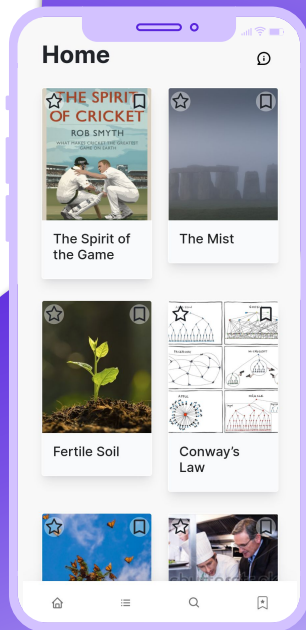


The
Pragmatic
Programmers



Jeff Sutherland
James O. Coplien
The Scrum Patterns Group
edited by Adaobi Obi Tulton



A Scrum Book App

The power of Scrum for the
21st century attention span

Made with ❤️ by M.EIC05@FEUP for:

ScrumPLoP

Veli-Pekka Eloranta (@weellu)

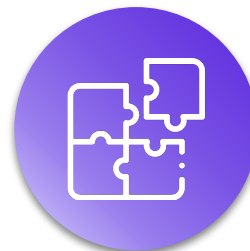
Ville Reijonen (@vre)

Overseen by: Ademar Aguiar

The context

4h

Daily Leisure
time in Portugal



**Reading
takes time**



2h25min
on social
media

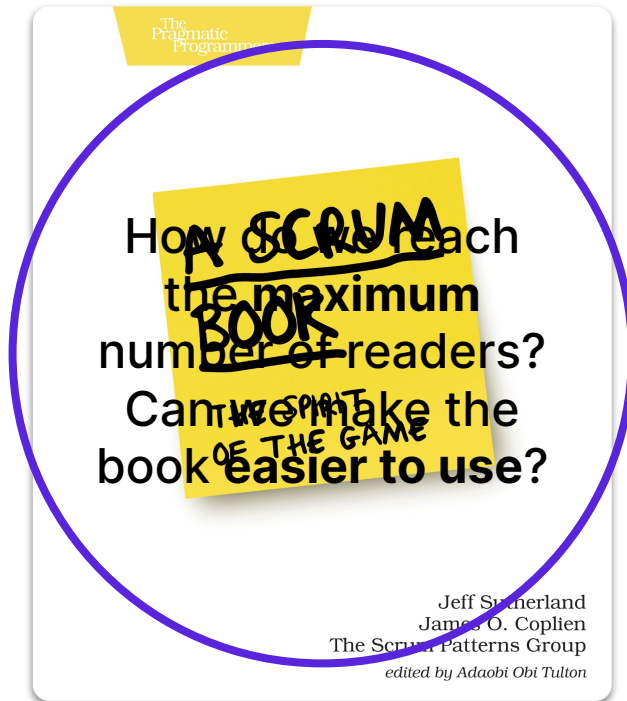


Sources:

<https://ourworldindata.org/time-use#how-do-people-across-the-world-spend-their-time-and-what-does-this-tell-us-about-living-conditions>

<https://www.statista.com/statistics/433871/daily-social-media-usage-worldwide/>

A Scrum BOOK!?



**10h40
min**
to read

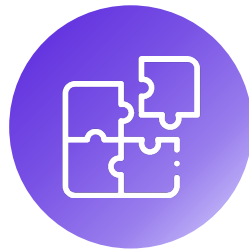
Sources:

<https://howlongtoread.com/books/11830102/A-Scrum-Book-The-Spirit-of-the-Game>

The solution idea

Adapt the book into a more consumable format:

- Smaller pieces for quickly getting the gist.
- Look up what you already know.
- Get user feedback.



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Q

Book Outline

- Acknowledgments
- Dedications
- Introduction
- History of the Patterns
- Pattern Name Aliases
- Preface
- Patlets

The Scrum Core as Patterns

Product Organization Pattern Language

DAILY SCRUM

POP THE HAPPY BUBBLE

BIRDS OF A FEATHER

CONWAY'S LAW

DEVELOPMENT PARTNERSHIP

DEVELOPMENT TEAM

- AUTONOMOUS TEAM
- COLOCATED TEAM
- CROSS-FUNCTIONAL TEAM
- FERTILE SOIL
- OVATSU JINJA
- REMOVE THE SHADE
- SELF-ORGANIZING TEAM
- SMALL TEAMS
- STABLE TEAMS
- SWARMING: ONI-PIECE CONTINUOUS FLOW
- TEAM SPRINT

