

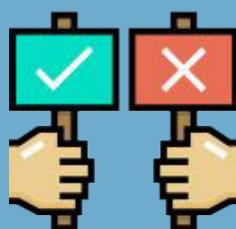


Agile Session 2

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Did you finish
the Agile (Scrum & Kanban)
pre-class activity?



Students choose an option

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Table of Contents

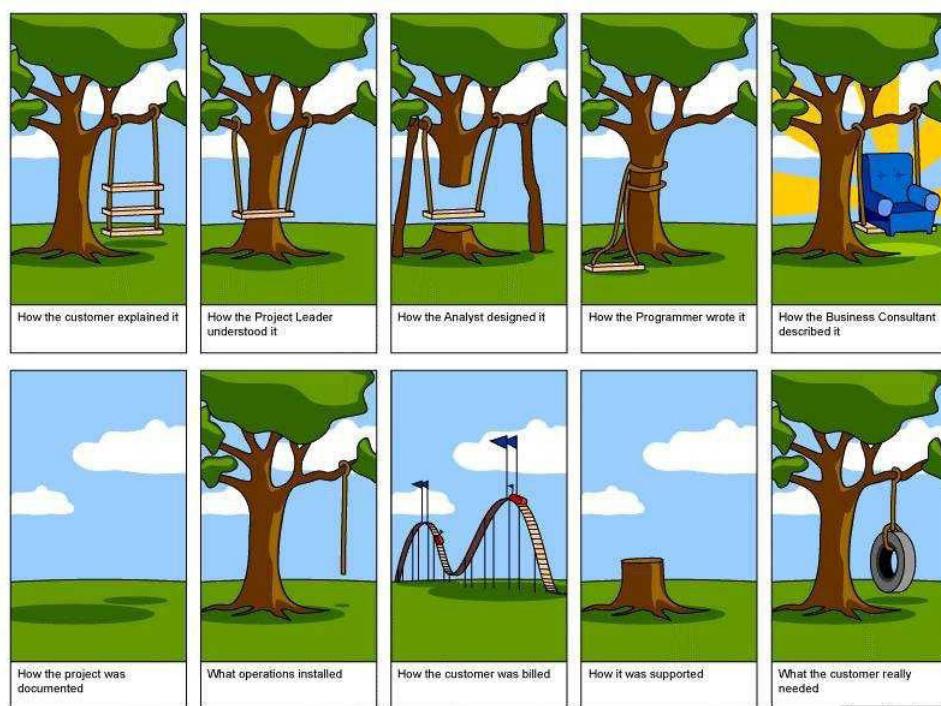


► SCRUM

- ▷ Scrum Overview 
- ▷ Scrum Roles 
- ▷ Epic, User Story and Task
- ▷ Scrum Artifacts
- ▷ Scrum Ceremonies

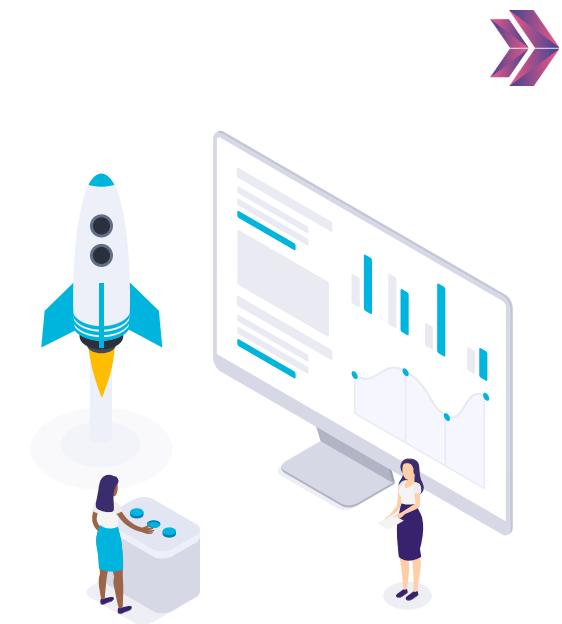
► KANBAN

- ▷ Kanban Overview
- ▷ Kanban Board
- ▷ Principles of Kanban
- ▷ Practices of Kanban
- ▷ Kanban vs Scrum



SCRUM

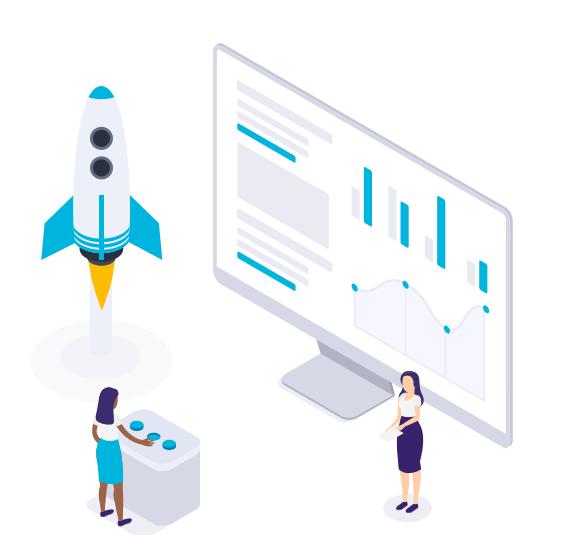
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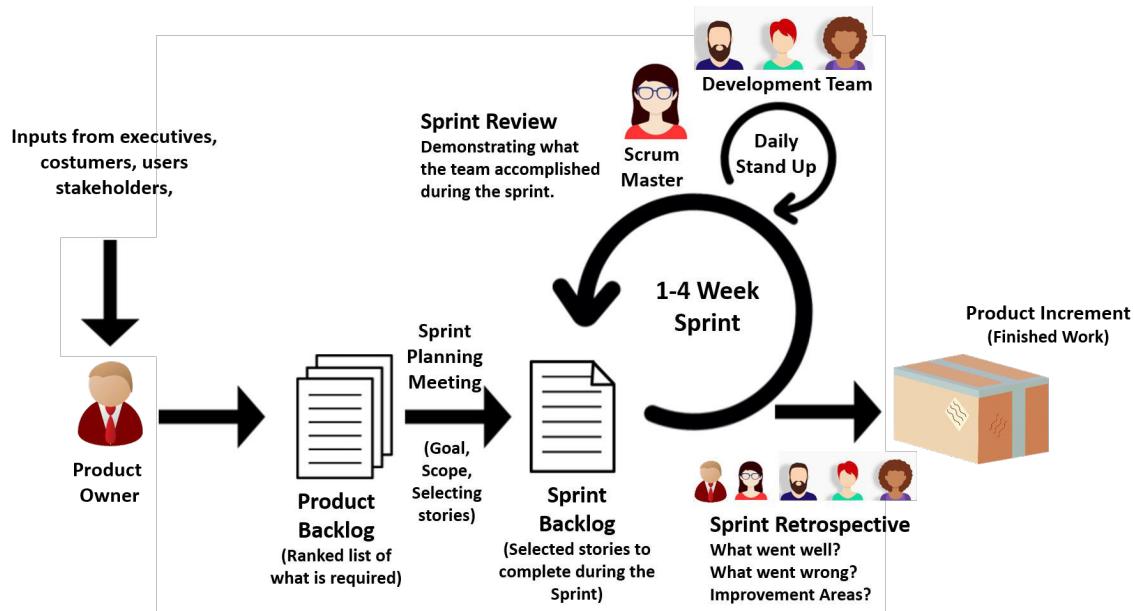
1

Scrum Overview

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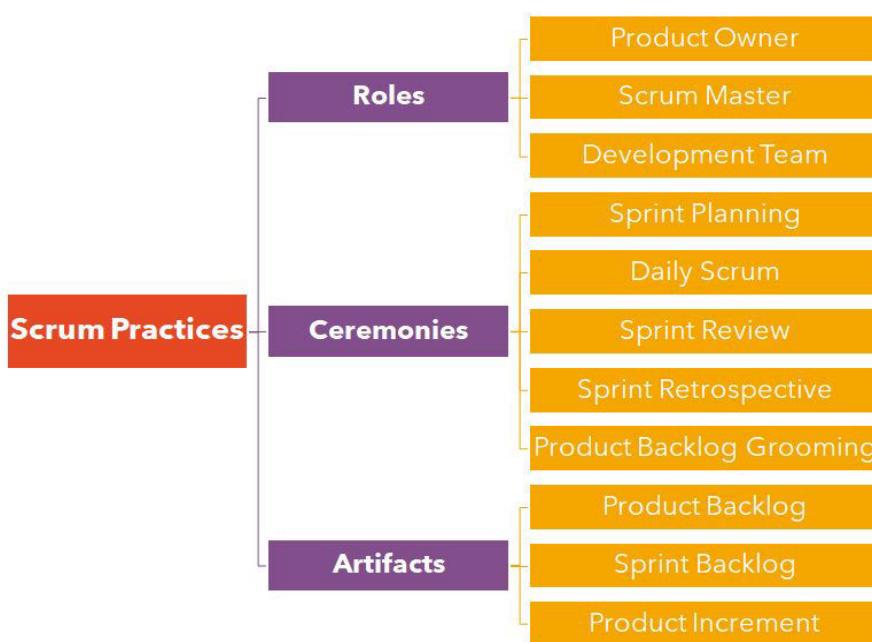


