CSM

50 Q, 60 M, 37 ✓

2 Yrs → 20 hrs / SEUs + $100

Agile
Scrum
Product

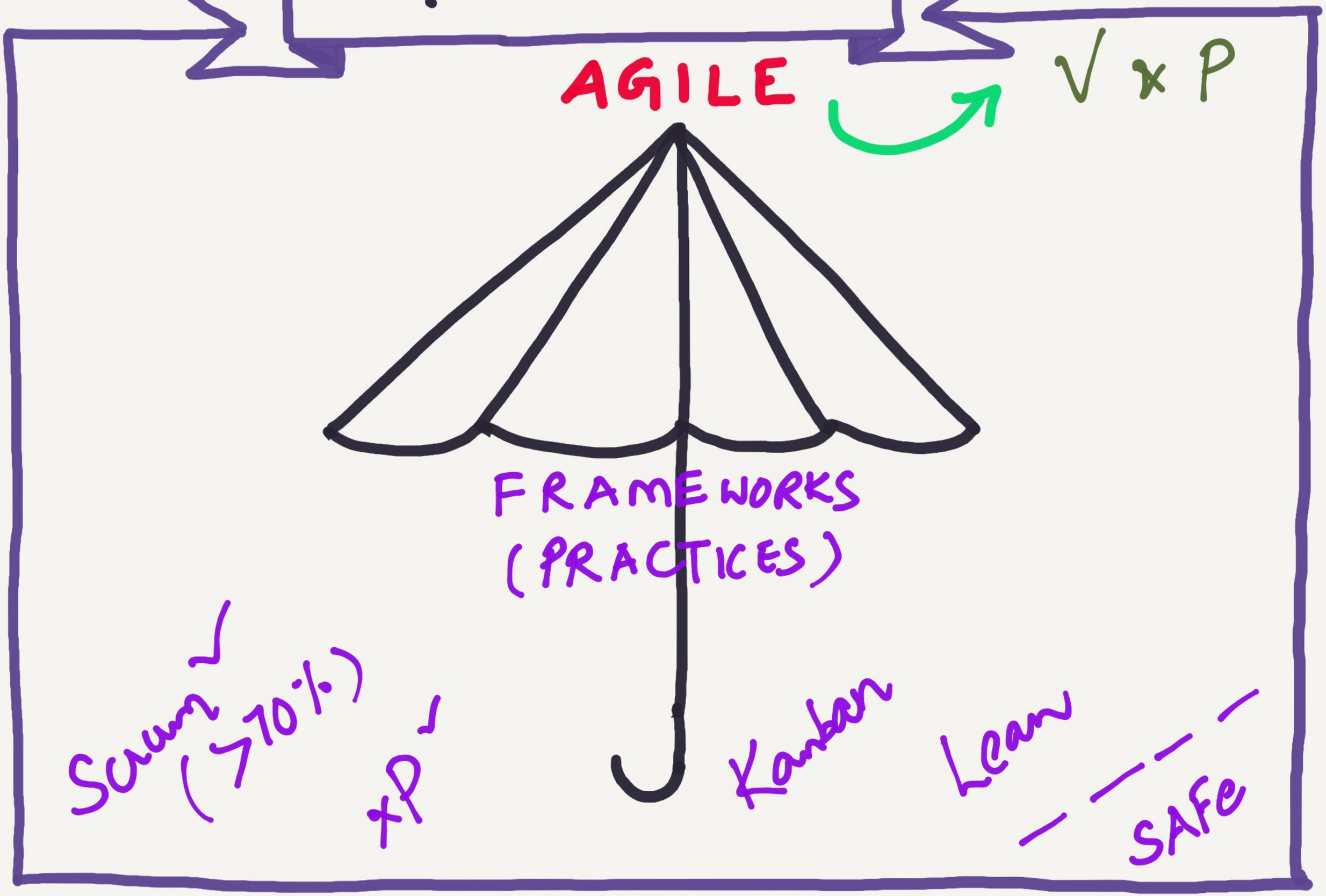
How to renew?

What Next?

