What do I want to learn or understand better?

Now that we officially have gotten started on the scrum board and with our sprints, I feel that I am getting a better understanding on how user stories and epics work. I feel, however, that I need to get a better understanding for how the project we're doing can be organized on a scrum board and what exactly should be considered epics and how to best formulate a user story. I also want to learn how to make a good domain model for an application. Hopefully, it will mostly be refreshing my knowledge but I suspect there will be some new things to learn as well.

How can I help someone else, or the entire team, to learn something new?

Given that I seem to be the only one who have studied design of graphical interfaces, I was hoping that I can help the group by sharing some knowledge on matters related to the design of our interface.

What is my contribution towards the team's use of Scrum?

As of this week I will, like everyone else, try to maintain the scrum board and make sure we progress on our goals we set at our sprint planning meeting yesterday.

What is my contribution towards the team's deliveries?

I was hoping to start working on the UI this week, however it was pointed out that it is best if we first establish our domain model and what features will be part of the application before and UI-work is done. So for the coming week I will be working with the domain model and try to get the structure of the application ready for some UI-work.