EMERGENCY PROCEDURE

FIXED WORK

HAPPINESS METRIC

ILLEGITIMUS NON INTERPUSIT

INNOVATE THE MANAGERS

KAIROS PULSE

METASCRUM

MITOSIS

NORMS OF CONDUCT

ORGANIZATIONAL SPRINT PULSE

PRODUCT OWNER

PRODUCT OWNER TEAM

PRODUCT PAIR

A SCALING SEQUENCE

SCRUM OF SCRUMS

SCRUM TEAM

SCRUMMASTER

- POP THE HAPPY BUBBLE
- SCRUMMASTER COACH
- SCRUMMASTER INCOGNITO

SCRUMMING THE SCRUM

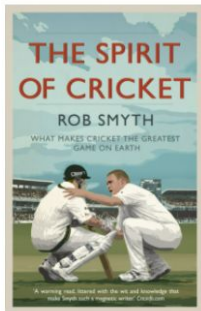
SMALL RED PHONE

SPRINT PLANNING

Patlet

Therefore

THE SPIRIT OF THE GAME**



...the Scrum framework does not have all the answers, which means that the team cannot look to Scrum for direction when it does not give a final answer.

◆ ◆ ◆

Written rules might give concrete guidance for how to work together, but *spirit* is part of culture that guides interactions and may be discerned only when ignored or violated.

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its laws but also within the Spirit of the Game. If the players do anything to abuse this spirit it injures the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains. [1]

On 16 May 1999 the actions of the captain in a world cup cricket game caused the umpire to intervene even in the absence of any violation of an explicit cricket law. The captain of the Indian team complained to the umpire that the South African captain was using an earpiece to communicate with the coach. The earpiece, though not in violation of a stated law of cricket, was in violation of the spirit of the game and was removed for breaking this spirit. [2]

Scrum requires a spirit of interaction between people, and that spirit can be difficult to define. This spirit is part of the culture of the organization and may be indiscernible for the people within the culture. Though it may be difficult to define, the spirit is easy to recognize when it is broken.

Scrum is a lightweight process framework which is simple to understand but difficult to master. [3] Because it is easy to understand, people tend to fill in their blind spots with assumptions. It's easy to assume that Scrum requires only simple changes in work practices, while missing its core spirit. Consequently, some treat Scrum as instructions rather than as guiding principles. Scrum itself does not give any answers but creates transparency on a daily basis, so team members can start to gain insights into how they work together. With this insight, they can start to improve.