Scrum Framework

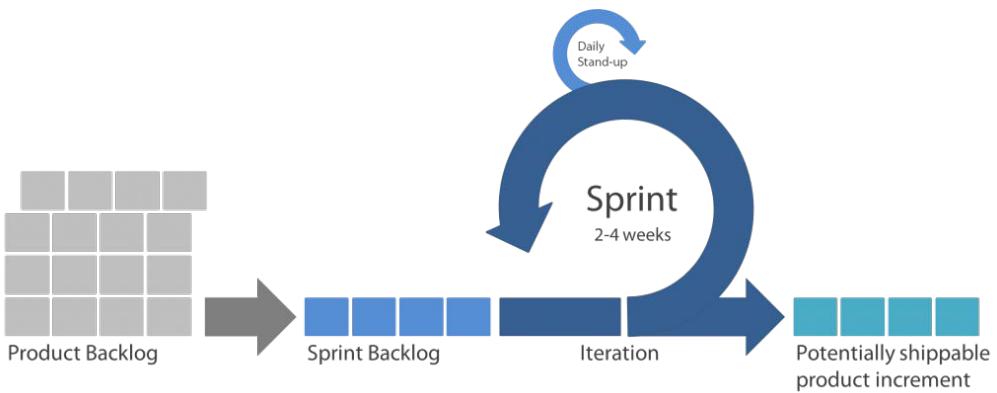


7

Scrum Practices



8



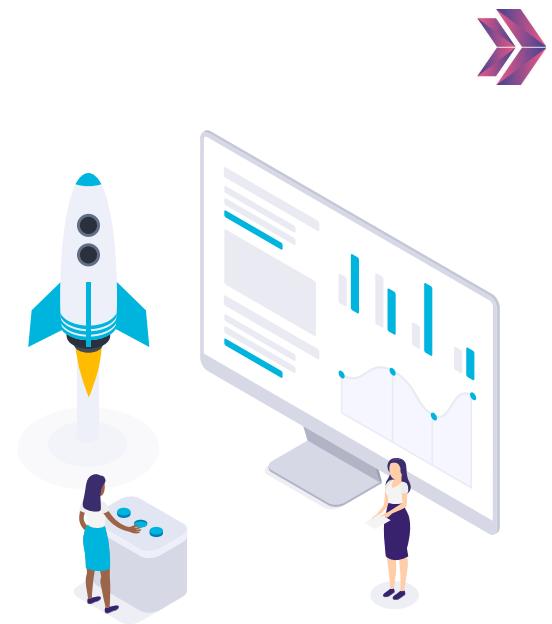
Scrum projects are divided into:



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2 Scrum Roles



Scrum Roles

Product Owner



Responsible for the project's success by defining the project vision, requirements, and priorities

Scrum Master



Accountable to the team to remove impediments that will prevent them from achieving the goals of the Product Owner

Development Team



Team comprises 3-9 people, with a mix of roles, and self-organizes to determine how to best meet the goals of the Product Owner

11



What is the role of the Scrum Master?

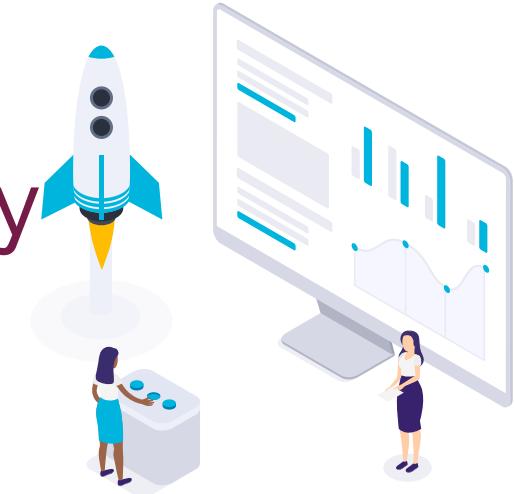


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3

Epic, User Story and Task



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Epic, User Story and Task

Defines the business needs.

Epic

Defines the customer needs.

User Story

User Story

Defines the solution.

Task

Task

Task

Task

Epic



- Big chunk of work.
- Few lines of description.
- More than one sprint to complete.

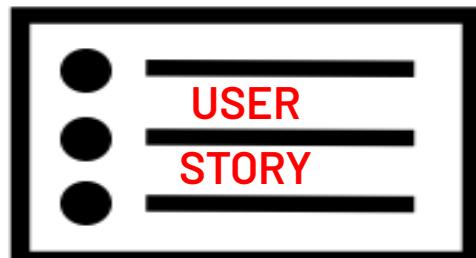
Examples of Epics:

- As a bank, we want a facial recognition system in our branches.
- As the marketing department, we want a mobile application and a website to reach more customers.

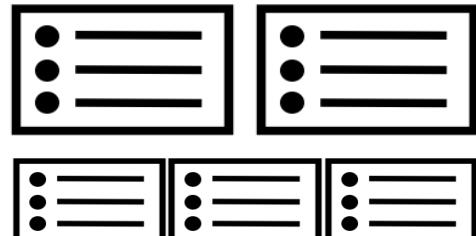
15

User Story

Customers

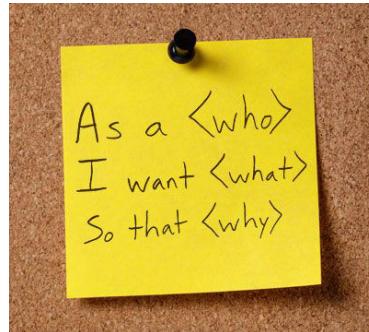
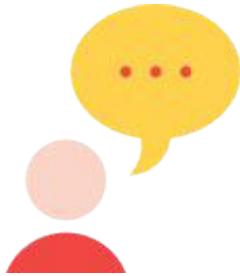


Users



16

User Story



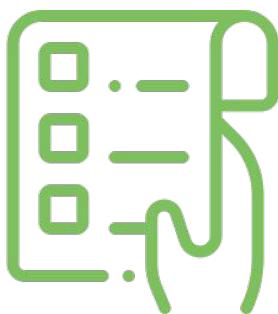
- User Needs.
- Few lines of description.
- Deliver during a sprint.

Examples of User Stories:

- As a registered user, I want to add items to the cart so that I can purchase multiple items at once.
- As a student, I want to apply for the exam online so that I can save time.

17

Task



- Represents a technical activity
- Description of individual work item
- Created by anyone

Examples of Tasks:

- Redesign a single web page
- Create a new logo
- Perform usability testing

18

Epic, User Story and Task

Epic

Story

Tasks

New Year Party

Shopping for the party

Decorating the house

Cooking for the Guests

Raw materials for cooking

Gifts for the guests

Painting the exterior area

Put up a gift tree

Set-up the kitchen clean

Cut the green vegetables

19



Which project management tool are you familiar with?

 ClickUp

 JIRA

 Trello

 monday.com



Students choose an option

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▶ Estimation



T-Shirt Sizing



Story Points

1, 2, 3, 5, 8, 13, 21

21

▶ Estimation



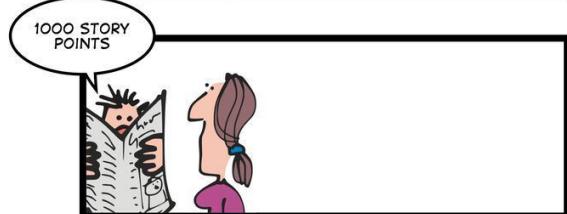
Story Points Estimation Cheat Sheet

How much is known about the task	Everything	Almost everything	Something	Almost nothing	Nothing	Nothing
Dependencies	None	Almost none	Some	Few	More than few	Unknown
How much work effort	Less than 2 hours	Half a day	Up to two days	Few days	Around a week	More than one week
Story Points	1	2	3	5	8 Should be split into smaller items	13 Must be split into smaller items

22



Which one is NOT
relative estimation of
story?



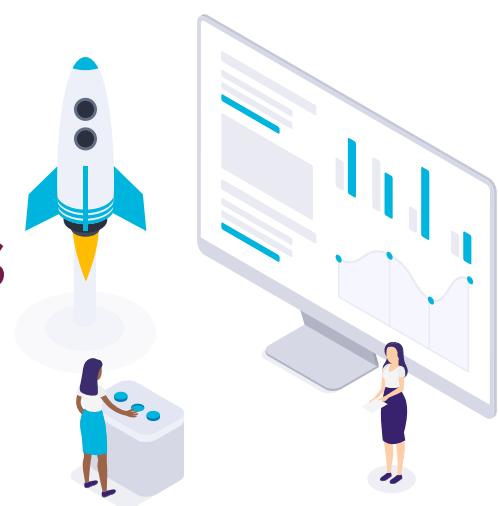
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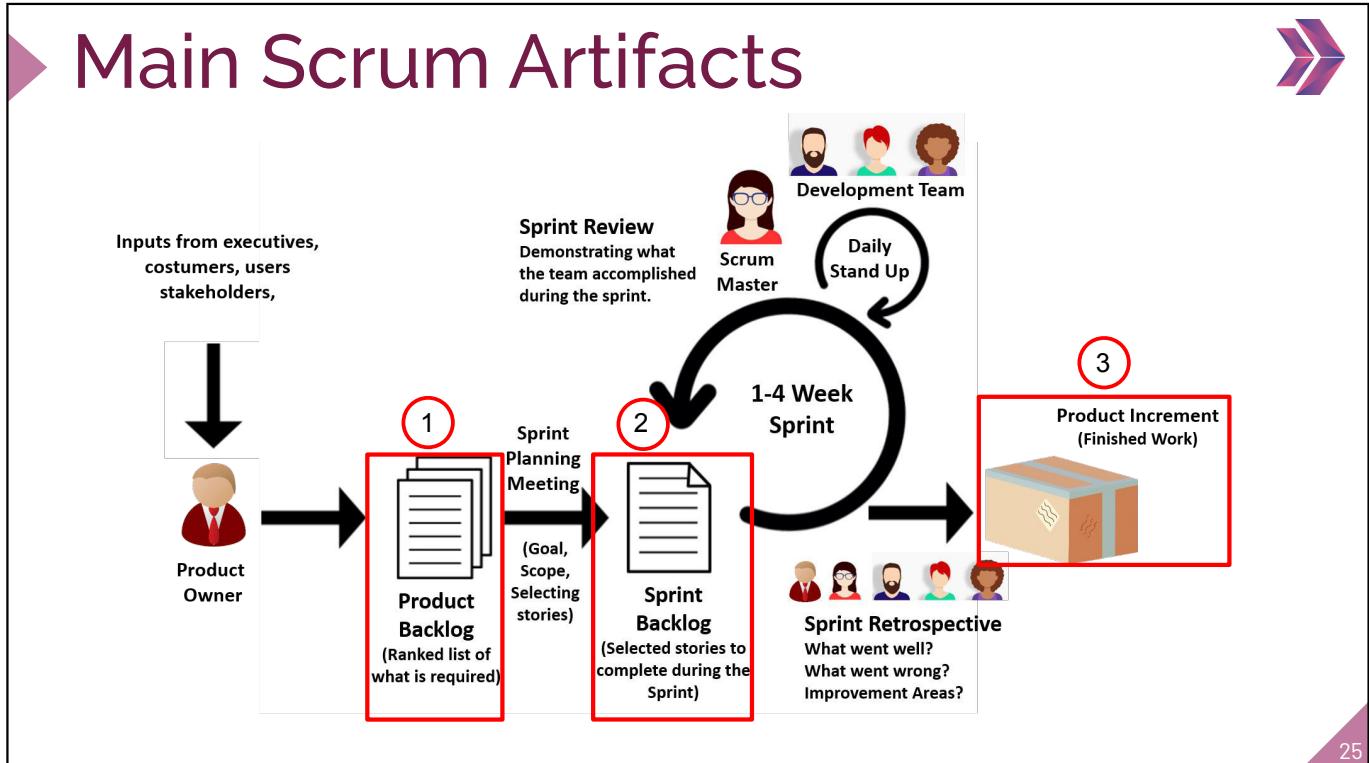


