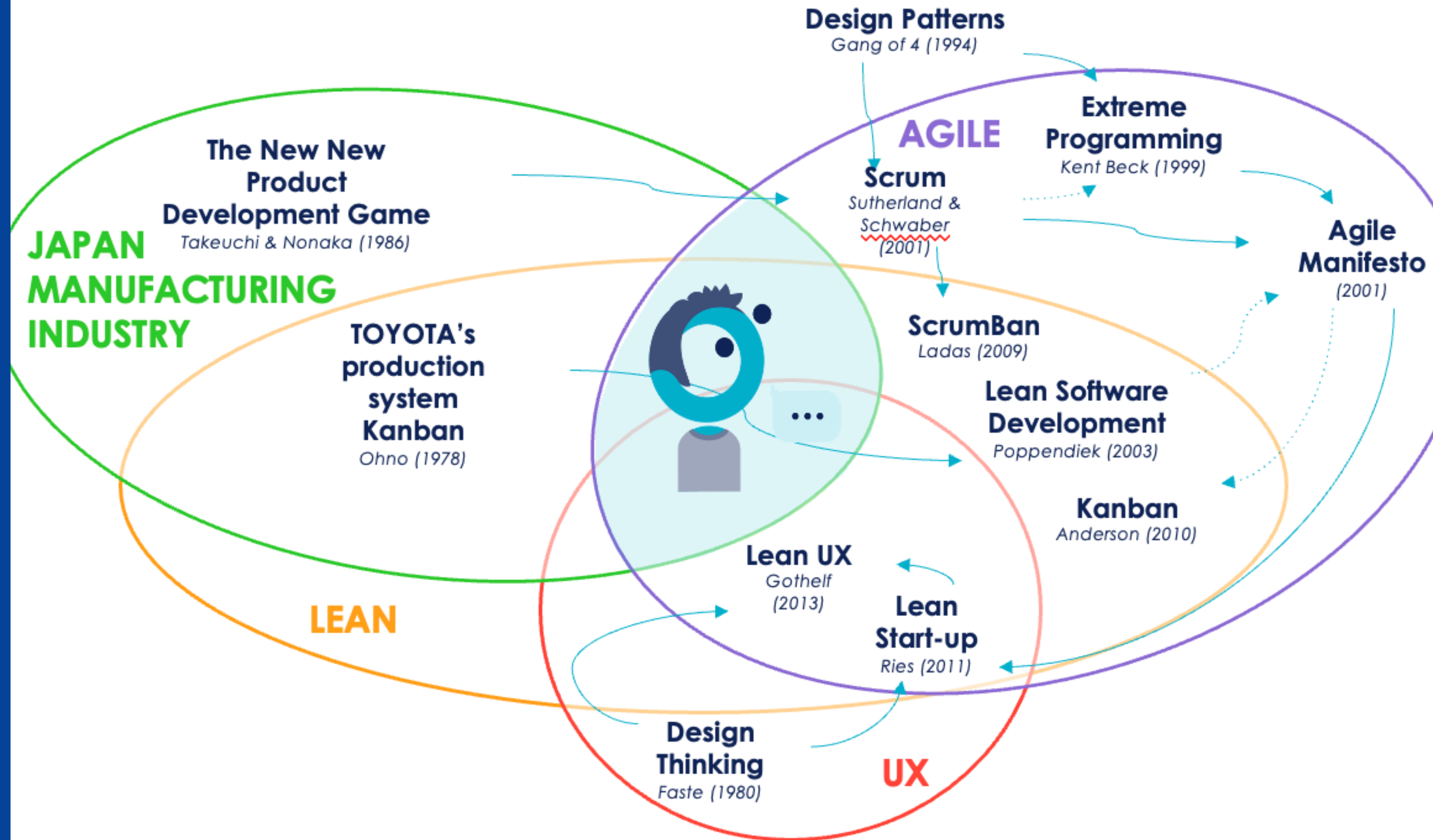
02.

It breaks projects into smaller tasks called iterations or Sprints allowing for quick adjustments and continuous delivery

03.