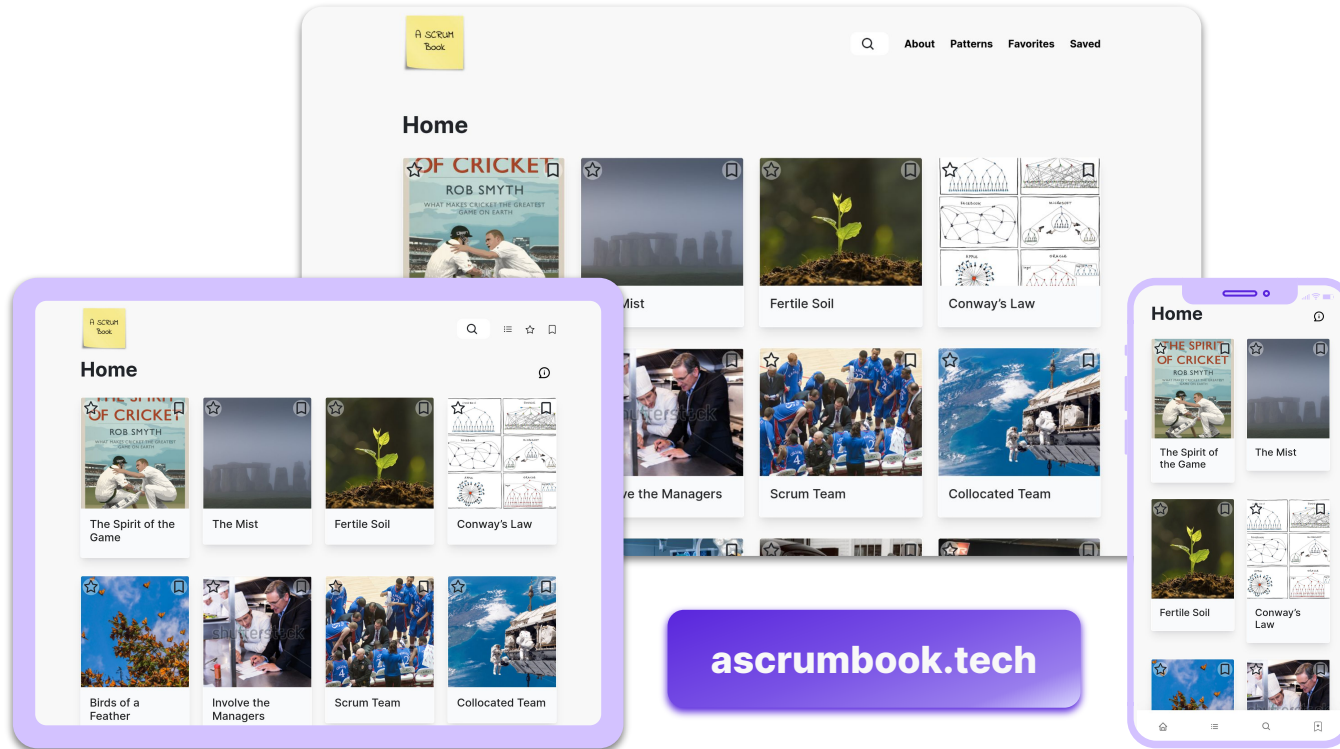
Culture plays out in habits, and changing habits is difficult. Moving from a command-and-control organization to [AUTONOMOUS TEAMS](#) might feel uncomfortable for developers as they are faced with the need to think more for themselves. It might make managers feel that they are losing power as the teams can make decisions without their approval. Individuals in the organization might balk at changing behavior with the excuse that “we have always done it like this.” We may take comfort in the fact that what we are doing now works in some known way. We don’t want to mess with that success—just tweak it a bit. Thus can an organization sabotage Scrum by holding on to old ways of working. The standing organizational design can be at odds with Scrum principles. For example, a Vice President might demand a fixed date and scope, creating constraints that the team cannot satisfy. This will likely lead to unintended consequences such as poor quality or burnout. Another example is when a project manager requests daily reports from the [DEVELOPMENT TEAM](#): it telegraphs suspicion instead of trust, wasted time instead of efficiency, and an expectation of control instead of autonomy.

Scrum is about teamwork, but some prefer to pursue personal success instead of team success, or even broader definitions of success.

