

SCRUM Methodology:

Team_SCRUM

O. BOUHENNICHE K. ASSIGBE C. RAHOUTI N. ZAOUACHE

University of Strasbourg

CSMI

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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

TIMEBOXING

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



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

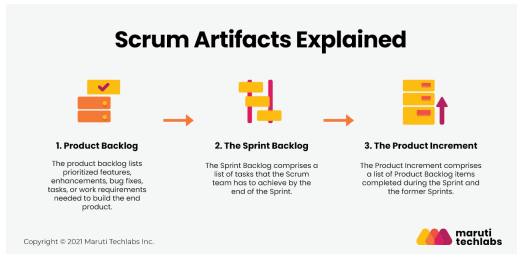


Figure: Scrum artifacts

Scrum process

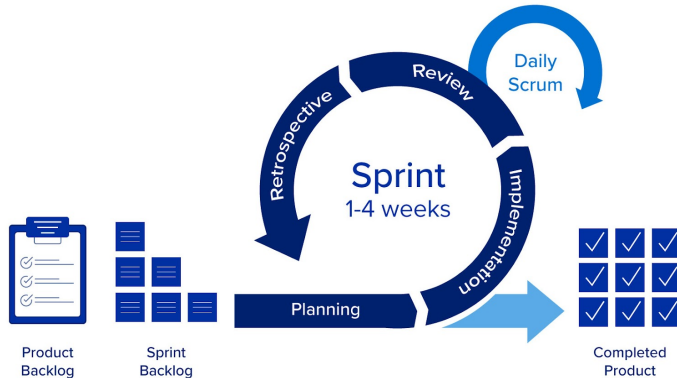


Figure: Scrum process

The Role

We have 3 major roles for methods

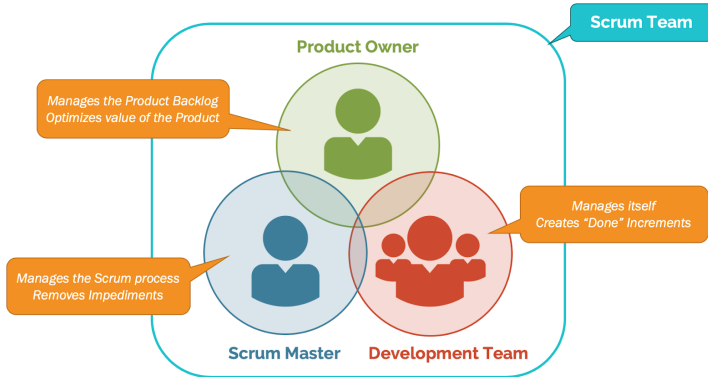


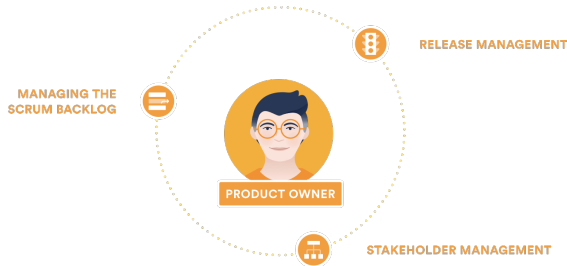
Figure: Scrum roles.

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

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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The End

Questions? Comments?