

# SCRUM Methodology :

## Team\_SCRUM

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# Presentation Overview

- 1 Introduction
  - Definition
  - History of the Scrum Programming
- 2 The functioning of the Scrum Methodology
  - Scrum Events
  - Scrum Artifacts
- 3 The Role and Principles of the Scrum Methodology
  - Role
  - Principles
- 4 avantages and disadvantages of the Scrum Methodology
- 5 Conclusion
  - conclusion
- 6 References

# 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

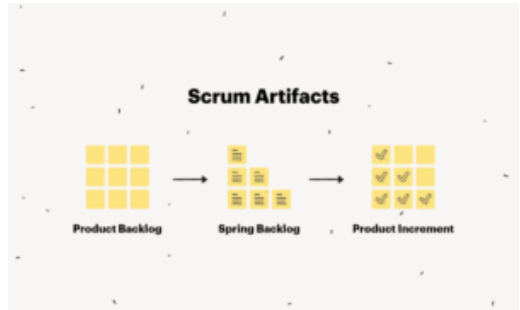


Figure: Scrum artifacts

# Scrum process

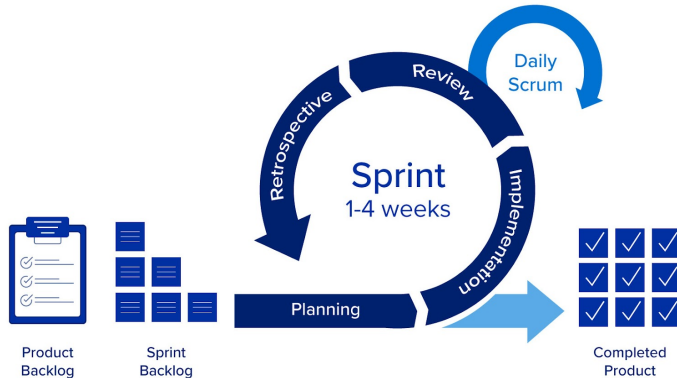


Figure: Scrum process



# The 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

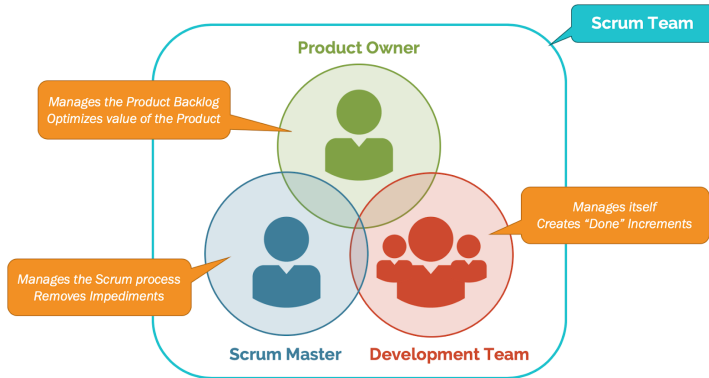


Figure: Scrum roles.

# The 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



Figure: Scrum principles.

# Advantages and disadvantages

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# Conclusion

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# The End

Questions? Comments?