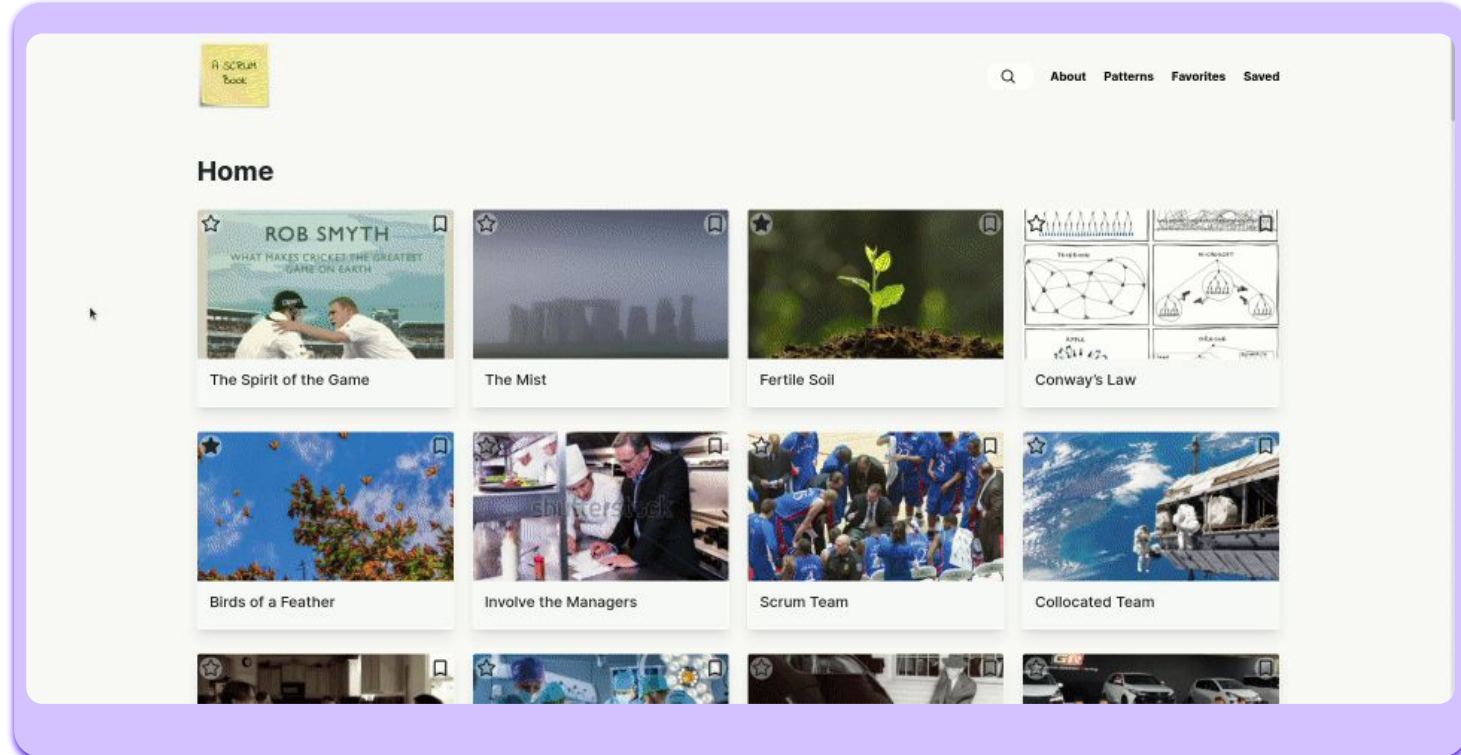
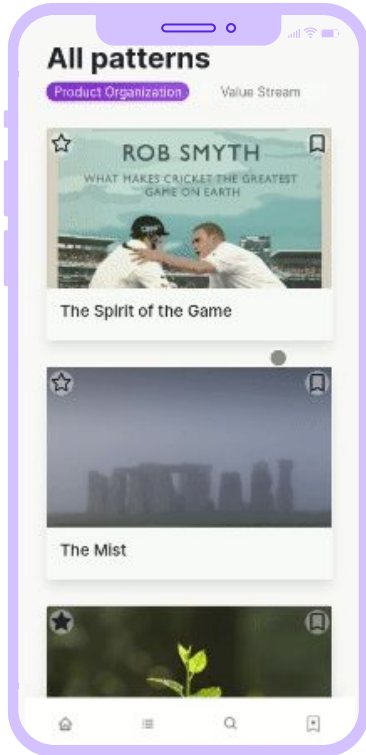
Therefore:

When using Scrum, the product community must focus on explicitly creating a culture in the organization where people know and follow the spirit of Scrum.