4

Scrum Artifacts



Main Scrum Artifacts



25

Product Backlog

User story	Story point(s)	Priority
As a user, I am able to search for documents so I can find them more easily	2	1
As a site visitor, I can compare different types of accounts to see which account type suites me best	1	2
As a user, I can submit questions through the website so I know how to better use the product	1	3
As a site visitor, I am shown what I can do in the product so I know whether or not this product will fill my needs	2	4
As a user, I want to be able to retrieve documents that were deleted so I can reclaim documents that were deleted on accident	3	5
As a site visitor and user, I can sign up for newsletters to remain up to date on the product	2	6
As a user, I am notified when a new feature is released so I know what is possible	1	7
As a user, I can change my user name if desired	3	8
As an admin, I need the ability to update which team a user belongs to so I can make sure all teams are up to date	3	9
As a user, I can enable spell check so I can be confident my final document has no spelling errors	4	10

- Ordered list of everything

- List of prioritized items

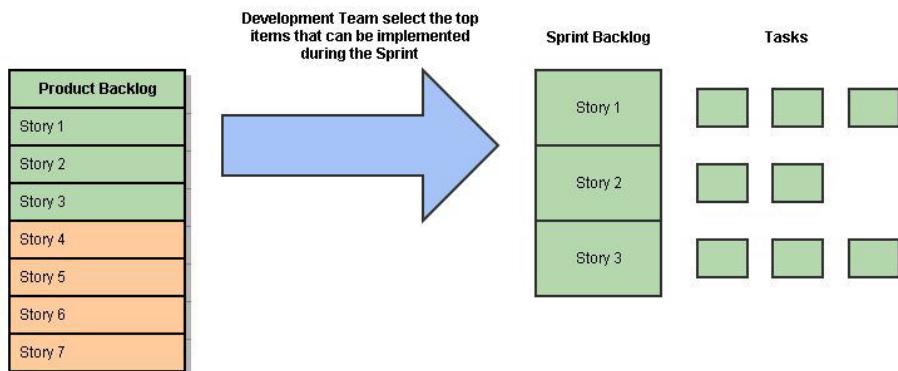
- Product Owner is responsible

- Dynamic

- Should be refined regularly

26

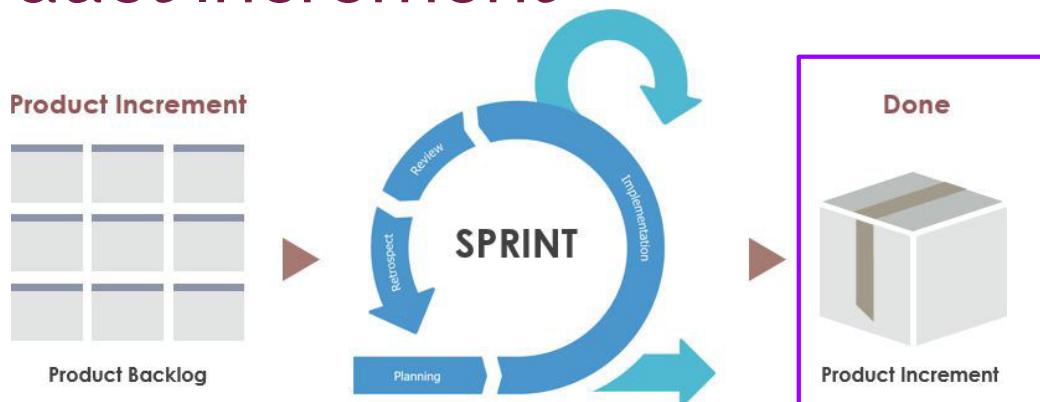
Sprint Backlog



- The set of Product Backlog items selected for the Sprint
- A plan for delivering the product Increment and realizing Sprint Goal
- Highly visible, real-time picture of the work

27

Product Increment



- The sum of all the Product Backlog items completed during a Sprint and the value of the increments of all previous Sprints.
- At the end of a Sprint, the new Increment must be “Done”.
- The increment must be in useable condition regardless of whether the Product Owner decides to release it.

28

A blue speech bubble containing a question mark is positioned above a silhouette of four people. One person is pointing at a whiteboard that has four colored sticky notes (green, purple, brown, and grey) on it. Another person is standing to the right, looking towards the board.

Who prioritizes the product backlog items?

 Students choose an option

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5

Scrum Ceremonies

A large purple arrow points from the number 5 up towards the text "Scrum Ceremonies". To the right of the text is an illustration of a white rocket launching from a base, with a woman in a blue dress standing nearby. Next to the rocket is a large computer monitor displaying various charts and graphs.



Scrum Meetings

Sprint Planning

Determine what work will be completed in the upcoming sprint based on the backlog.

Daily Standup

A 15-minute meeting for team to share what they did yesterday, what they'll do today, and blockers.

Sprint Review

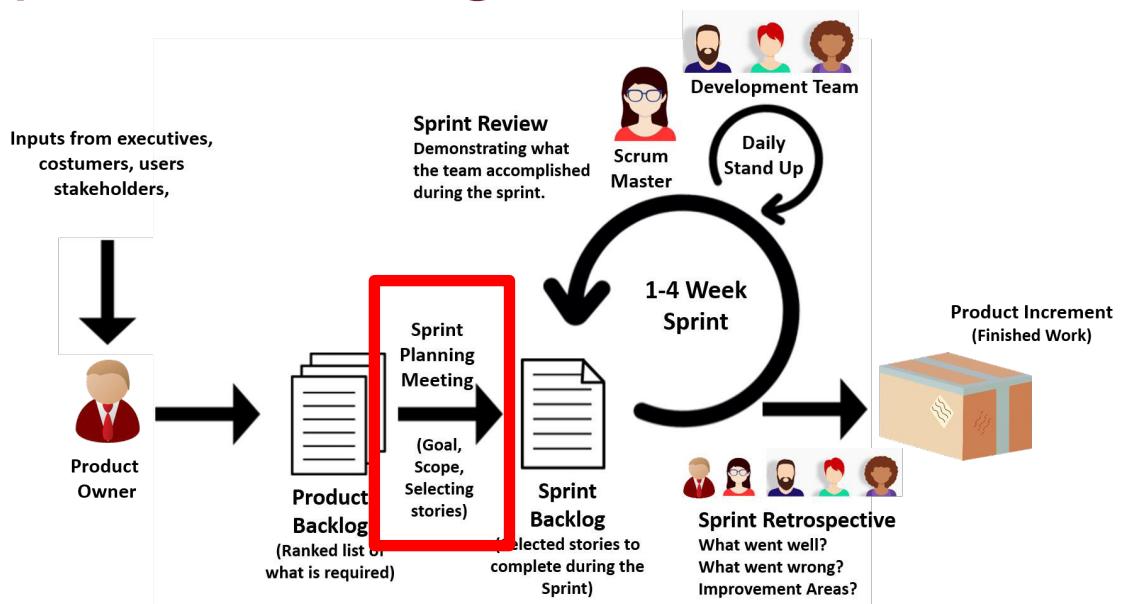
Share work completed in the sprint and get feedback from stakeholders.

Retrospective

Reflect on what did/did not go well in the previous sprint and identify improvements.

31

Sprint Planning



32

Sprint Planning

Determine what work will be completed in the upcoming sprint based on the backlog.