Encourages frequent feedback from stakeholders to ensure alignment and value delivery

Scrum is part of the Agile Heritage; inspired by Lean, Kanban and Design Thinking. Created in 1995, it places people at the center to deliver value.



BENEFITS OF AGILE PLANNING

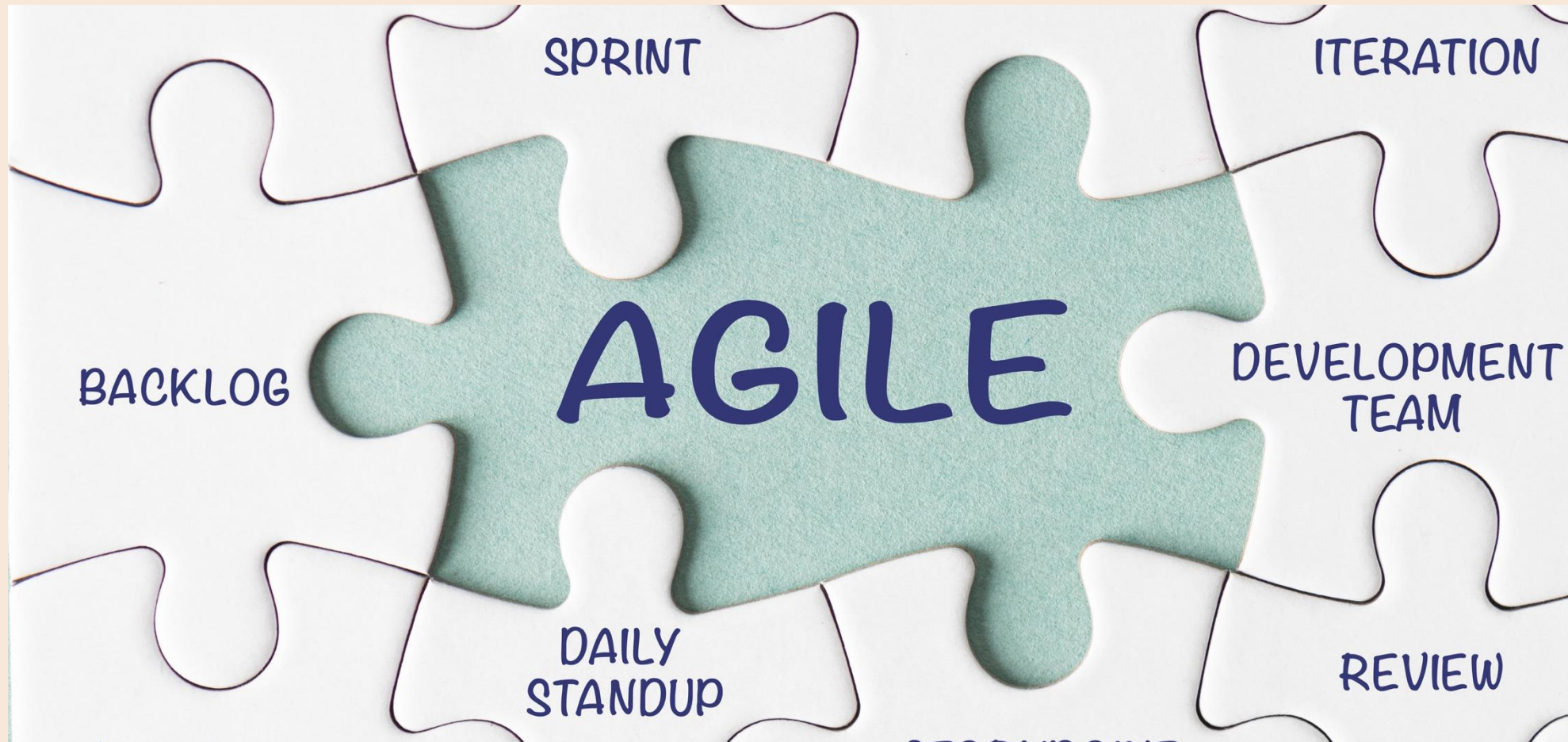


01. Fail Fast

02. Learn Fast

03. Deliver Quickly

CORE PRINCIPLES OF AGILE



Customer Collaboration

Engage with customers throughout the project.

