

# Scrum Master



Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Accountable for the Scrum Team's effectiveness and establishing Scrum as defined in the Scrum Guide. They are often considered a coach for the team and their environment, helping everyone do the best work they possibly can.

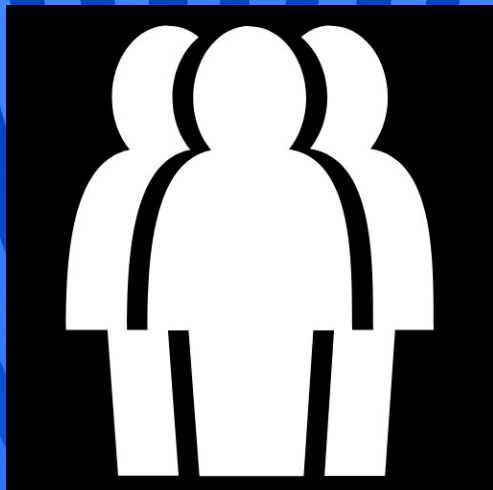
# Product Owner



Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Accountable for maximizing the value of the product resulting from the work of the Scrum Team. Establishes a vision of what they wish to achieve, communicating it to the Scrum Team and stakeholders.

# Developers



Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Accountable for creating any aspect of a usable Increment each Sprint. Each developer should contribute in whatever way they can to complete the Sprint Goal of each sprint.

# Responsibility



Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Work closely with key stakeholders across the organization to communicate, define and order the product backlog.

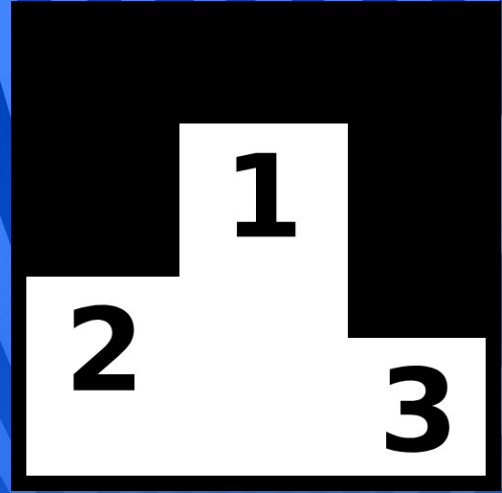
# Responsibility



Decision maker regarding what goals and features the product will have.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

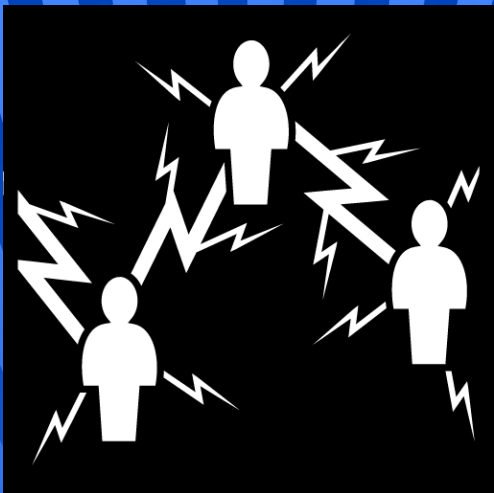
# Responsibility



Orders the product backlog based on value, effort and other criteria.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

# Responsibility



Does anything possible to help the team perform at their highest level.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

# Responsibility



Removes all impediments to progress, ensures effective meetings and helps resolve conflicts.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

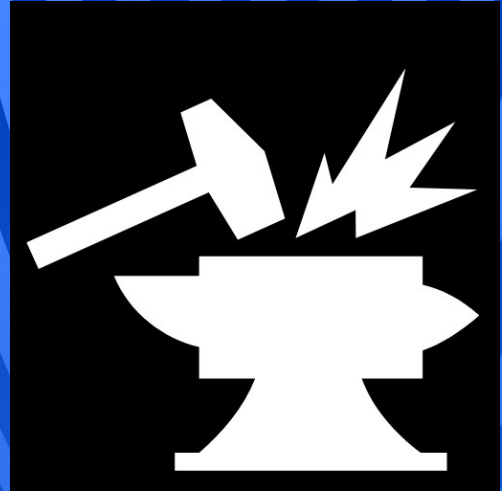
# Responsibility



Helps the team to deal with outside distractions, so the team learns to balance focus on the goal they have set with stakeholder management and refinement activities.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