CSPO, Adv-CSM, Adv-CSPO

L E A R N

The Mindset


AGILE
V x P
FRAMEWORKS
(PRACTICES)
Scrum
(>70%)
XP
Kanban
Lean
SAFe

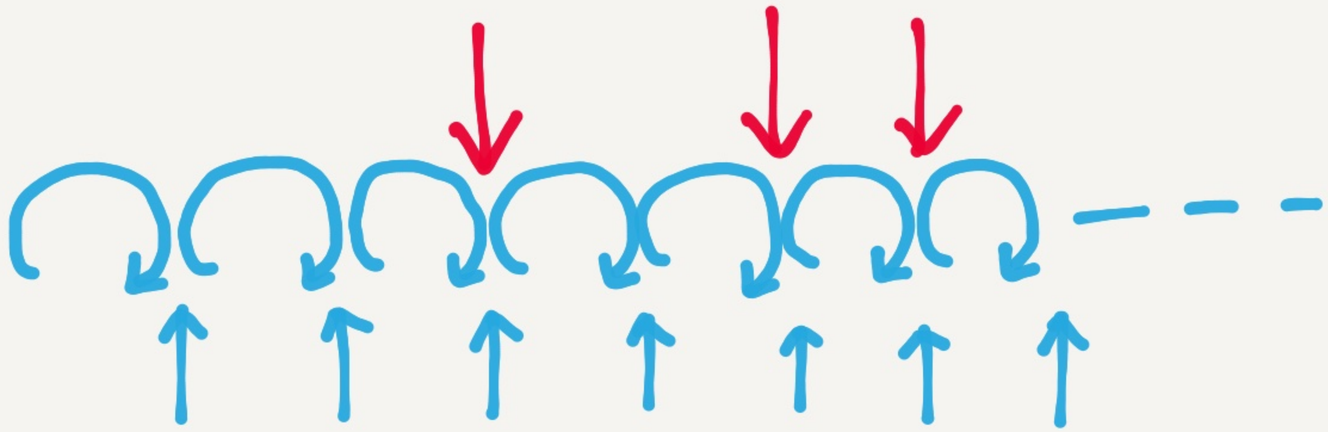
Traditional - Agile

Reqs → Design → Build → Test → Deploy

← 1 Yr (Average) →

< 15%

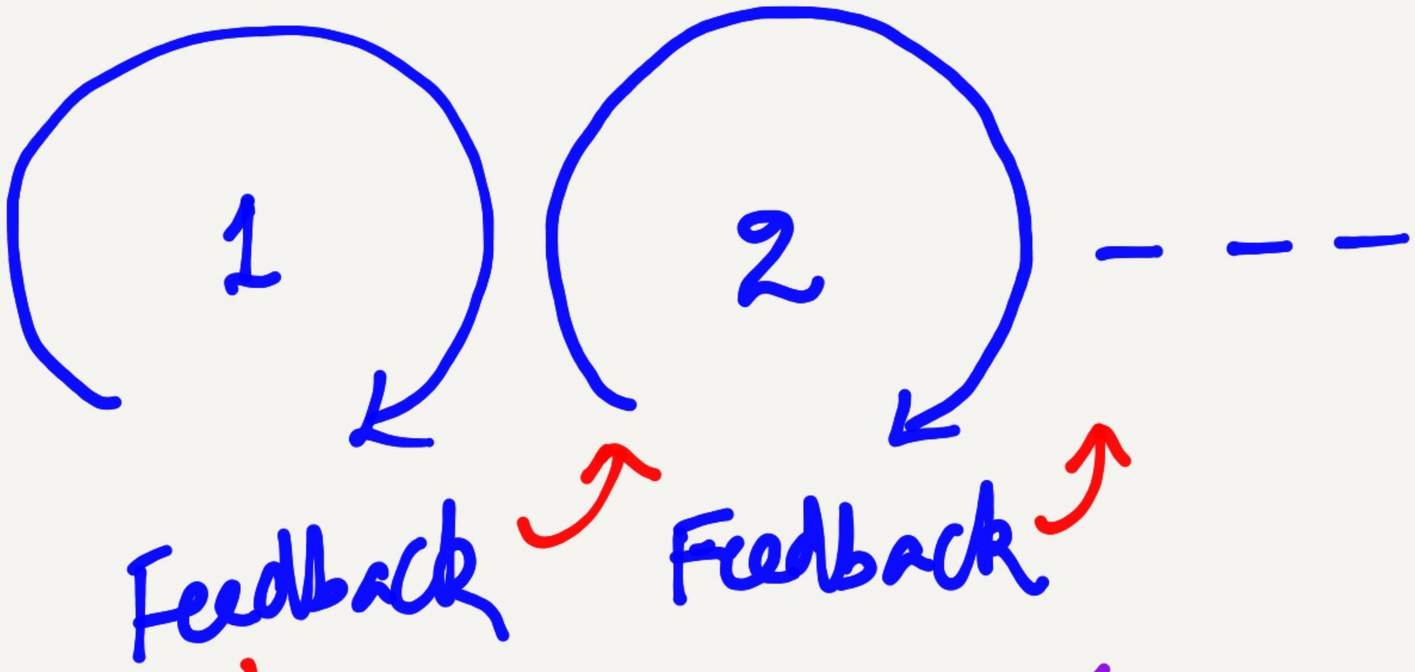
2001



+ Early feedback
+ C-Sat ↑
+ Time to Mkt
+ De-risk

EMPIRICISM

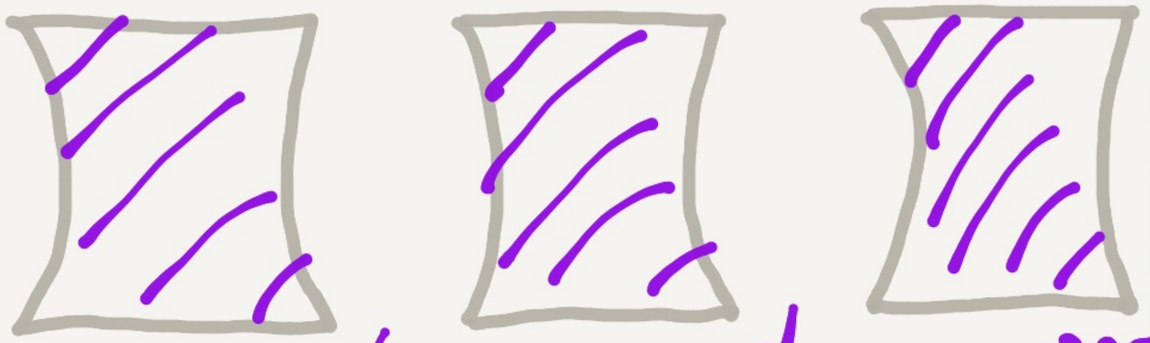