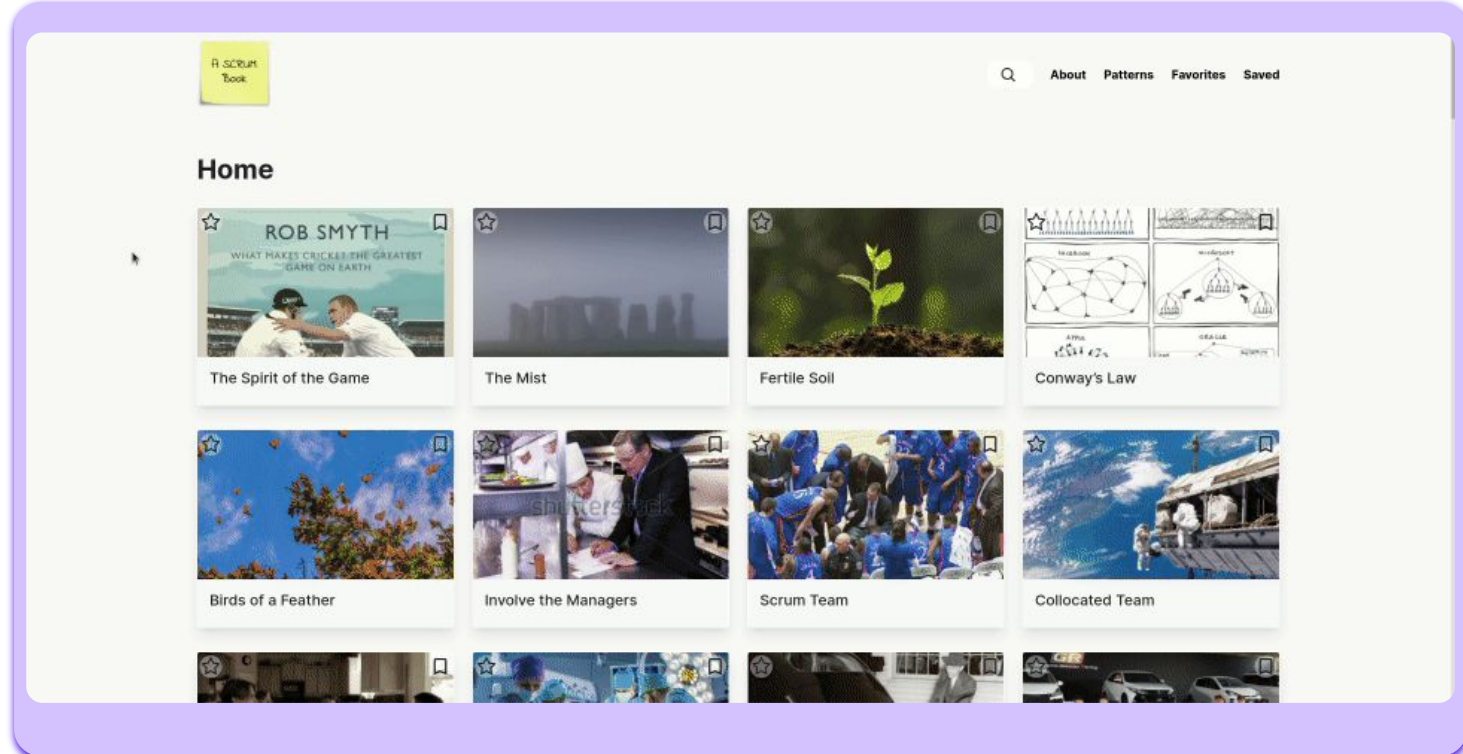
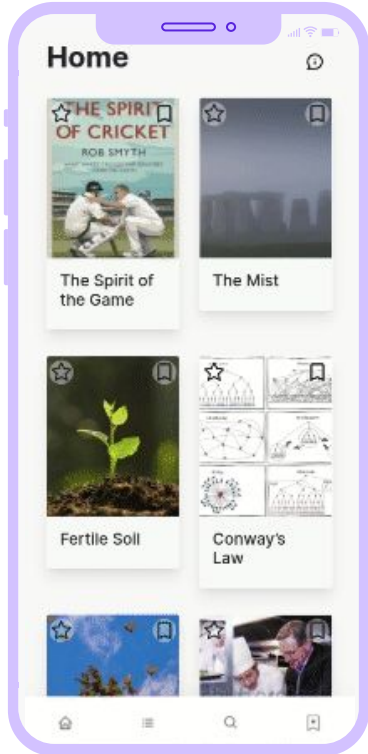
A Scrum Book APP!