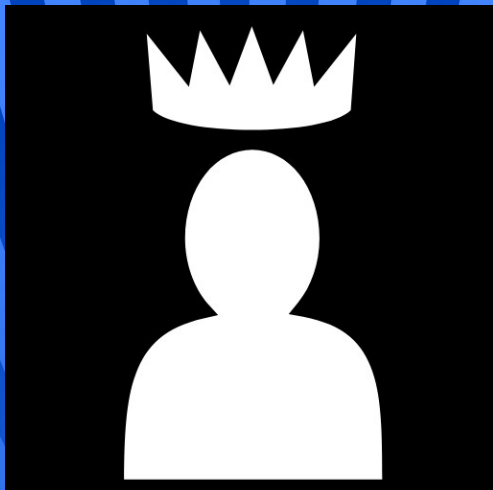
# Responsibility



Responsible for quality and maintainability of chosen solutions, as well as technical side of refinement.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

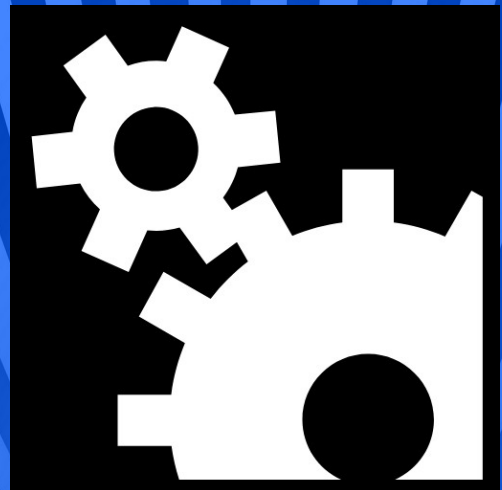
# Responsibility



Have total authority how to turn a Product Backlog Item into a usable increment. This includes which tools and techniques to use, who works on which tasks and how to organize their work.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

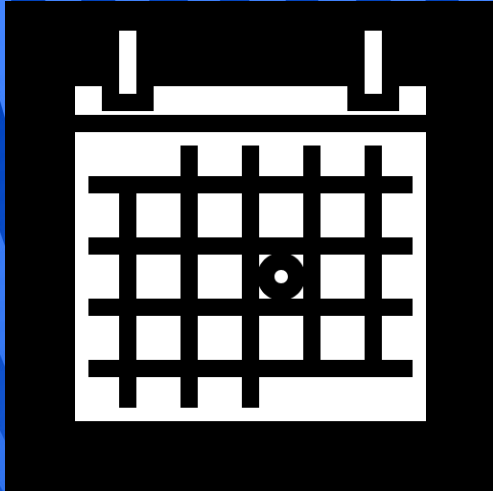
# Responsibility



Implement the improvements that result from Sprint Retrospective.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