Complex : Unknown
— Problem
— Solution



People Product

Process Problems

3 PILLARS



Transparency

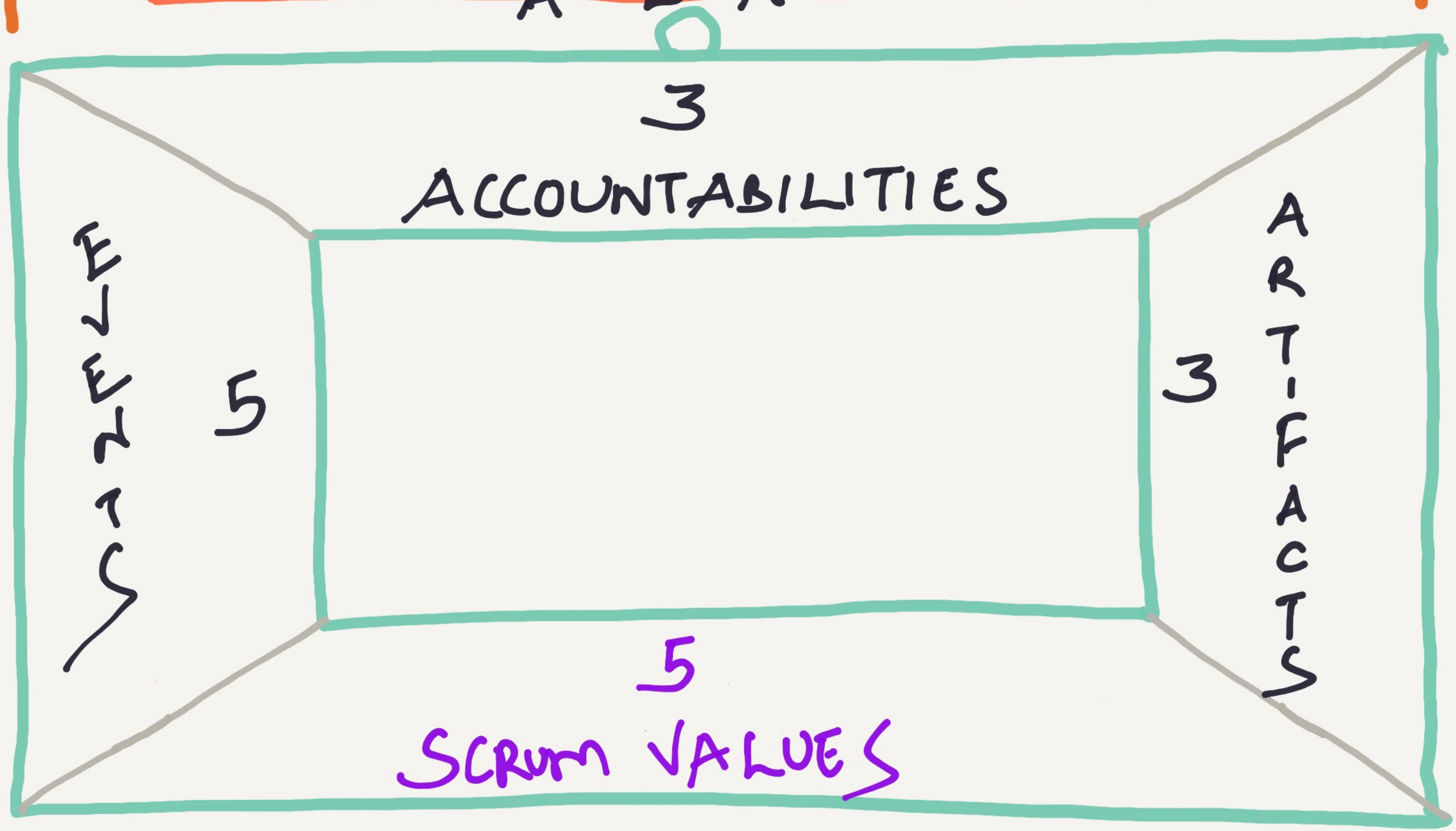
Inspection

Adaptation

Scrum Framework

3-5-3

A E A



SCRUM MASTER

Support teams

Resolve conflicts

Motivates

Coach & Mentor

Protects teams

Timebox

Empathy

Removes Impediments

Let us experiment

Facilitate

