

1. De oorsprong van Scrum

1. **Wat is Scrum?** : Scrum is a methodology, a framework for managing a process.
 1. *Waar komt het vandaan?* : The first paper on Scrum appeared in the Harvard Business Review in January 1986. Software teams started using the Scrum agile process in 1993.
 2. *Waarom is het ontstaan?* : Helps teams develop software quicker, and at lower costs, giving them a competitive advantage in a fast-paced market. Higher productivity, Higher quality, Reduced time-to-market, Improved stakeholder satisfaction, Increased job satisfaction, More engaged employees
2. **Hoe staat Scrum in relatie tot Agile werken?** : emphasize teamwork, frequent deliveries of working software, close customer collaboration, and the ability to respond quickly to change.
3. **Waarom is Scrum specifiek zo geschikt voor development werk?** : It divides the big project to smaller tasks (sprints)

2. Scrum rollen

1. **Wat is de rol van de Scrum master?** : ScrumMaster is a coach for the team, helping team members use the Scrum process to perform at the highest level. Does not provide day-to-day direction to the team and does not assign tasks to individuals, shelters the team from outside distractions.
2. **Team player** : A team has between five and nine people, does not include any of the traditional software engineering roles such as programmer, designer, tester or architect.
 1. *Welke verschillende rollen zijn er mogelijk?* : Each person contributes in whatever way they can to complete the work of each sprint.
 2. *Wie is waar verantwoordelijk voor?* : Everyone on the project works together to complete the set of work they have collectively committed to
3. **Wat is de rol van de Product Owner?** : The product owner represents the business, customers or users, and specifies the details for the needed product.
 1. *Waarom onderscheid deze rol zich van de Scrum master?* : Directs the team to the right goal, creates the vision of the product, and convey that vision to the team through the product backlog.

3. Scrum Events

1. **Wat is een "Retro" (Retrospective)?** : At the end of each sprint, there is a meeting during which the team (including its ScrumMaster and product owner) reflect on how well Scrum is working for them and what changes they may wish to make for it to work even better.
 1. *Wat wordt er wel/niet besproken tijdens de Retro?* : The team reflects on how they are doing and to find ways to improve. Each team member is asked to identify specific things that the team should start/stop/continue doing. After an initial list of ideas has been brainstormed, teams will commonly vote on specific items to focus on during the coming sprint.
 2. *Wanneer heb je een Retro (in welke fase)?* : At the end of each sprint
2. **Wat is een Refinement?** : The goal of Product Backlog refinement is to work with the Scrum Team and stakeholders, to get Product Backlog items in a 'ready state'.
 1. *Wat wordt er wel/niet besproken tijdens de Refinement?* : A stakeholder, product owner comes with an idea or wish, the team would roughly estimate the work. Decide whether the why and what clear is, contributes to the product, and adds value to the product. Assign story points to the item in a quick and dirty way.
 2. *Wanneer heb je een Refinement (in welke fase)?* : The team decides when they would like to hold this meeting
3. **Wat is een Standup?**
 1. *Wat wordt er wel/niet besproken tijdens de Standup?* : Each team member tells: What did you do yesterday?, What will you do today? Anything blocking your progress?
 2. *Wanneer heb je een Standup (in welke fase)?* : Daily

4. Scrum artifacts

1. **Wat is de Product backlog?** : The product backlog is the complete list of the functionality that remains to be added to the product. A list of desired features for the product
 1. *Wat staat er wel en niet in?* : consist of user stories, which are short descriptions of functionality described from the perspective of a user or customer. The product owner prioritize this list based on which is the most important.
1. **Wat is de Sprint backlog?** : The sprint backlog is the list of tasks the team needs to perform in order to deliver the functionality of the actual sprint.
 1. *Wat staat er wel en niet in?* : The team selects some number of product backlog items and identifies the tasks necessary to complete each user story. Most teams also estimate how many hours each task will take to complete.
 2. *Hoe onderscheid zich dit van de Product backlog?* : consists the task to be done instead of features/bugs/etc. of the product
2. **Wat is een Burn down chart?** : Burndown charts show the amount of work remaining either in a sprint or a release, and help determine whether a sprint or release is on schedule to have all planned work finished by the desired date.
 1. *Wat wordt er precies "ge-burned"?* : The remaining tasks divided to sprints
 2. *Wat heb je eraan dit te weten?* : To clearly see what is happening and how progress is being made during each sprint.