

Introduction to Scrum



**Idaho State
University**

Computer
Science

Dr. Isaac Griffith

CS 3321
Department of Computer Science
Idaho State University

ROAR

Daily Quiz

- Starting at 15:02
 - You will have 5 minutes
 - You may not use your notes, books, lectures, or the internet
 - You may not help each other

Passcode

4215

Practicum

- ❶ Form groups of three or four. (For those on Zoom, you will have to do all the thinking on your own.)
- ❷ We are going to consider the following issues with implementing Scrum in the classroom setting (as we will with your projects), with the potential for unavailability of in-person meetings as COVID continues to loom over us.
 - What issues will present themselves during a Sprint?
 - How often and would a Standup Meeting need to occur and what contingencies should the team plan for?
 - Without the strict hierarchy imposed by a work setting, how can the Product Owner role lead and direct the team?
 - Without the strict hierarchy imposed by a work setting, how can the Scrum Master ensure Scrum is being followed?
 - Where and when would you interject the games from the essence kernel into the scrum flow?
- ❸ As a group discuss each of these over the next 40 minutes or so
- ❹ We will then discuss your thoughts for the remainder of the class period.