TRUE (Servant) Leadership

COMMITMENT	FOCUS	OPENNESS	RESPECT	COURAGE

SCRUM ROLES

SCRUM TEAM

→ **DEVELOPERS**

Tech./Hands-on

dev arch. devops BA
QA designer doc.

→ **SCRUM MASTER**

→ **PRODUCT OWNER**

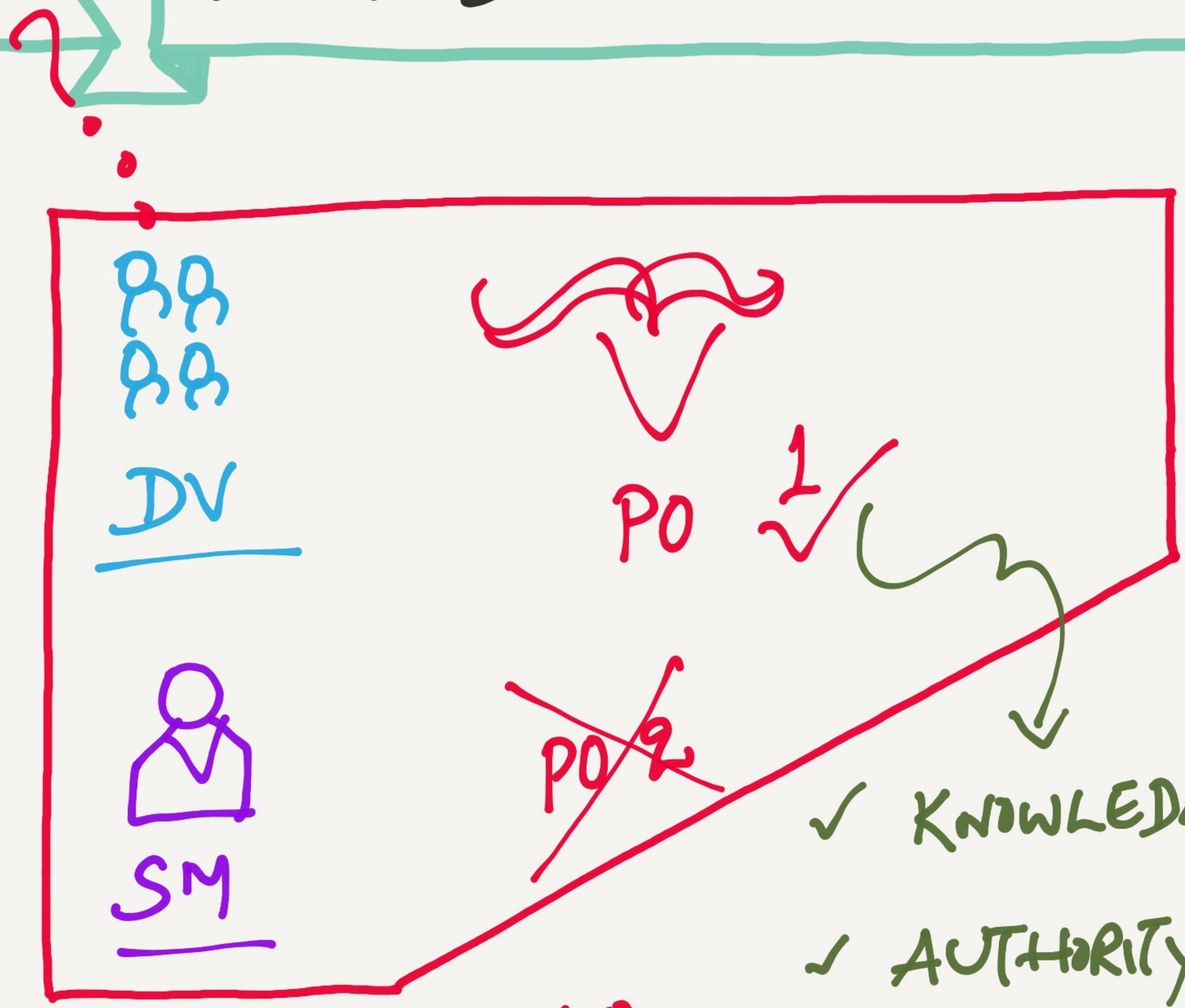
STAKEHOLDERS

Mgt / org / - - - -

PM Customers Users
DM Business Owners
* Manager Legal
Sales Fin. Vendor
HR

biz

PRODUCT OWNER



PO:

