SCRUM Methodology:
Team_SCRUM

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Presentation Overview

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.

Scrum events and artifacts

The Scrum framework involves breaking down projects into iterations, knowns as sprints which are a time-boxed period of one month or less

Events:

- Sprint.
- Sprint Plaining.
- Daily Scrum.
- Sprint Review.
- Sprint Retrospective.

Artifacts:

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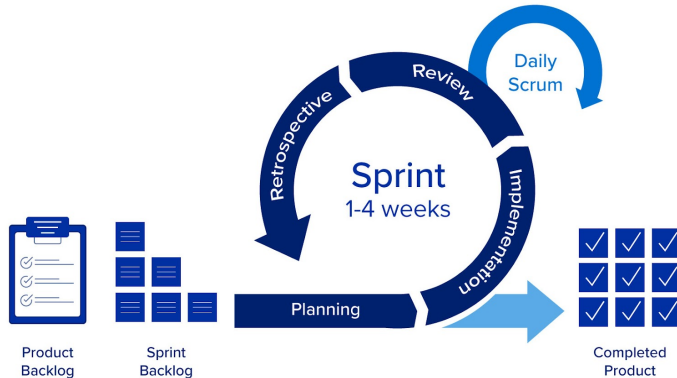- Product increment.

Scrum Process

Figure: Scrum Process.

The Role of the Scrum Methodology

We have 3 major roles for methods

- Product Owner
- Scrum Master
- Development Team

The 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.

The 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.

The Development Team: is responsible for delivering the final product at the end of each sprint.
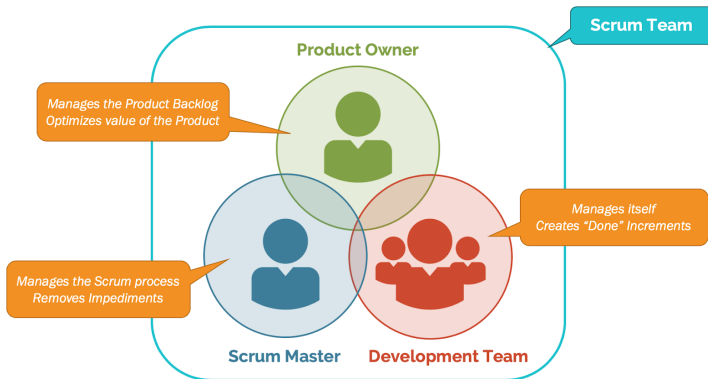
The Role of the Scrum Methodology
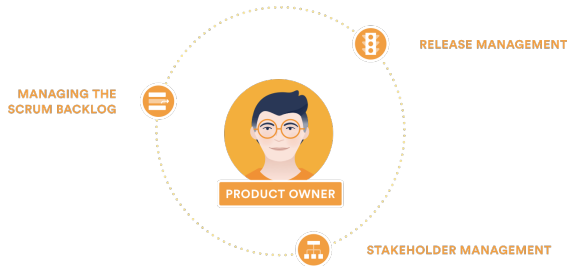

Figure: Scrum Roles.

The Development Team

The Development Team: is responsible for delivering the product at the end of each sprint. It is composed of professionals who have the skills to create the product.

Product Owner

The product owner: is the one who defines the customer's needs; manages the product backlog; ensures the release management and stakeholder management.

The Scrum Master

The 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.

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

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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The End

Questions? Comments?