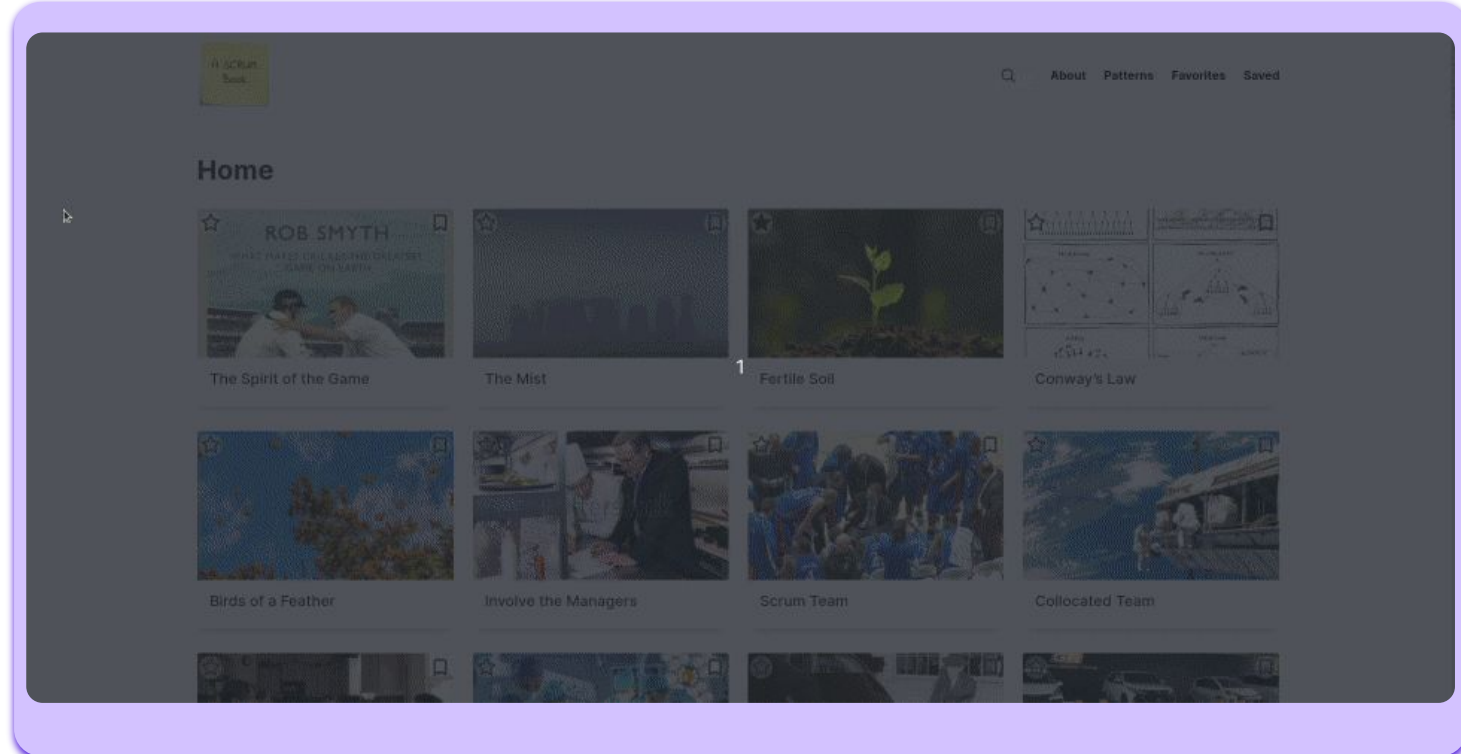
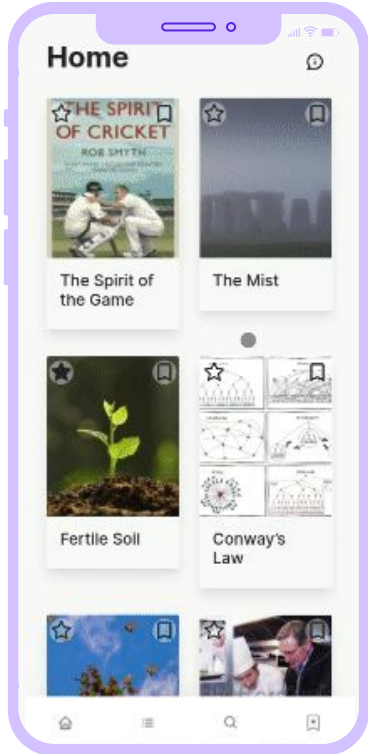
Browse Patterns