- VISION
- PRIORITIZE

✓ KNOWLEDGE

✓ AUTHORITY

✓ AVAILABILITY

Business/Domain

Scrum Team ~ 10

DEVELOPERS

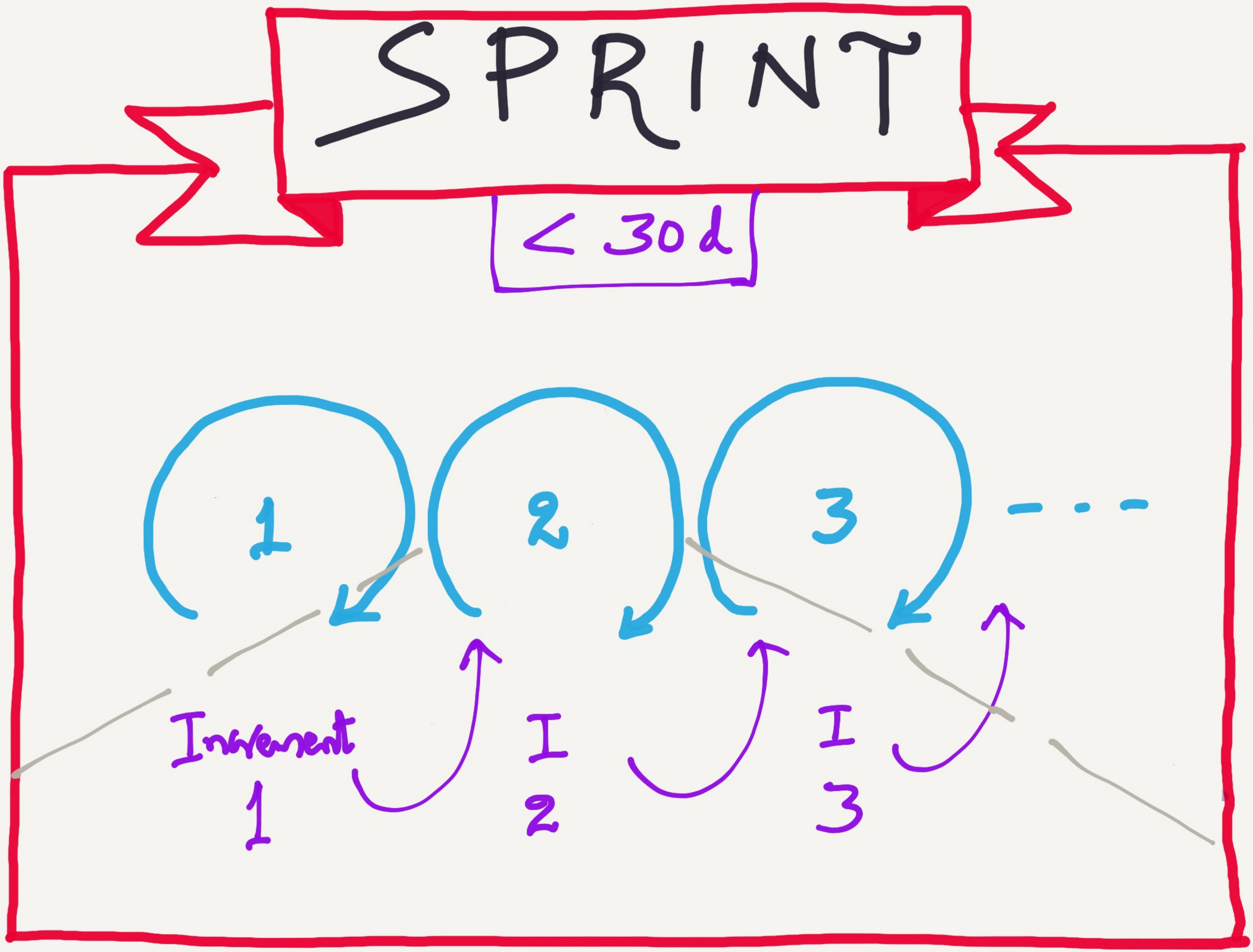
- [x] High-light blockers
- [x] Create a plan
- [x] Intell Quality
- [x] Adapt plan
- [x] Hold each other accountable