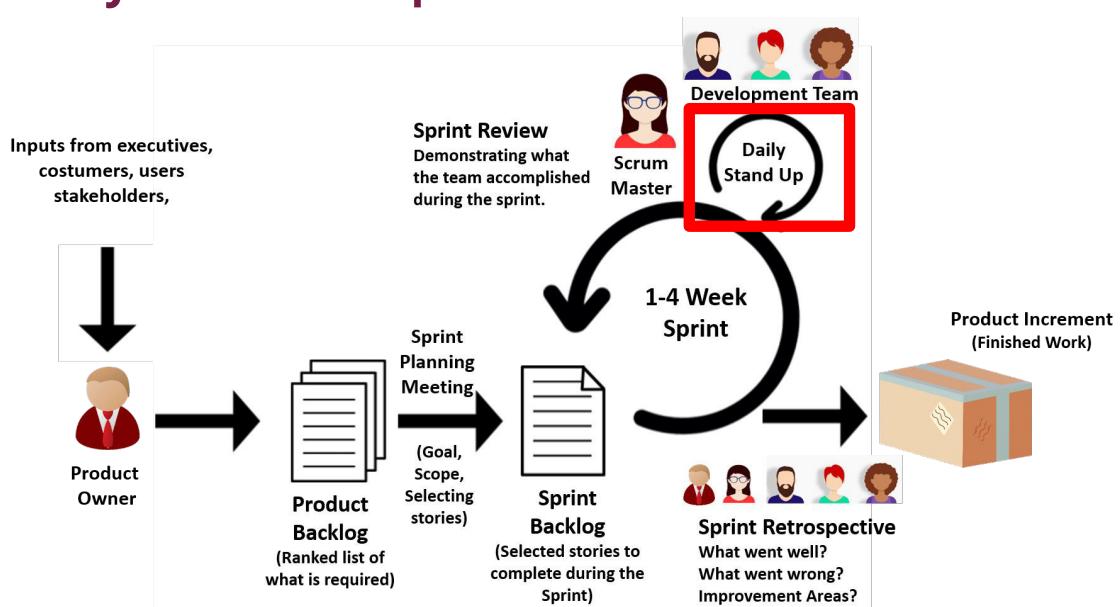
- Ensure all user stories in the backlog are ready for development.
- Assign points to user stories to indicate the level of effort.
- Agree on what work will be done and by whom.

The screenshot shows a Jira interface for 'Sprint 2'. At the top, there's a button labeled 'Start Sprint' and a link to 'Sprint Issues'. Below it, a message says 'Plan a sprint by dragging the sprint footer down below some issues, or by dragging issues here.' A progress bar indicates '0 issues' and 'Estimate 0'. The main area is titled 'Backlog' with '36 issues'. It lists several user stories, each with a priority (1, 2, 3), a title, a description, and a team assigned (e.g., 'Large Team Support', 'Space Travel Partners').

Priority	Title	Description	Team
1	TIS-46	Update LocalTransportController to handle...	Large Team Support
1	TIS-42	Extend booking experience in UI to includ...	Large Team Support
1	TIS-43	Extend booking experience in UI to includ...	Large Team Support
1	TIS-40	Update FlightController to handle multiple...	Large Team Support
1	TIS-44	Reward Customers an extra 5-10% when...	Large Team Support
1	TIS-39	Update UI controls on travel booking pag...	Large Team Support
1	TIS-25	Engage Jupiter Express for outer solar...	Space Travel Partners
1	TIS-27	Add Phobos and Deimos Tours as a Pte...	Space Travel Partners
1	TIS-21	Create Email Campaign for Saturn Sum...	Space Travel Partners

33

Daily Standup



34

Daily Standup

A 15-minute meeting for team to share what they did yesterday, what they'll do today, and blockers.

- 15 minutes max: Additional conversations can happen after standup.

- Happen on a daily basis during a sprint.

- Everyone answers three questions.

1. What did I do yesterday?
2. What will I do today?
3. What blockers do I have?



35

Daily Standup

A 15-minute meeting for team to share what they did yesterday, what they'll do today, and blockers.

- 15 minutes max: Additional conversations can happen after standup.

- Happen on a daily basis during a sprint.

- Everyone answers three questions.

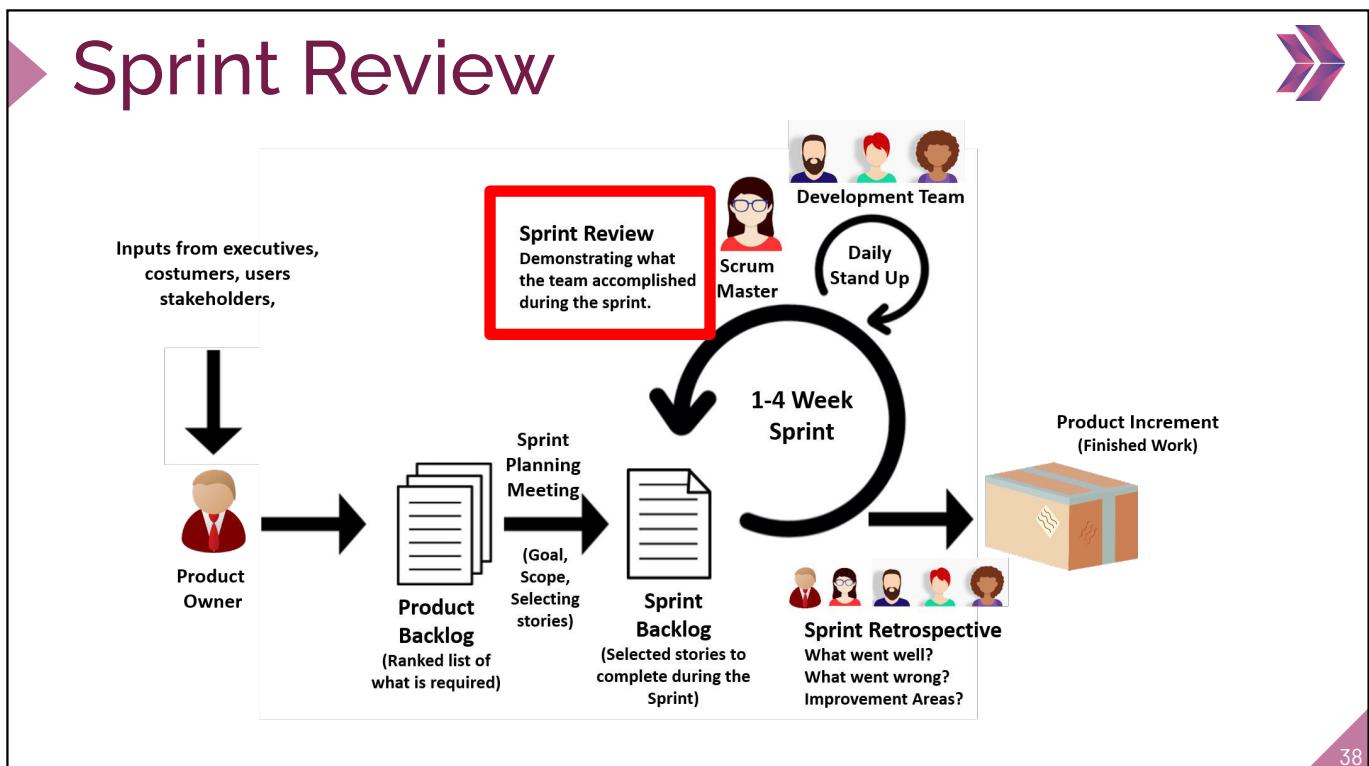
1. What did I do yesterday?
2. What will I do today?
3. What blockers do I have?



36

Who should necessarily attend the Daily Standup meeting?

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Sprint Review

Share work completed in the sprint and get feedback from stakeholders.

- Team members share the work that they completed in the sprint.
- Stakeholders share feedback that's incorporated into future sprints.
- Celebrate progress and achievements.



39

Sprint Review

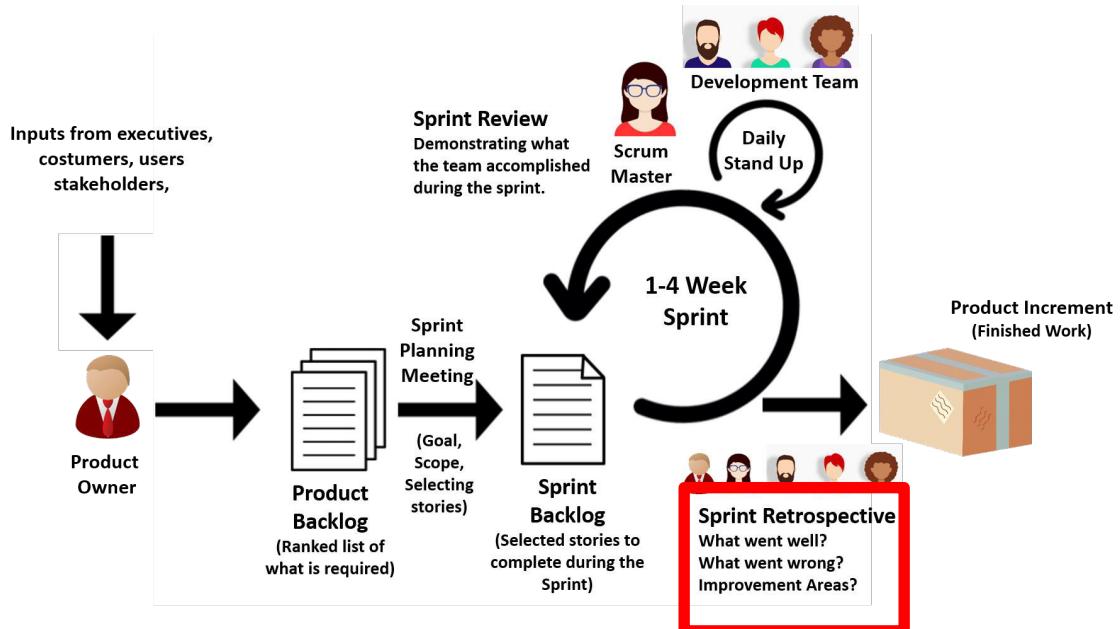
Share work completed in the sprint and get feedback from stakeholders.