Adaptability

Ability to change course based on feedback.

Iterative Process

Regular updates and iterations ensure progress.

Self-Organizing Teams

Teams manage their own work with autonomy.



HISTORY

Formalization of Scrum

- Scrum was formalized in 1995 by Jeff Sutherland and Ken Schwaber during the Oopsla (Object-oriented programming, systems, languages & applications) conference.
- The framework was designed to address complex software development projects by improving teamwork, adaptability and efficiency.

The Scrum Guide

- Sutherland and Schwaber published the first version of the Scrum Guide in 2010.
- The latest version was updated in November 2020, simplifying and clarifying the framework.



Jeff Sutherland

Ken Schwaber



Scrum.org
The Home of Scrum



INTRODUCTION

Definition

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



Core requirements

1. A product owner manages the product backlog
2. The Scrum team delivers a value increment during each Sprint
3. Continuous inspection and adaptation
4. Repeat



THEORY

FOUNDATION

- Empiricism: Knowledge comes from experience and decisions are based on observations
- Lean Thinking: Focuses on reducing waste and maximizing value

PILLARS OF SCRUM MANAGEMENT



TRANSPARENCY

ALL TEAM MEMBERS MUST CLEARLY UNDERSTAND THE PROGRESS, CHALLENGES AND GOALS OF THE PROJECT.



INSPECTION

REGULAR REVIEWS OF PROGRESS ENSURE ALIGNMENT WITH OBJECTIVES AND ALLOW FOR NECESSARY ADJUSTMENTS.



ADAPTATION

TEAMS ADJUST THEIR PLANS AND STRATEGIES BASED ON THE RESULTS OF INSPECTIONS AND FEEDBACK.