SCRUM TEAM

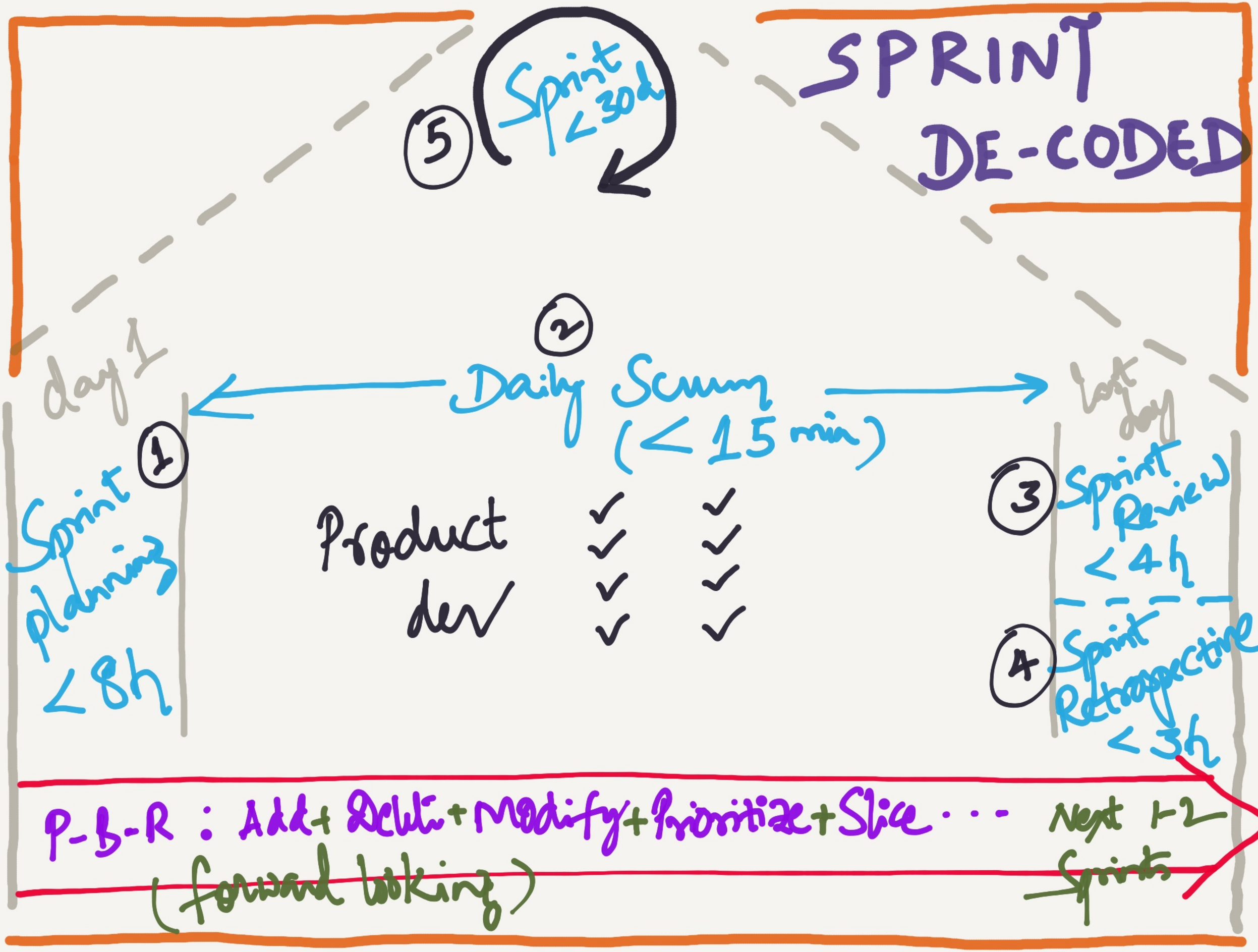
< 10

Self Managing = WHO + WHAT + WHEN + HOW

Cross Functional = [| | | | | | | - - -]


SPRINT
< 30d
1
2
3
- - -
Increment
1
I
2
I
3

SPRINT DE-CODED



Smart Phone – Product Backlog

- Charging
- Security
- Connectivity
- Storage
- Camera
- Affordable
- Light waight
- colors
- Display
- Battery
- Faster
- Water resistant
- UI
- Foldable
- Dual SIM
- Unbeatable
- Sound
- eSIM
- ⋮