- Team members share the work that they completed in the sprint.
- Stakeholders share feedback that's incorporated into future sprints.
- Celebrate progress and achievements.



40

Sprint Retrospective



41

Sprint Retrospective

Reflect on what did/did not go well in the previous sprint and identify improvements.

- Opportunity for the Scrum Team to inspect itself.
- Learnings are incorporated into future sprints.
- Make it more effective and enjoyable for the next Sprint.

1. What went well?
2. What didn't go well?
3. What can we do differently?



42

Sprint Retrospective

Reflect on what did/did not go well in the previous sprint and identify improvements.

- Opportunity for the Scrum Team to inspect itself.
- Learnings are incorporated into future sprints.
- Make it more effective and enjoyable for the next Sprint.

1. What went well?
2. What didn't go well?
3. What can we do differently?



43



What happens when all the Sprint Items cannot be completed?

Sprint Backlog

TO DO	DOING	DONE
■ Red	■ Green	■ Yellow
■ Purple	■ Red	■ Teal
■ Green	■ Teal	

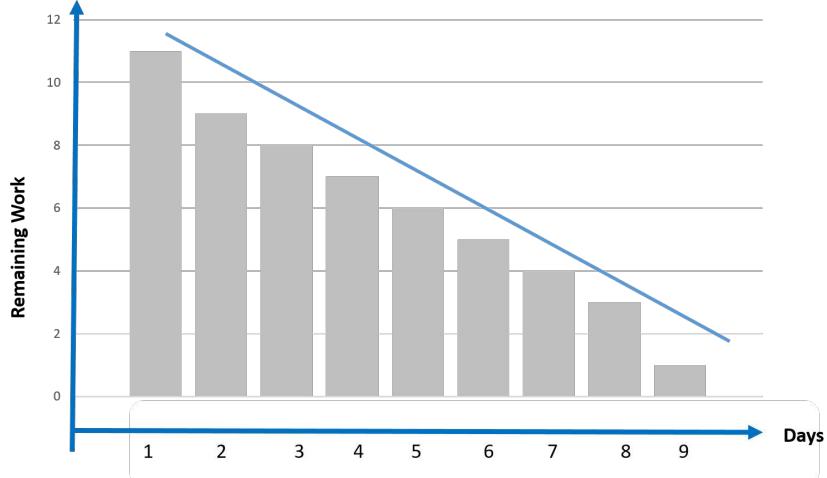


Students choose an option

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Burndown Chart

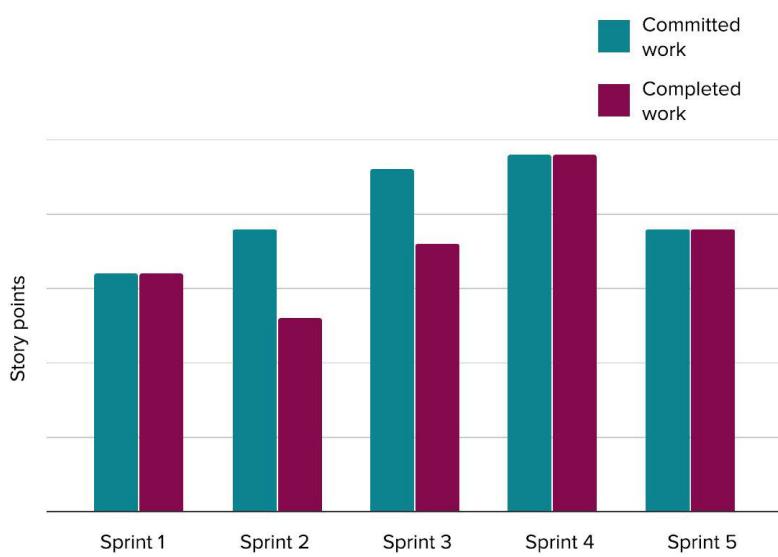
- Graphical demonstration of remaining work versus time.



45

Velocity Chart

- How much work is completed in each sprint.



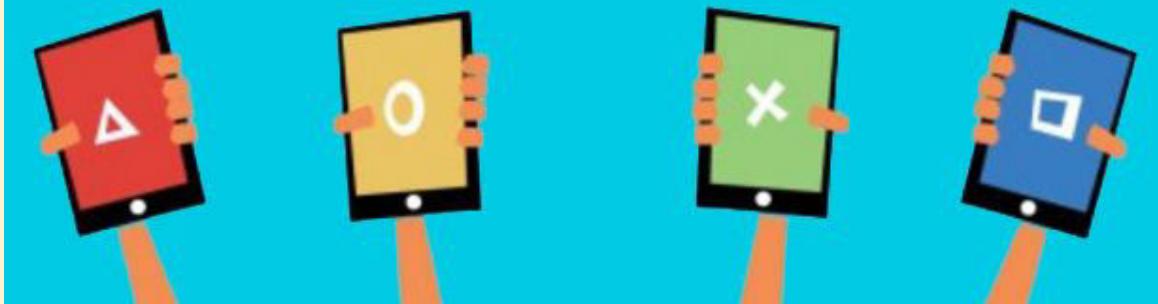
46

A Brief Overview



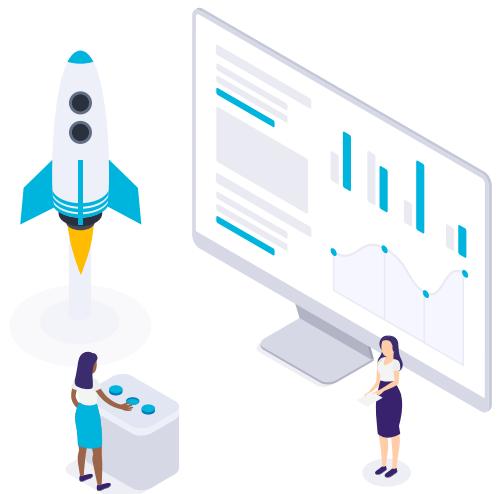
47

Kahoot!





KANBAN

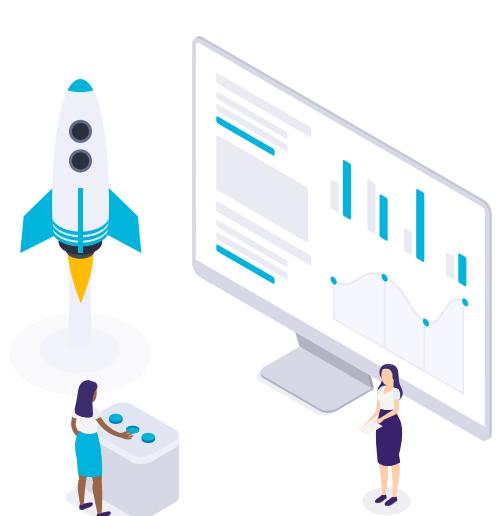


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► KANBAN

- ▷ Kanban Overview
- ▷ Kanban Board
- ▷ Principles of Kanban
- ▷ Practices of Kanban
- ▷ Kanban vs Scrum

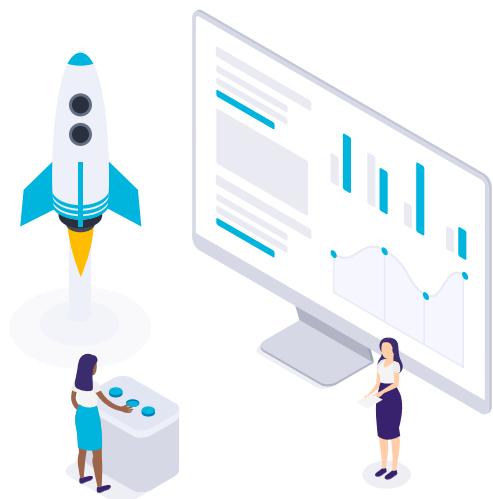


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1

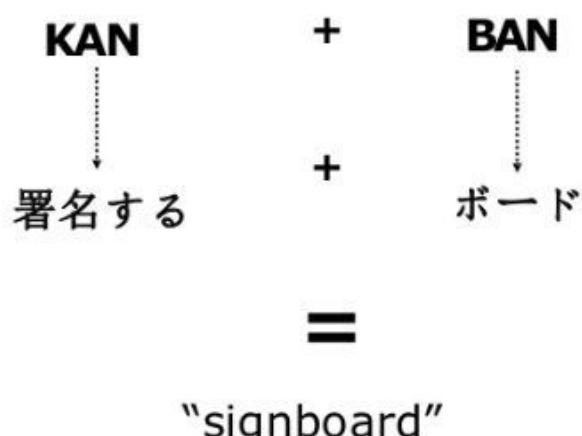
Kanban Overview



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What is Kanban?

Kanban is a fusion word with Japanese roots. The word “kan” means visual, and the meaning of the word “ban” is card.



The word kanban is Japanese and roughly translated means “card you can see.”

Students choose an option

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What is Kanban?

THE AGILE COACH
WHAT IS KANBAN?