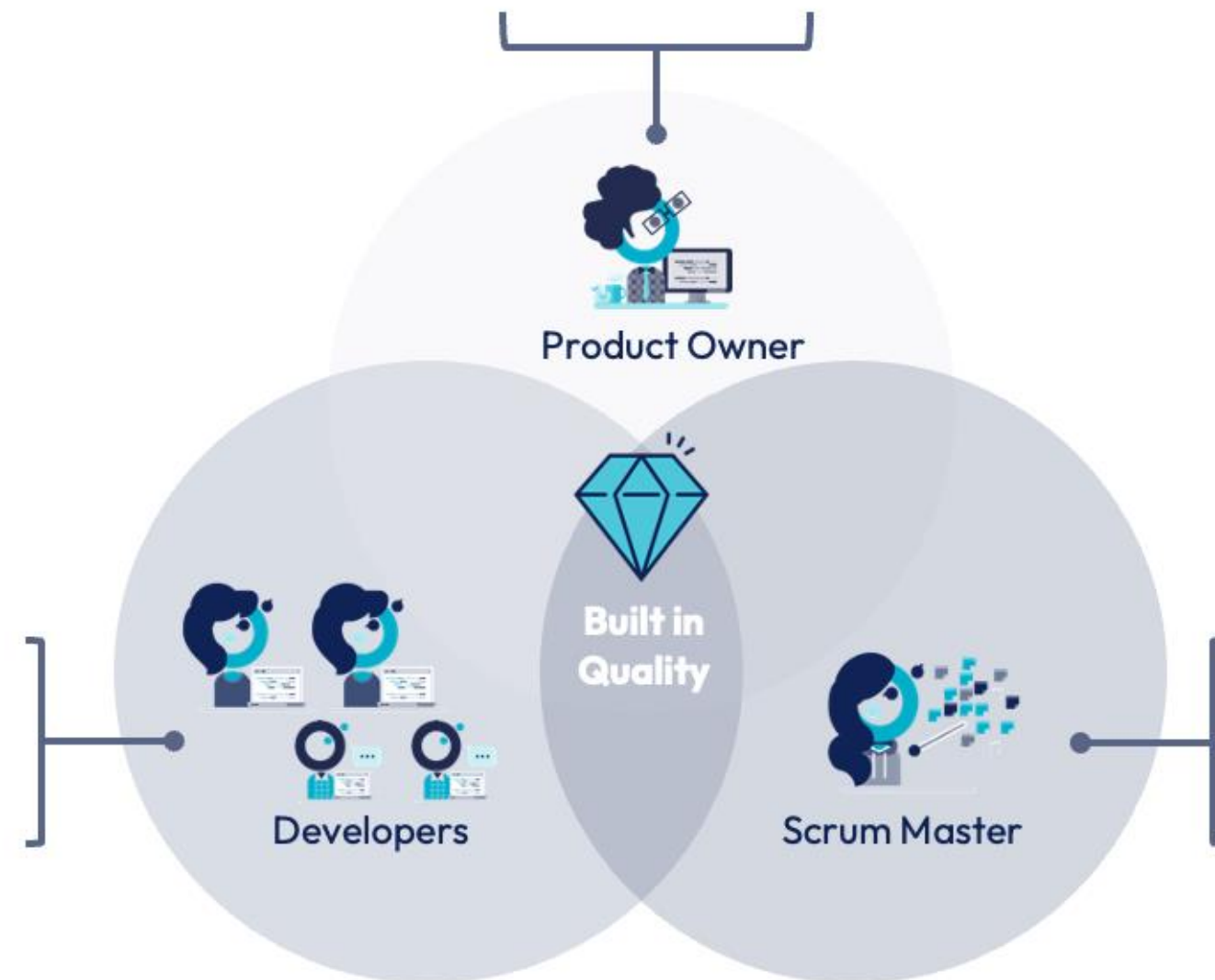
5 VALUES OF SCRUM





SCRUM TEAM

MAXIMIZES PRODUCT VALUE



- CREATE THE INCREMENT
- DEVELOPERS, BUSINESS ANALYST, TESTERS

MAXIMIZES
PRODUCT VALUE



SCRUM EVENTS

SPRINT: 1 MONTH OR LESS

Sprint Planning – max 8h for a 1-month Sprint:

- By the entire Scrum Team
- Why is the Sprint valuable? → Define the Sprint Goal
- What can be done this Sprint? → Select Product Backlog items
- How will the work be done? → Create a plan

Daily Scrum - 15 min:

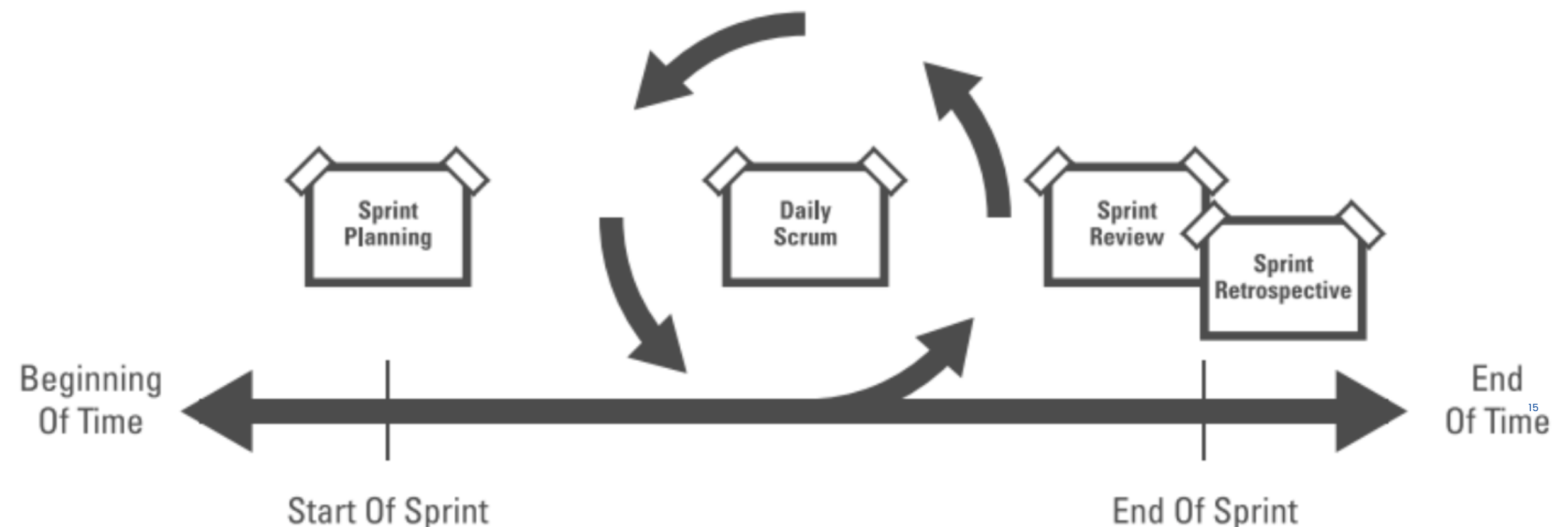
- For the developers
- Event to inspect progress and adapt plans