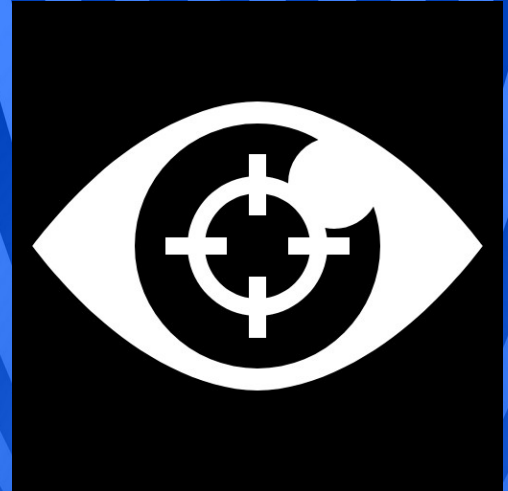
# Scrum Values



Original by Julio Oliveira, adapted by Sjoerd Kranendonk

## Commitment

# Scrum Values



Original by Julio Oliveira, adapted by Sjoerd Kranendonk

## Focus

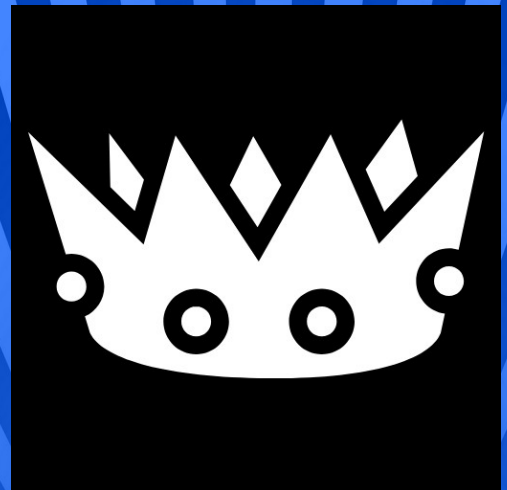
# Scrum Values



Original by Julio Oliveira, adapted by Sjoerd Kranendonk

## Openness

# Scrum Values



Original by Julio Oliveira, adapted by Sjoerd Kranendonk

## Respect

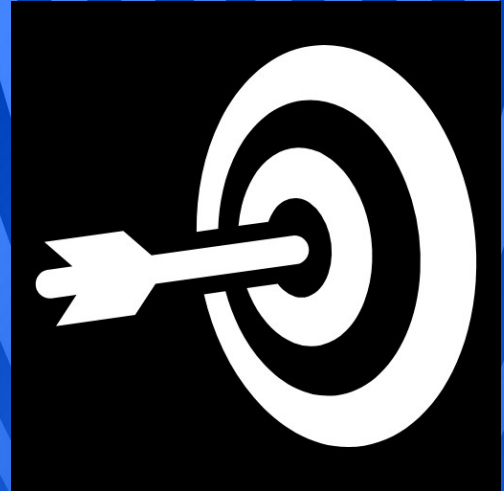
# Scrum Values



Original by Julio Oliveira, adapted by Sjoerd Kranendonk

## Courage

# Behavior



Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Willing to create realistic goals and stick to them as a team.

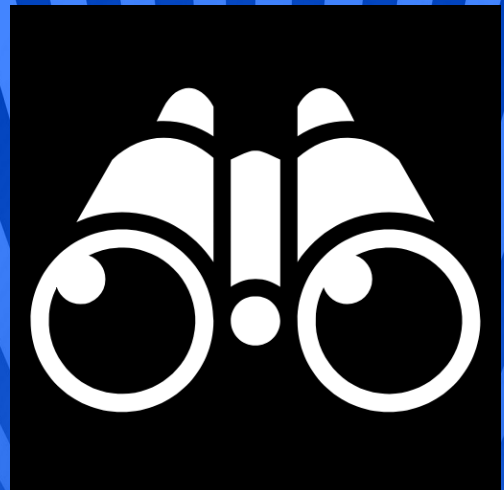
# Behavior



Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Be present in the meetings

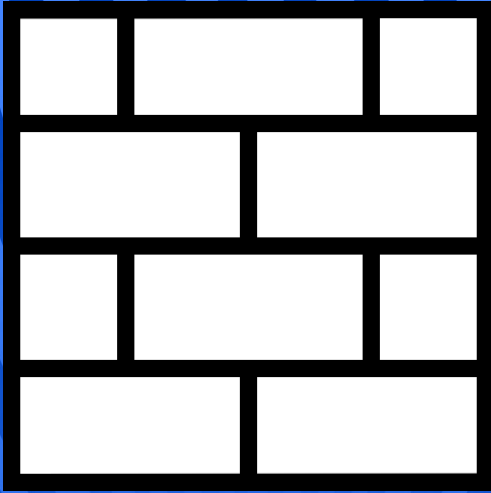
# Behavior



Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Have a clear accountability within the Scrum Team and clear goals within that accountability.