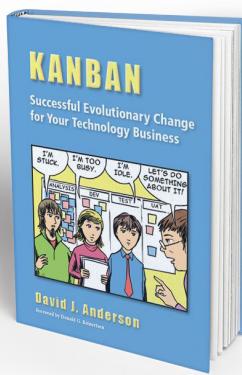
A Brief History on Kanban



- ▶ Dates back to the 1940s
- ▶ Toyota updated its production method based on the model that supermarkets use to manage stocks on shelves
- ▶ To monitor capacity levels in real-time, the company started using a card called "kanban" between different production teams

55

Kanban in Software Development

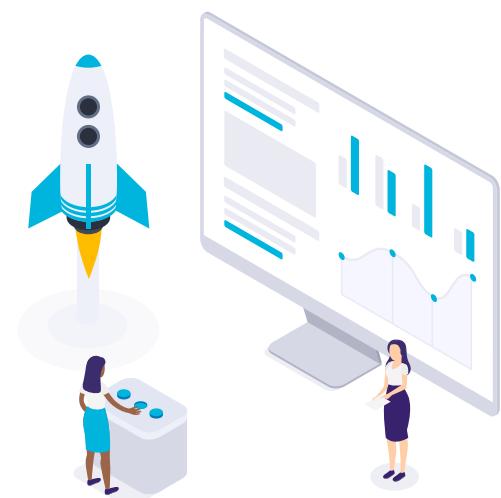


- ▶ In 2004, David J. Anderson introduced the idea of using the kanban concept for software development
- ▶ In 2010 he wrote a book named "Kanban: Successfully Evolutionary Change for your Technology Business "
- ▶ Kanban's use in software development begins after these attempts by David J. Anderson.

56



2 Kanban Board



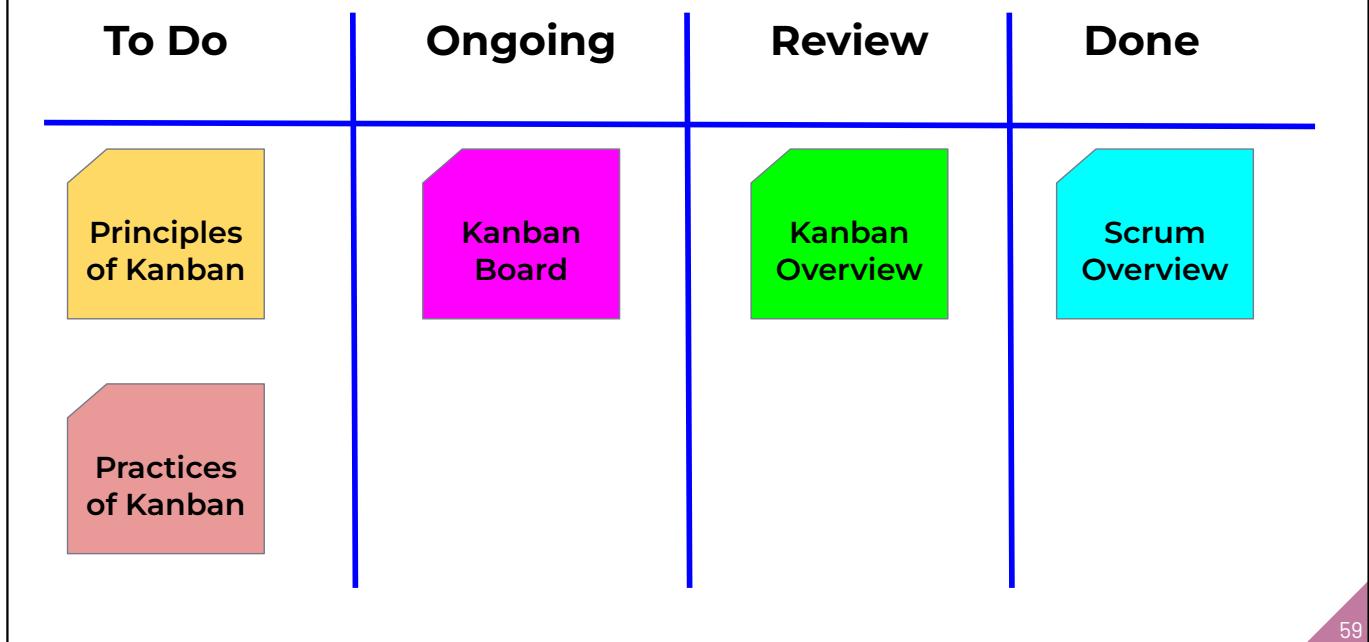
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Kanban Board



To Do	Ongoing	Review	Done

Kanban Board



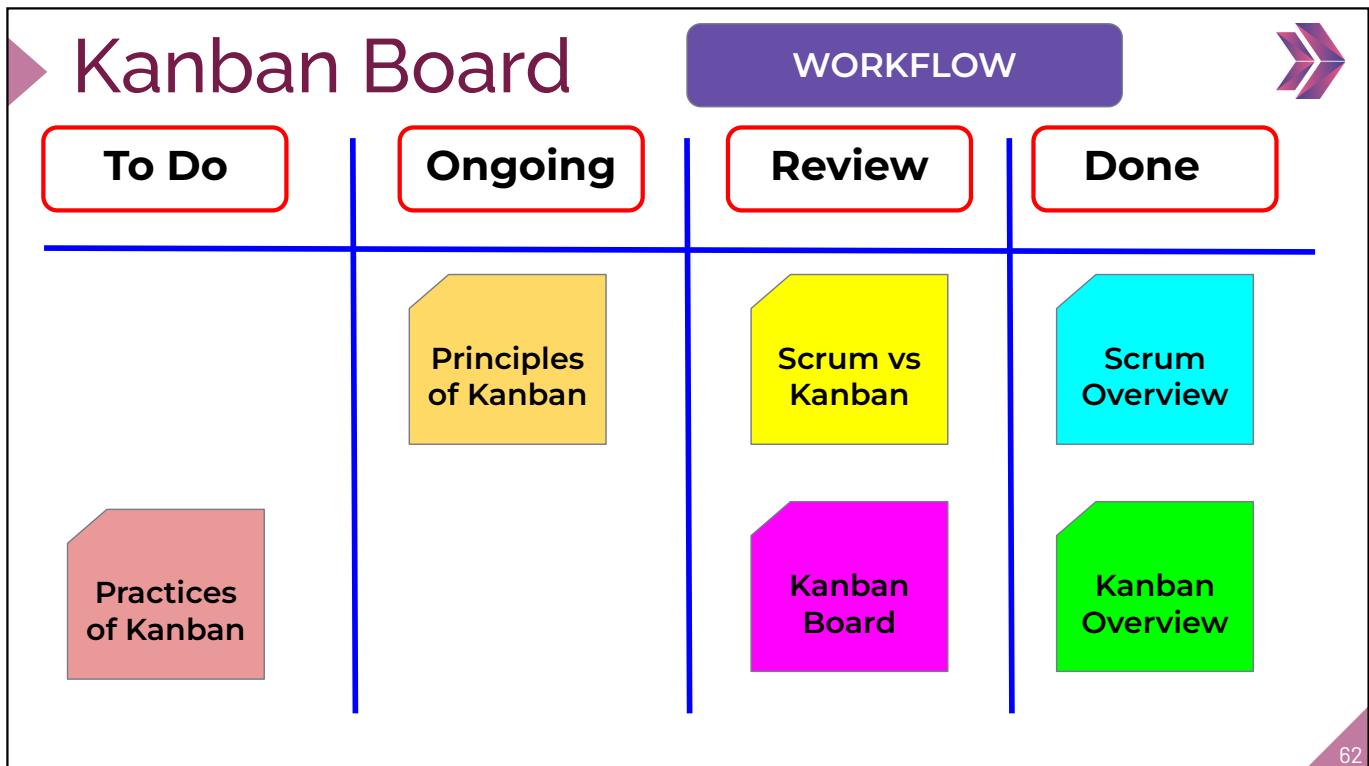
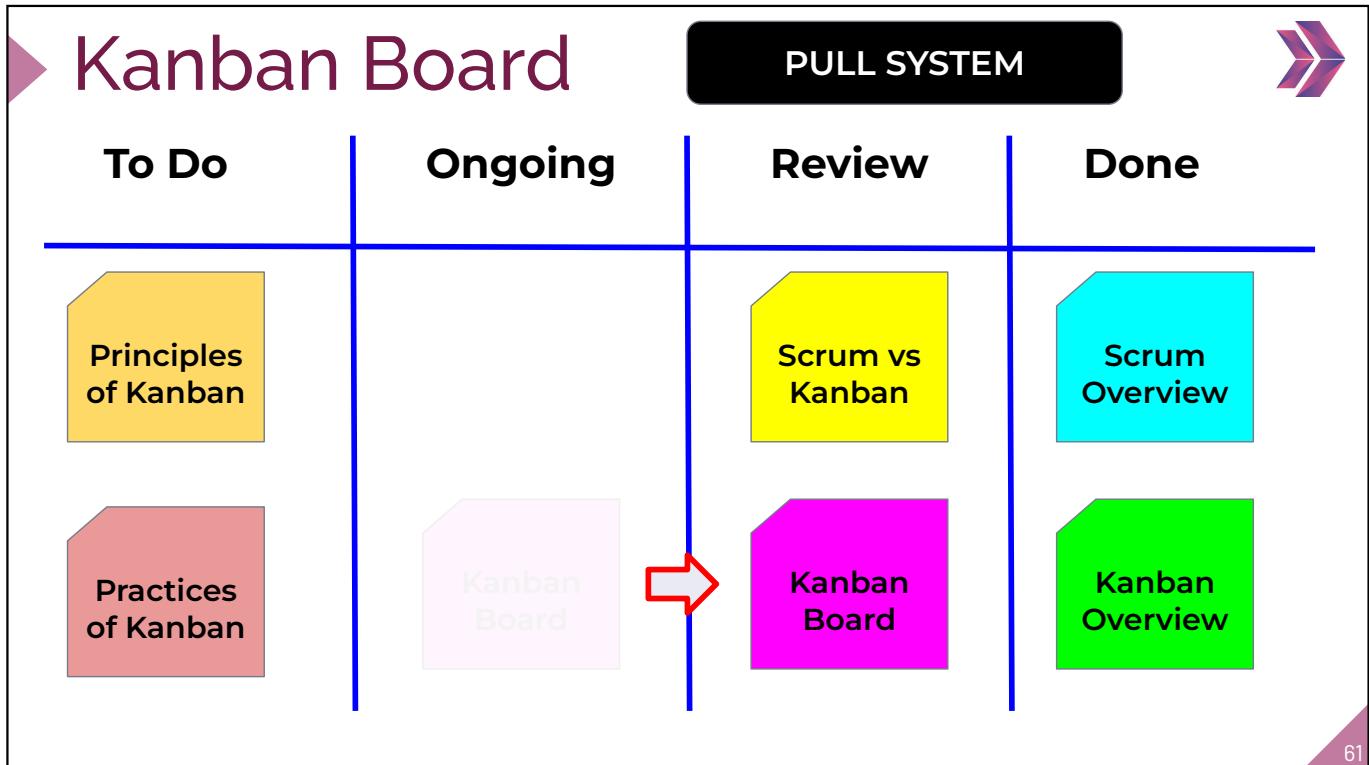
59

