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5/16/2021

Journal Entry – Scrum Master

As a Scrum Master, being able to execute a lot of these Scrum events seem like the biggest importance for the Scrum Master since these are wear most of the information coming from these meetings is what will be going out to the dev team. All meetings will definitely be more meaningful in person in order to be free of distractions. For the Sprint Planning, I envision the board full of post-its as being a very good visual for where the project is at. The self-organization that is typically expected of these teams makes more and more sense to me as we go through these classes. I expect some as I would call them “vets” who would know what some of the foundational core items of the product that may need to be worked on first and how this adaptive nature may help correct anytime the team may mistakenly choose the wrong item to work on first. Daily scrums, I like the idea of using the timer to really keep the team on track for everyone’s daily update and really focus on the impediments and resolving those with these quick discussions.

Backlog refinement is another focus that some may not need to forget. Since during the Sprint Review, where some of the finished product is showed to the product owner and possibly the client, there is should be feedback coming in earlier before that Sprint Review in order to help re-prioritize this backlog in order to find out if there were any new discoveries or new directions with some portions of the finished product. The Sprint Retrospective piece is again, another great section of the scrum process. People, in general, need to do more reflection. The retrospective is a great time for the team to really take in and solidify some of the learning that happened during this sprint to help them all become better developers through skills, technique, communication skills, and other aspects I may not be listing here.

All of those events just referenced above are all significant contributors to the creative factory that is the agile project management principles. Having that flexibility allows people to communicate in meaningful ways and allows the team to shift to other positions when it is needed especially when it does come to impediments that may occur. During this time, the team members should all feel like they are contributing to the team and have a sense of community. It has always stuck out to me that the best places to work, are the places where you feel like part of the community and feel like you are contributing to the work the company does. Being able to feel that sense of community I feel is a huge contributor to levels of happiness and being fulfilled. Making sure that feeling of community is what the team is getting I think is something that can be gauged, but I think it can only be done through observations. It would be kind of weird to send out a survey asking people about how they feel at work. I guess it wouldn’t be weird but I feel like it may raise more questions. A lot of the time, I think the community, or the people can really get a sense of when a job is too stressful and where people are just not happy. I think something like this is easily observable and I would probably gauge it based on discussions with those around and getting a better idea that way.