Sprint Review - max 4h for a 1-month Sprint:

- By the entire Scrum Team and Stakeholders
- Inspect the outcome and adapt the Product Backlog

Sprint Retrospective - max 3h for a 1-month Sprint:

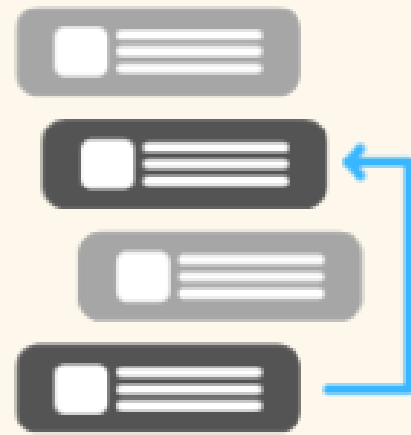
- By Scrum Team
- Plan improvements for the next Sprint
- Concluded the Sprint





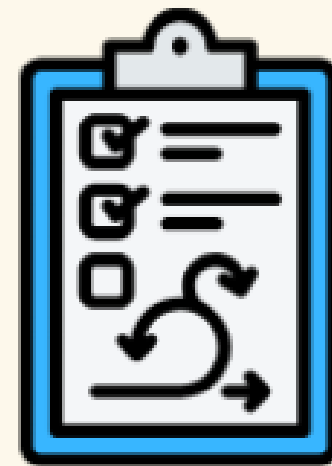
3 SCRUM ARTIFACTS

Product Backlog



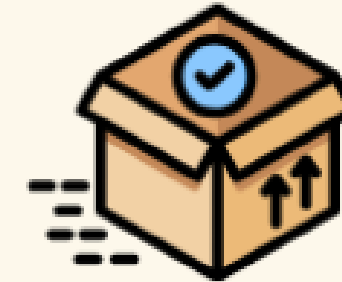
Product Backlog: Ordered list of everything needed for the product.
Commitment: Product Goal (future state of the product).

Sprint Backlog



Sprint Backlog: Selected Product Backlog items and the Sprint plan.
Commitment: Sprint Goal (objective for the Sprint).

Increment



Increment: A usable, potentially shippable piece of the product.
Commitment: Definition of Done (quality standard).





KEY RULES OF SCRUM

- Scrum is immutable: All roles, events, and artifacts must be followed as defined.
- Scrum is a framework, not a methodology: It provides structure but allows for flexibility in processes and techniques.
- Accountability:
 - Product Owner for maximizing value.
 - Scrum Master for Scrum adherence.
 - Developers for Increment creation.



PREPARING FOR CERTIFICATION

- STUDY THE SCRUM GUIDE (2020 VERSION).
 - FOCUS ON:
 - ROLES AND RESPONSIBILITIES.
 - EVENTS AND THEIR TIMEBOXING.
 - ARTIFACTS AND THEIR COMMITMENTS.
 - PRACTICE SAMPLE QUESTIONS FROM SCRUM.ORG.
- UNDERSTAND REAL-WORLD APPLICATIONS OF SCRUM PRINCIPLES.