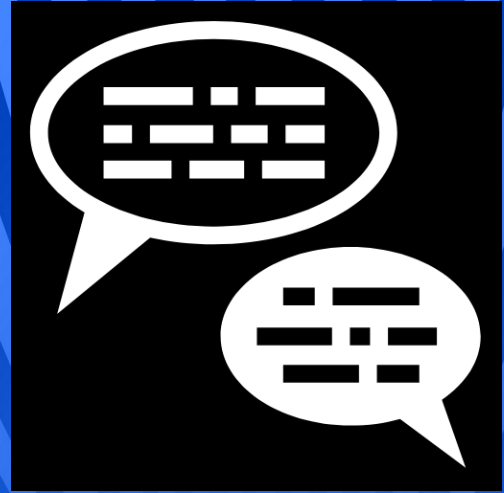
# Behavior



Few things at a time. One Product Goal, one Sprint Goal.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

# Behavior



Be open about the work, the progress, the learning and the problems.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

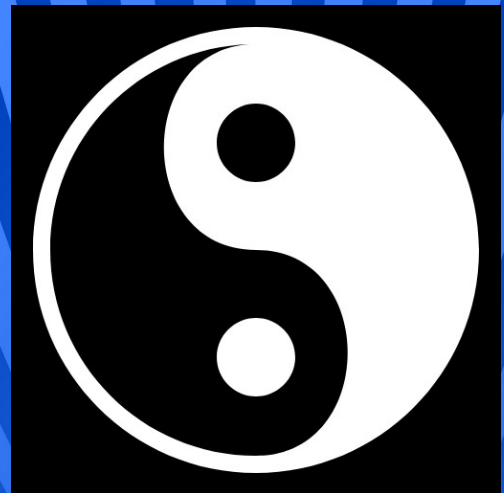
# Behavior



To collaborate across disciplines and skills. Sharing feedback and learning from one another.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

# Behavior



Collaborative flow is created by each Scrum Team member syncing and thereby creating a development rhythm as the project progresses.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk



## Behavior



Individuals are shaped by their background and their experiences. It is important to see the added value of diversity when collaborating as a team.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

## Behavior



Work on tough problems and challenge assumptions inside and outside the team.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

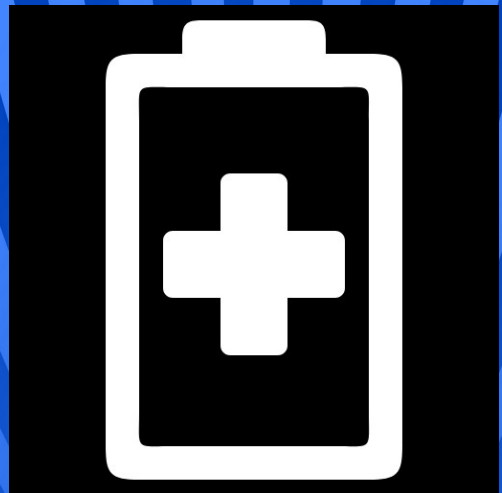
## Behavior



Not to fear to raise impediments on a daily basis.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

## Anti-Pattern



Adding new features to the Sprint Backlog that do not relate to the current goal.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

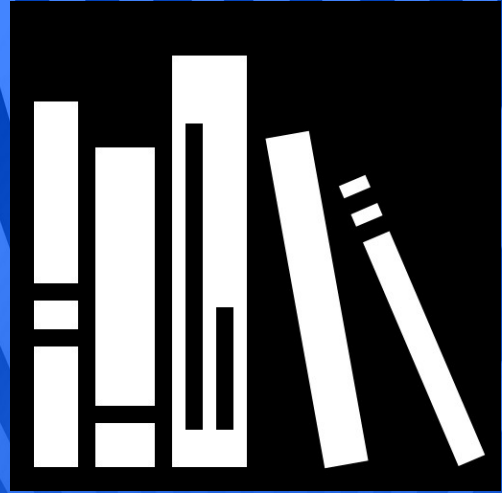
# Anti-Pattern



Helping other teams (resulting in own team goals not met).