In kanban, each stage of a project is demonstrated with a **what?**



Students choose an option

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Kanban Board

CARDS

Planned (37)	In Progress (32)	On Hold (3)	Complete (27)	Cancelled (1)
306	108	18	0	0
PAN:5791 A: Build Framework M: Build P: NGP-Website Build 27/11/2017 27/11/2017 6.00 0.00 0.00% PAN:5819 A: Build Framework M: Build P: NTHMB- Website B... 27/11/2017 27/11/2017 6.00 0.00 0.00% PAN:5792 A: Build Page content M: Build P: NGP-Website Build 27/11/2017 29/11/2017 6.00 0.00 0.00% PAN:5981 A: Design UI M: Design P: Time Point: Website... 28/11/2017 29/11/2017 R:n n PAN:5641 A: (1) Design Wireframes M: Design P: CI Event: Website Bu... 23/10/2017 23/10/2017 6.00 0.00 0.00% PAN:6068 A: Build Framework M: Build P: Site Seeker: Websit... 4/12/2017 6/12/2017 6.00 0.00 0.00% PAN:6218 A: Design UI M: Design P: CI Event: Website B... 18/12/2017 18/12/2017 6.00 0.00 0.00% PAN:5642 A: (2) Design Wireframes M: Design P: Nitor: Website Build 23/10/2017 23/10/2017 6.00 0.00 0.00% PAN:5951 A: Build Page Content M: Build P: Law In Order: Webs... 5/12/2017 5/12/2017 6.00 0.00 0.00% PAN:6100 A: Design UI M: Build P: Simplr: Website Bu... 7/12/2017 8/12/2017 6.00 0.00 0.00% PAN:4437 A: Deliver Training M: Backlog P: Agile Project Templ... 18/05/2017 18/05/2017 4.00 0.00 100.00% PAN:5983 A: Build Page Content M: Design P: Time Point: Website... 5/12/2017 5/12/2017 6.00 0.00 0.00% PAN:4432 A: Design Wireframes M: Sprint 1 P: Agile Project Templ... 18/05/2017 18/05/2017 8.00 0.00 100.00% PAN:4433 A: Design UI M: Sprint 1 P: Agile Project Templ... 18/05/2017 18/05/2017 6.00 0.00 100.00% PAN:4432 3/3 A: Design Wireframes M: Sprint 1 P: Agile Project Templ... 18/05/2017 18/05/2017 8.00 0.00 100.00% Roles Agata Norris Amy Lee Andrea Flott Blake Johnston Carey Bonn Chris Woolcott Colin Johnson				

SMS Inbox

63

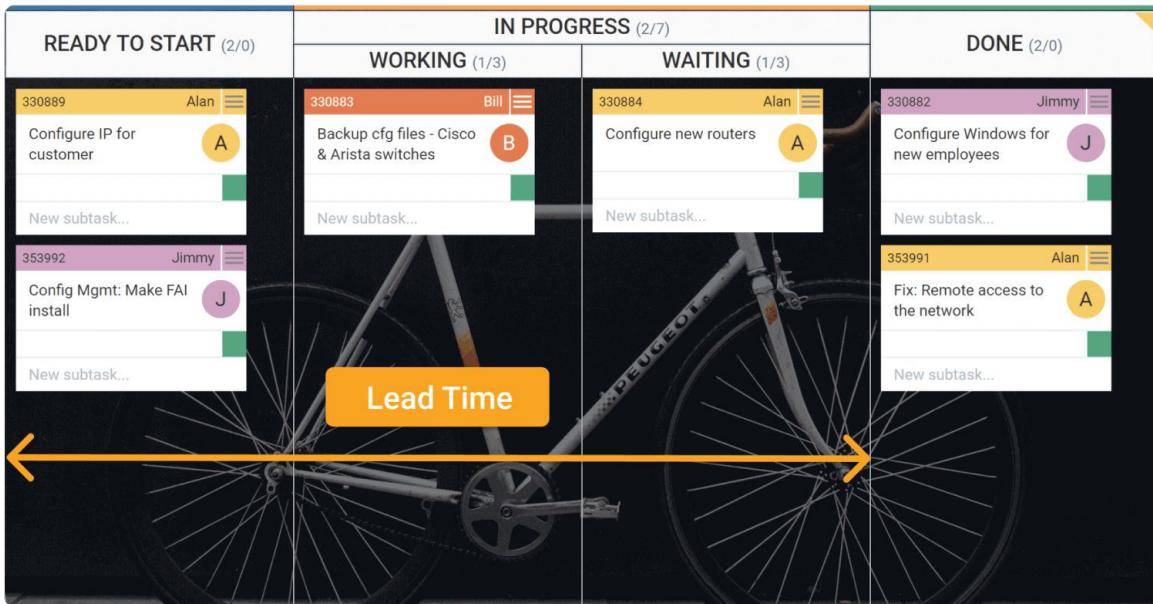
Kanban Board

WIP

Principles of Kanban	Scrum vs Kanban	Scrum Overview
Practices of Kanban	Kanban Board	Kanban Overview

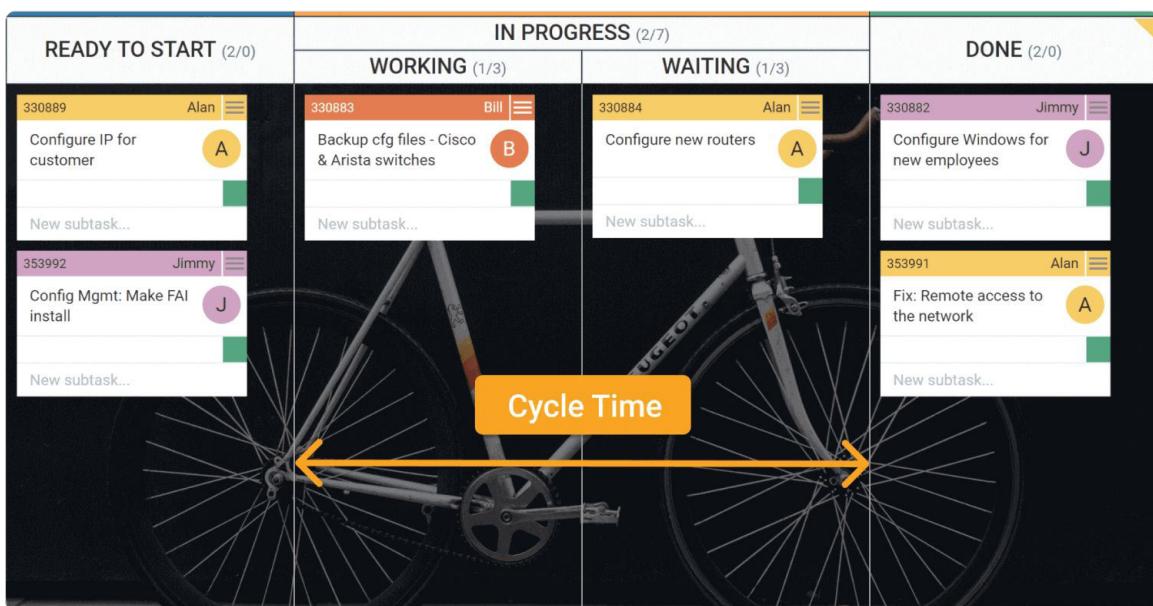
64

Lead Time



65

Cycle Time



66

A blue speech bubble containing a question mark is positioned above three silhouettes of people. One person is pointing at a whiteboard with four colored sticky notes (green, purple, brown, grey). Another person is standing to the right, looking towards the board. A third person is partially visible behind the first two.

It is the period between creating a task in your workflow and its final departure from the kanban board.

Students choose an option

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Do not remove this bar

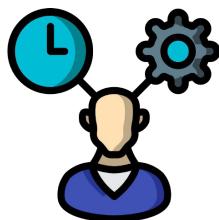
A large purple arrow points from the previous slide to this one. The number '3' is inside the arrow.

Principles of Kanban

An illustration shows a white rocket launching from a platform, with a trail of smoke. To the right is a large computer monitor displaying various charts and graphs. Two small figures, a man and a woman, are standing near the base of the rocket.

