

# SCRUM Methodology:

## Team\_SCRUM

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# Definition

Scrum is an agile framework for project management.

- Iterative development.
- Team collaboration for solving complex problems.
- Continuous improvement.



# History

- Introduced by Jeff Sutherland and Ken Schwaber in the early 1990s.
- Scrum quickly gained popularity due to its focus on iterative development, collaboration, and adaptability.

The Scrum method is inspired by the "Scrum" formation in Rugby.



Figure: Scrum formation.

# Generally

The framework involves breaking down projects into iterations, known as sprints, a sprint can have a duration that generally varies between two weeks and a month.

# Scrum events

The Sprint is a container for all other events. Each event in Scrum is a formal opportunity to inspect and adapt Scrum artifacts. These events are specifically designed to enable the transparency required.

- Sprint.
- Sprint Planning.
- Daily Scrum.
- Sprint Review.
- Sprint Retrospective.

## TIMEBOXING



Figure: Scrum events

# Scrum Artifacts

Scrum's artifacts represent work or value. They are designed to maximize transparency of key information. Thus, everyone inspecting them has the same basis for adaptation.

- Product backlog.
- Sprint backlog.
- Product increment.

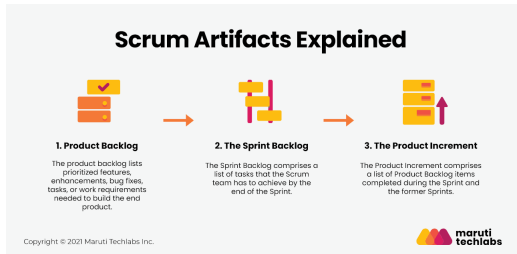


Figure: Scrum artifacts.

# Scrum Process

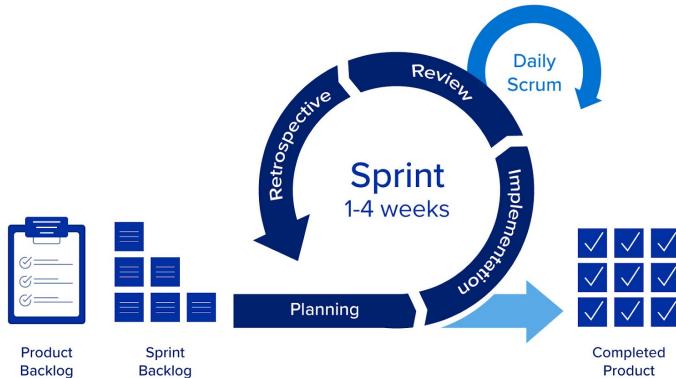


Figure: Scrum process.



# The Roles of the Scrum Methodology

We have 3 major roles for methods:

- **Product Owner :**

is the one who define the customer's needs and vision for the final product. He work in collaboration with the rest of the team.

- **Scrum Master:**

his mission is to ensure that the team is fully operational and capable of accomplishing the tasks of each current sprint. He is a bridge between the product owner and the development team.

- **Development Team:**

is responsible for delivering the final product at the end of each sprint.

# The Roles of the Scrum Methodology

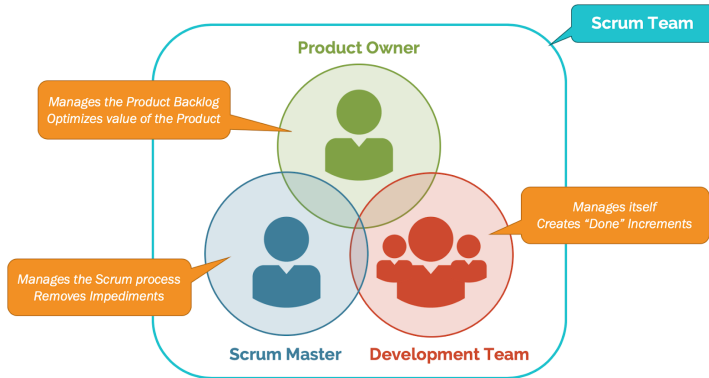


Figure: Scrum roles.

# The Principles of the Scrum Methodology

The Scrum Method is based on six principles that enable the A team that using it to be more efficient and productive. the principles are:

- Empirical Process Control
- Self-organization
- Collaboration
- Value-based Prioritization
- Time-boxing
- Iterative Development

# The Principles of the Scrum Methodology

## The 6 key Scrum principles



Control over  
empirical processes



Self-organization



Collaboration



Value-based  
prioritization



Time-boxing



Iterative development

**Figure:** Scrum principles.

# Advantages

As you might expect, there are several recognized advantages and disadvantages of the Scrum methodology. Let's start by exploring the advantages:

- Adaptability and flexibility.
- Creativity and innovation.
- Time to market
- Lower Costs.
- Creates Transparency.

# Disadvantages

As with anything, where there are advantages there are also disadvantages. Let's now explore those disadvantages.

- Requires a Team Environment.
- Needs Experience.
- It can be hard to integrate with a classic project management approach.

# Conclusion

Scrum is a simple, lightweight, and adaptable framework that teams can employ to continuously deliver value throughout a project. Scrum offers an excellent way of structuring work, with many advantages. It aims to create working environments where people are productive and happy. Besides, it provides a perfect approach for managing complex projects.



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[www.scrumstudy.com](http://www.scrumstudy.com), Scrum Principles, (2024)



# The End

Questions? Comments?