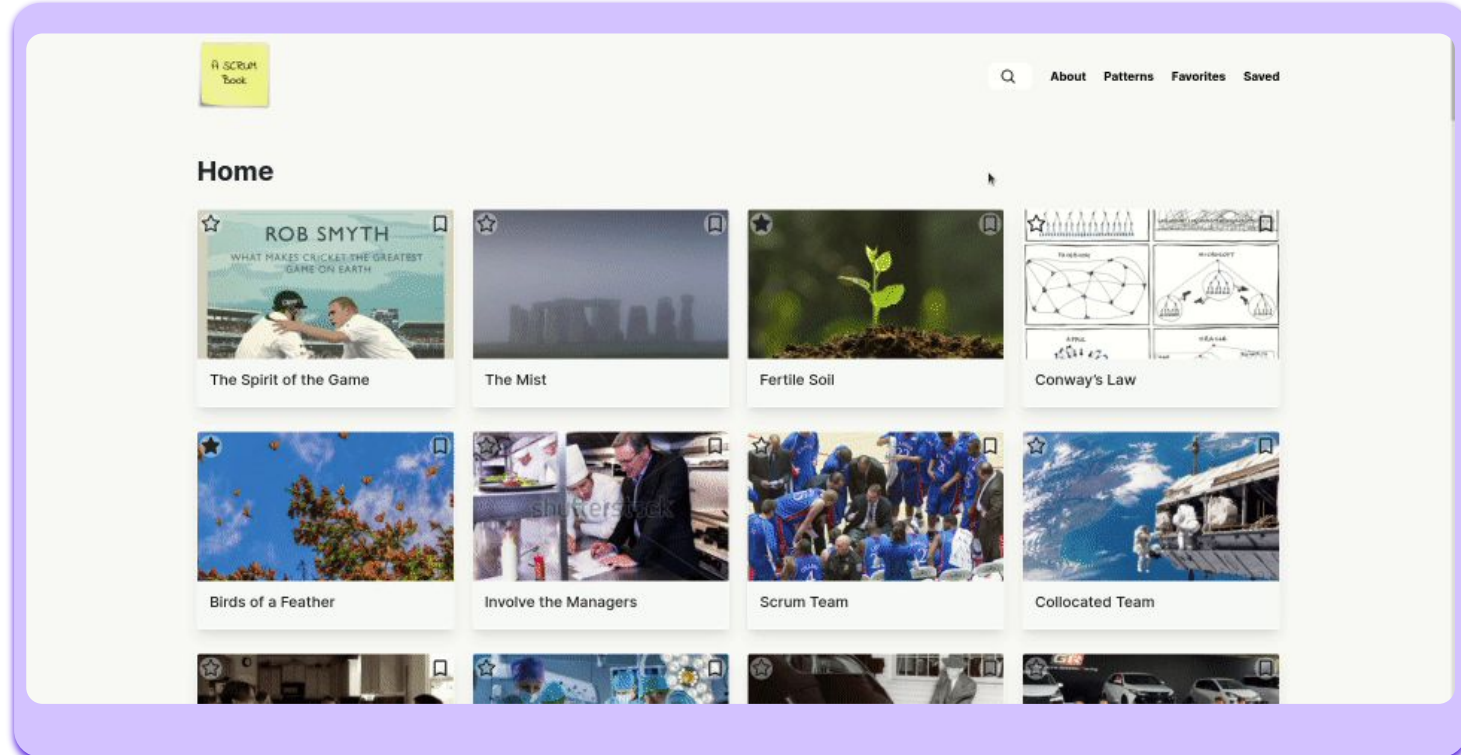
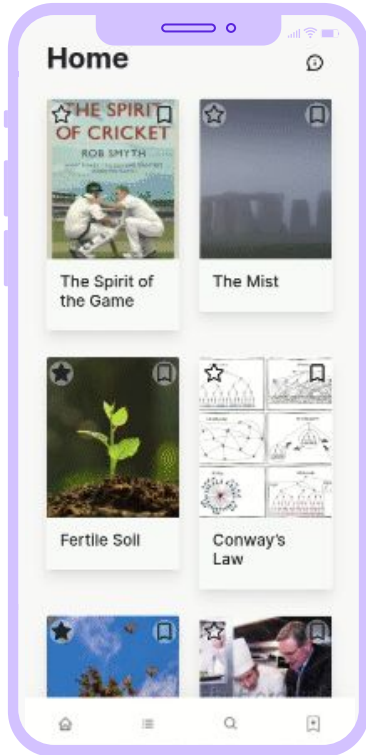
Get the gist of The Mist