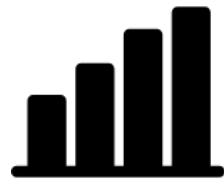
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► Principles of Kanban



Start with what you are doing now

Agree to pursue incremental



Initially respect current roles

Encourage leadership at all levels



69

► Start With What You Are Doing Now



- First Principle



- Do not make instant changes to the existing setup or process
- Kanban must be directly applied to the existing workflow
- Necessary changes should be made slowly and gradually

70

► Agree to Pursue Incremental



- **Second Principle**



- Make minor incremental changes rather than major changes
- Major changes lead to resistance within the team

71

► Initially Respect Current Roles



- **Third Principle**



- You do not need to modify your existing roles and functions that perform well
- The team will coordinate and implement the necessary changes to the roles and titles

72

► Encourage Leadership At All Levels



• Fourth Principle

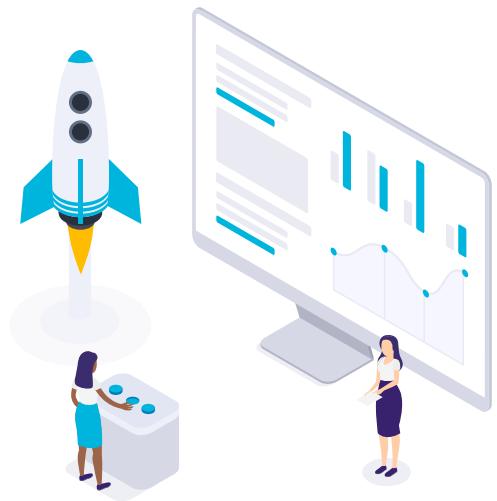


- Constant improvement at all levels of the organization is encouraged
- It is desirable that all team members produce ideas and show leadership

73

4

Practices of Kanban



► Practices of Kanban



Visualizing
the Workflow

Limit Work
in Progress
(WIP)

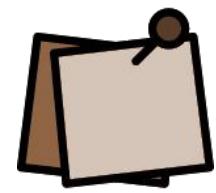
Managing Flow



Making Process
Policies Explicit

Implementing
Feedback Loops

Evolving
Experimentally



75



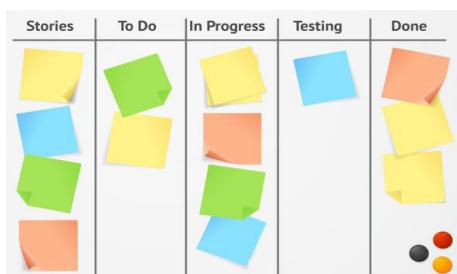
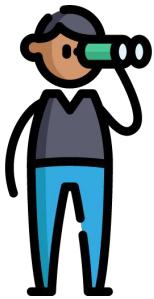
Kanban has 4 principles and
6 core practices.



Students choose an option

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▶ Visualizing the Workflow

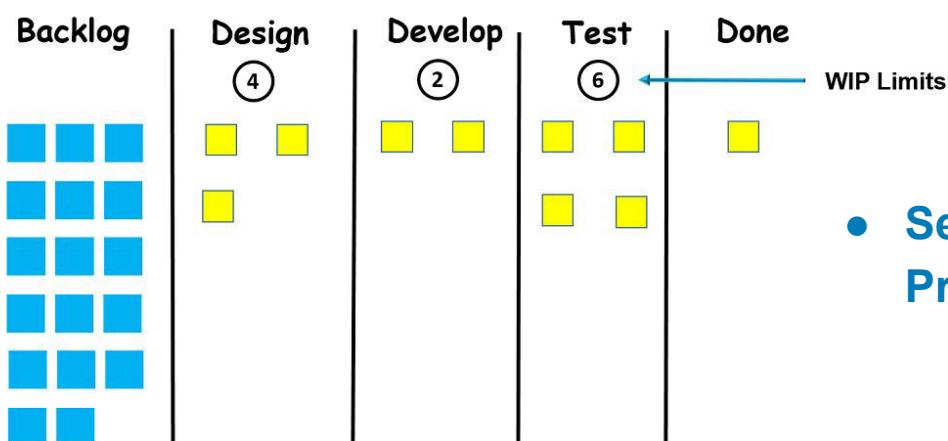


- First Practice

- Visualization is the first step to start with Kanban
- When you visualize the process, it can be seen what you and your team are currently doing

77

▶ Limit Work in Progress (WIP)



- Second Practice

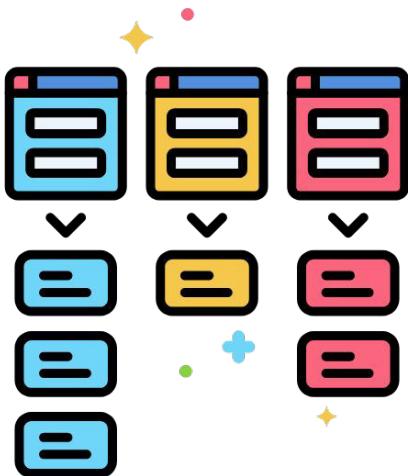
- When you assign a limit to each column, your team doesn't work more than they can handle

78

► Managing Flow



● Third Practice



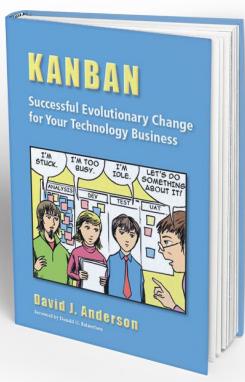
- As you manage the flow and improve it, your team's pace becomes more predictable
- This makes it easy for you to make commitments to your customers

79

► Making Process Policies Explicit



● Fourth Practice



- Being explicit allows the team to follow the process easily and make proposals for the improvements
- Team members who are not clear about the existing process can not improve the system

80

► Implementing Feedback Loops

- **Fifth Practice**

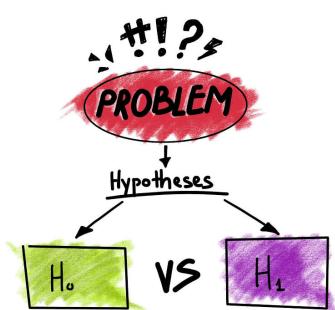


- You should know what your customers and the end-users think.
- Automated continuously running tests are preferred as they shorten feedback loops.

81

► Evolving Experimentally

- **Sixth Practice**



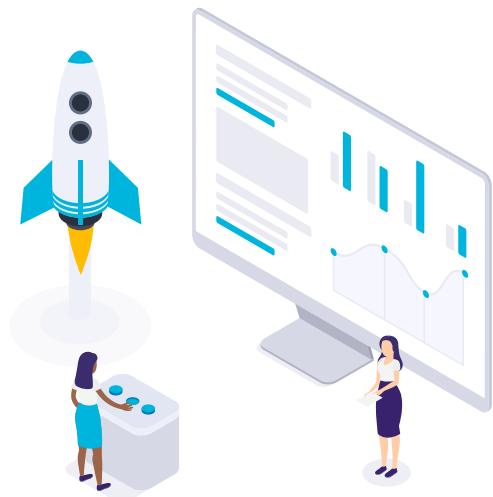
- Kanban encourages you to use scientific methods like you form a hypothesis and test it
- By using hypothesis testing, you can assess whether a change helps you improve or not
- Then you make a decision about whether to try some other solutions or to keep the current status

82



5

Kanban vs. Scrum



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WAY TO REINVENT YOURSELF

Comparing Kanban with Scrum

SCRUM	KANBAN
<ul style="list-style-type: none">Work is done within time-boxed sprints, generally of 2-4 weeks. The goal is to produce a potentially shippable product after each sprint.	<ul style="list-style-type: none">There are no fixed-length sprints. Instead teams pull tasks from a prioritized backlog of things that need to be done.
<ul style="list-style-type: none">Product is released on a particular cadence, which is determined by the sprints' length. So a team may release after 3 sprints, or every 6 weeks.	<ul style="list-style-type: none">Releases occur continuously, or whenever there is a shippable product created.
<ul style="list-style-type: none">There's a heavy focus on cross-functionality. Teams have no specified roles; everyone is a "marketeer."	<ul style="list-style-type: none">Team members can specialize and pull tasks related to their area of expertise, but too much specialization will reduce a team's effectiveness.
<ul style="list-style-type: none">Sprint kickoffs, daily standups, sprint reviews, and sprint retrospectives are vital rituals within the Scrum process.	<ul style="list-style-type: none">There is an emphasis on continually improving processes, but no standardized regular meetings or rituals.

?

Which statement cannot be said while comparing Kanban with Scrum?

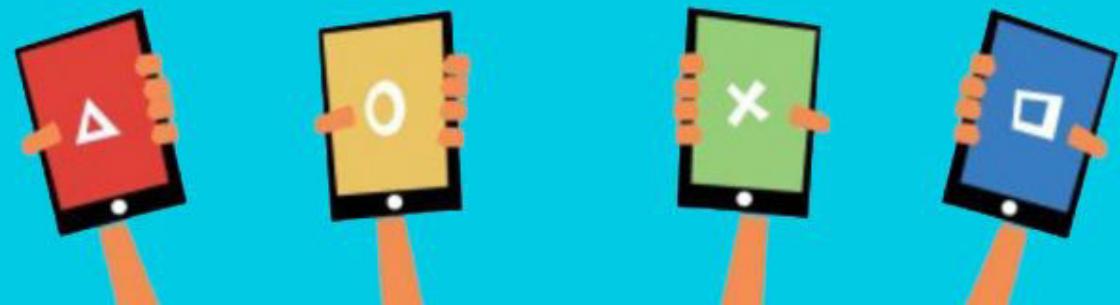
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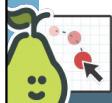
Scrumban

86

Kahoot!



How well did you like this lesson?



Students, drag the icon!



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THANKS!

Any questions?

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