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

# Anti-Pattern



Keep relevant knowledge to yourself.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

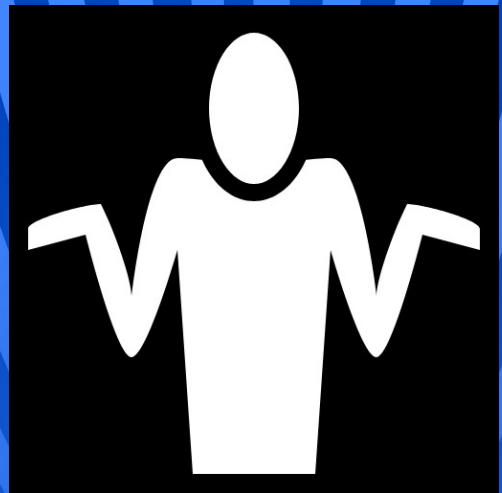
# Anti-Pattern



Changing the work of your colleague without communication.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

# Anti-Pattern



I have always done it that way

Original by Julio Oliveira, adapted by Sjoerd Kranendonk



# Faculty Card

## Responsibilities

### Product Owner

Card 4 = "Work closely with key stakeholders across the organization to communicate, define and prioritize the product backlog."  
Card 5 = "Decision maker regarding what goals and features the product will have."  
Card 6 = "Orders the Product Backlog based on value, effort and other criteria."

### Scrum Master

Card 7 = "Does anything possible to help the team perform at their highest level."  
Card 8 = "Removes all impediments to progress, facilitates meetings and helps resolve conflicts."  
Card 9 = "Helps the team to deal with outside distractions, so the team learns to balance focus on the goal they have set with stakeholder management and refinement activities."

### Developers

Card 10 = "Responsible for quality and maintainability of chosen solutions, as well as technical side of refinement."  
Card 11 = "Have total authority how to turn a Product Backlog Item into a usable increment. This includes which tools and techniques to use, who works on which tasks and how to organize their work."  
Card 12 = "Implement the improvements that result from Sprint Retrospective."

# Faculty Card

## Behaviors

### Commitment

Card 18 = "Willing to create realistic goals and stick to them as a team."  
Card 19 = "Be present in the meetings."

### Focus

Card 20 = "Have a clear accountability within the Scrum Team and clear goals within that accountability."  
Card 21 = "Few things at a time. One Product Goal, one Sprint Goal."

### Openness

Card 22 = "Be open about the work, the progress, the learning and the problems."  
Card 23 = "To collaborate across disciplines and skills. Sharing feedback and learning from one another."

### Respect

Card 24 = "Collaborative flow is created by each Scrum Team member syncing and thereby creating a development rhythm as the project progresses."  
Card 25 = "Individuals are shaped by their background and their experiences. It is important to see the added value of diversity when collaborating as a team."

### Courage

Card 26 = "Work on tough problems and challenge assumptions inside and outside the team."  
Card 27 = "No fear to raise impediments on a daily basis."

# Faculty Card

## Anti-Patterns

### Commitment

Card 28 = "Adding new features to the Sprint Backlog that do not relate to the Sprint Goal."

### Focus

Card 29 = "Helping other teams (resulting in own teams goal not met)."

### Openness

Card 30 = "Keep relevant knowledge to yourself"

### Respect

Card 31 = "Changing the work of your colleague without communication."

### Courage

Card 32 = "I have always done it that way."

# Game

## Credentials / References

### Julio Oliveira

<http://gameagile.com/>

### Game Icons Project

<http://game-icons.net/>

### nanDECK Software for Card Games Designers

<http://www.nand.it/nandeck/>

### Scrum Alliance

<https://www.scrumalliance.org/>

### Scrum.org

<https://www.scrum.org/>

### Mountain Goat Software

<https://www.mountaingoatsoftware.com/>

### Peter Buijs

<https://www.linkedin.com/in/pbbuijs/>

### Dirk Visser

<https://www.linkedin.com/in/dtavisser/>

### Sjoerd Kranendonk

<https://www.linkedin.com/in/sjoerdkranendonk/>