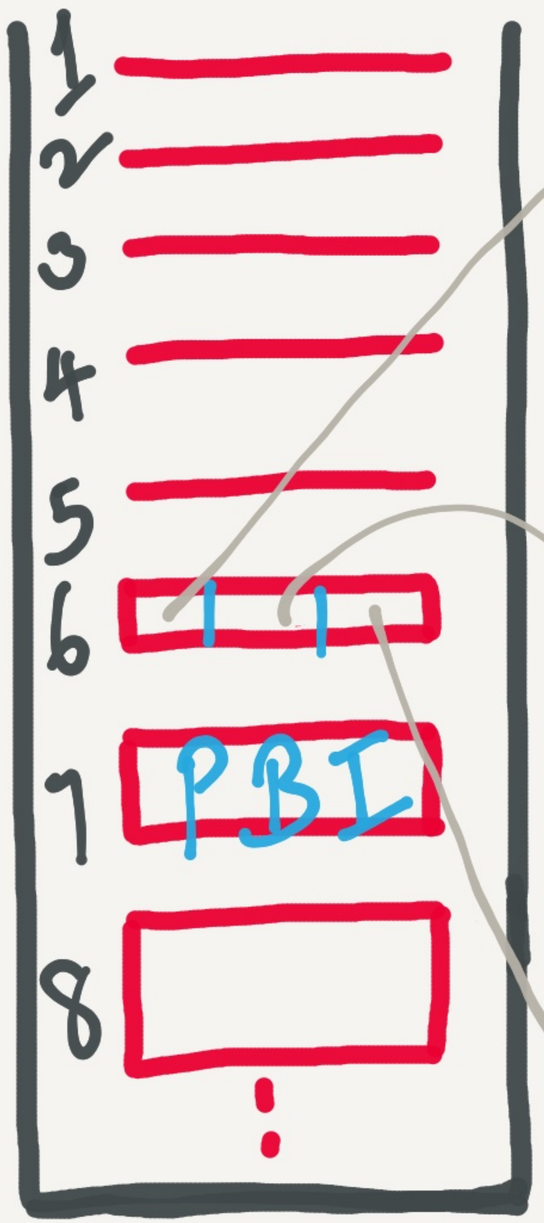
PBI

LIST OF:

- ✓ Requirements
- ✓ Features
- ✓ Functionalities
- ✓ Priorities
- ✓ Needs
- ✓ Enhancements
- ✓ Defects
- ⋮

PRODUCT BACKLOG

Attributes :



1. Description [User Story] * Anyone

2. Order [- Value, - Dependencies] * PO

3. Size [- Complexity, SPs, - Effort, HRs] * DV

USER STORY*

As a _____ (Who)

I want to _____ (What)

So that _____ (Why)

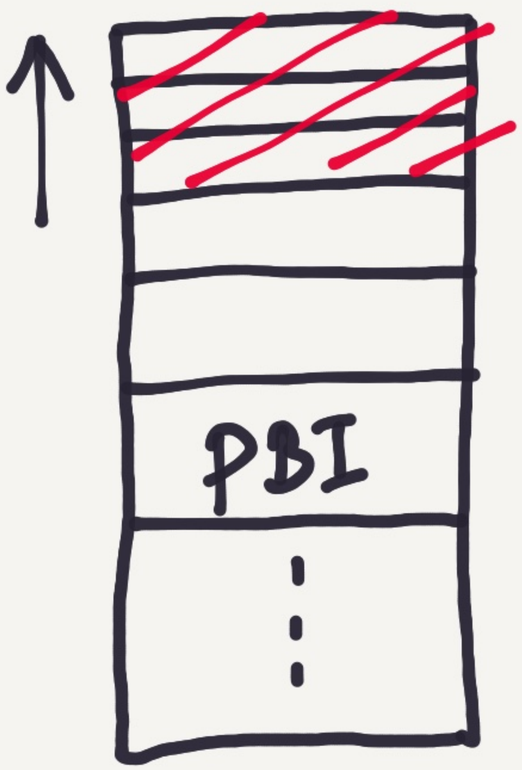
FORMAT

SPRINT PLANNING

<8h

Why
+ What
+ How

INPUTS



- Team Capacity
- Past Performance (Velocity)*

WHO ATTENDS?

- ENSURE
- FACILITATE
- TIMEBOX

SMEs

OUTPUTS

Why:

1

SPRINT GOAL

SPRINT BACKLOG

What:

2

a
b
c

PBIs/U-S

How:

3

T T T

T T T

T T T T - - -

(TASKS)

