**Agile Scrum**

Agile Scrum is a framework for team collaboration. Scrum encourages teams to learn via experiences, self-organize while working on a problem, and reflect on their victories and losses to continually improve, much like a rugby team (from which it gets its name). While the scrum I'm referring to is most commonly used by software development teams, the principles and lessons it teaches can be applied to any type of teamwork. One of the reasons scrum is so popular is because of this. Scrum is a set of meetings, tools, and roles that work together to help teams structure and manage their work. It is often thought of as an agile project management framework. A Scrum process is distinguished from other agile processes by distinct concepts and activities classified as Roles, Artifacts, and Time Boxes. These and other Scrum terminology are described here. Scrum is most commonly used to manage complex software and product development through iterative and incremental processes. Scrum greatly enhances productivity and decreases time to benefits as compared to traditional "waterfall" approaches. Scrum processes enable organizations to smoothly adjust to rapidly changing requirements while producing a product that meets evolving business goals. The organization benefits from an agile Scrum process by allowing it to. It all starts with knowing the Scrum framework, which is detailed in The Scrum Guide and was initially presented to the world in 1995 as a better approach for teams to collaborate on challenging challenges. The Scrum framework is quite straightforward, consisting of a Scrum Team comprised of a Product Owner, a Scrum Master, and Developers, each with defined accountabilities. The Scrum Team attends five events and creates three artifacts. The Scrum Guide, written and maintained by Scrum co-creators Ken Schwaber and Jeff Sutherland, explains Scrum clearly and concisely. The handbook defines Scrum and describes the Scrum accountabilities, events, artifacts, and the advice that connects it all together. It was inspired by a scrum in the sport of rugby. In rugby, the team gathers in what is known as a scrum to work together to advance the ball forward. Scrum is an empirical method built on observation, experience, and experimentation. Transparency, inspection, and adaptability are the three pillars of Scrum. This lends credence to the idea of working iteratively. Consider Empiricism to be the process of conducting small experiments, learning from the results, and adjusting both what you do and how you do it as required. Trust is a fundamental Scrum Team feature that connects all of the parts. If there is no trust on a Scrum Team, there will most certainly be stress and bottlenecks in getting work done. Scrum Values are particularly important for Scrum Teams to follow since they influence how you operate and foster trust. Courage, Focus, Commitment, Respect, and Openness are all crucial factors for Scrum Team members to consider when working together.

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