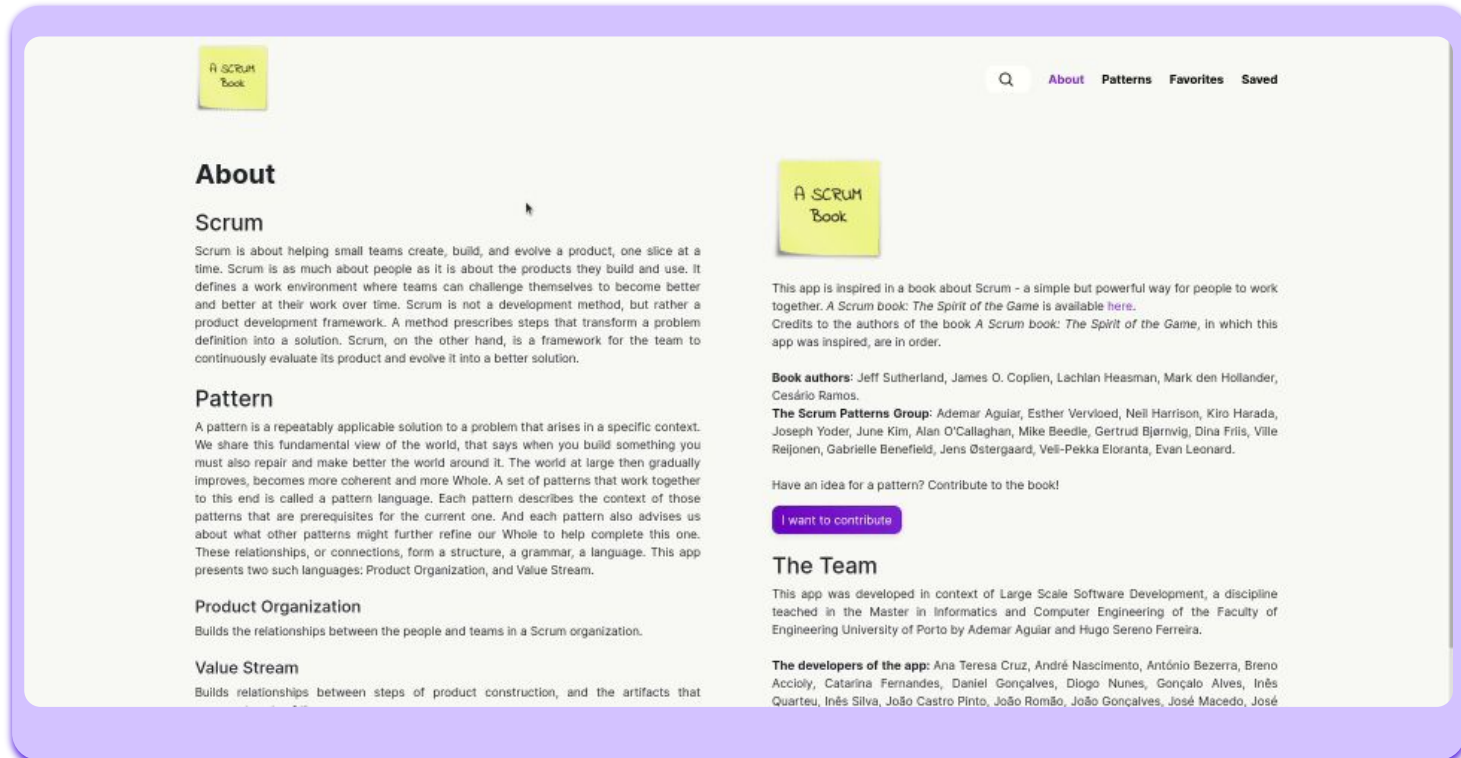
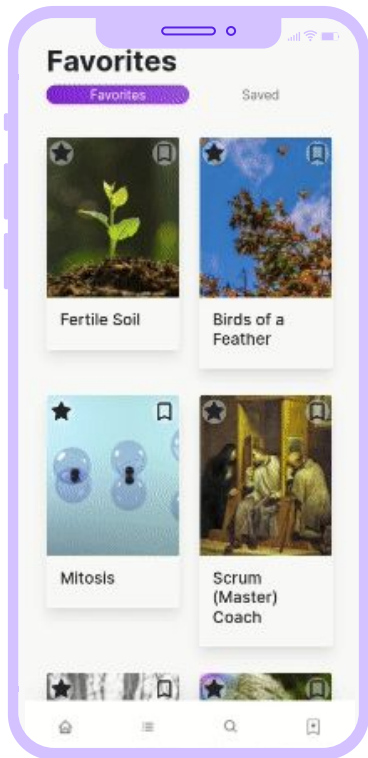
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GET PLUS

Scrum

#1 Agile
Framework

Large
userbase

Continued development

Feature
refinement

ASBA to the Moon! 🚀

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#vieMEIC05suoemeen🇫🇮

Sources:

<https://adevait.com/blog/remote-work/adopting-agile-the-latest-reports-about-the-popular-mindset>



**Any
Questions?**