PLAN

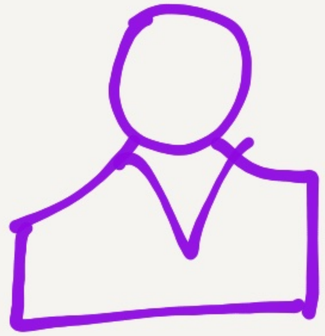
SPRINT RETROSPECTIVE

I & A → WOW

Individuals Tools
Interactions Processes

AM V #1

< 3h



SM

- ENSURE
- FACILITATE
- TIMEBOX

- GUIDE -

TECHNIQUES*

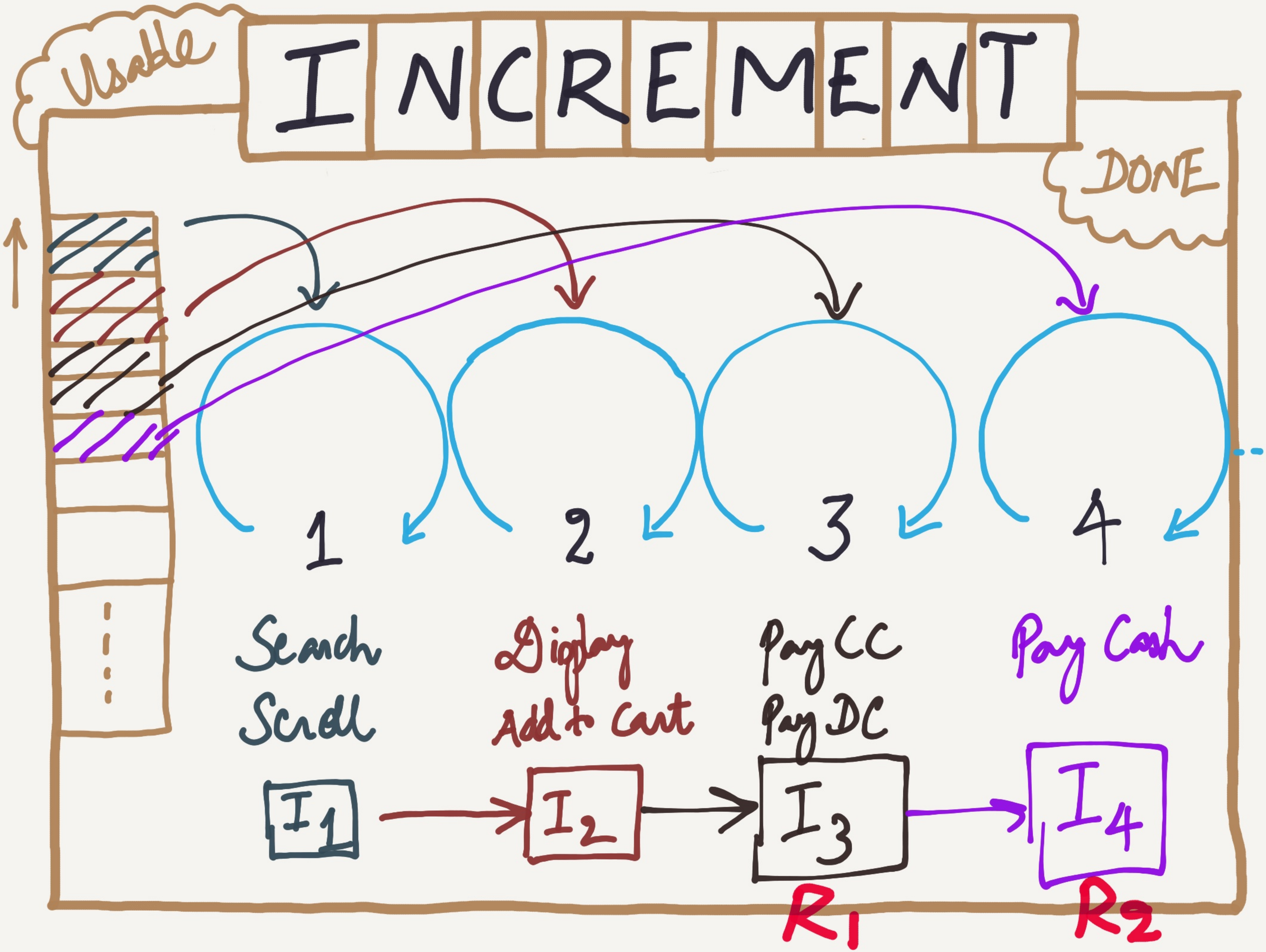
1.

WWW	WWW	ACTION ITEMS

2.

START	STOP	CONTINUE

3. > 100


Usable
INCREMENT
DONE
1
2
3
4
Search
Scroll
Display
Add to Cart
Pay CC
Pay DC
Pay Cash
I1
I2
I3
I4
R1
R2

SIZING *

#	Desc.	Size [Story Points SPs]
1		5
2		3
3		2
4		2
5		3
6		5
7		5
8		8
PBI		
⋮		

P-B

S-4

12 SPs

C	U -R-	E

S1,2,3

Total = 35 SPs

Average/Sprint = $\frac{35}{3}$

Velocity* ≃ 12 SPs