

# What Scrum is?

- Scrum.org **Scrum Guide's Scrum** is agile product development **framework**. (*~Product development work organization framework*)
- **Your Scrum** (*Guide + Your practical rules, templates etc. facilitations for implementation it*) is an agile product development **method/methodology**
- **Roles, Events (with actions), Artifacts**, and rules/principles/philosophy that bind them together.

# Should we study Scrum? Why?

There are many organizations using Scrum but also many using other methods. So why to study Scrum?

- Scrum is the most extensive of the Agile ways to do
- Scrum Guide is now well written and **based on lot of empiria** since ~1995 = lessons learned
- Other agile frameworks often seem to be **subsets of Scrum**, or at least are based on the similar thinking
- Scrum, even if the “heaviest Agile”, **provides insight** of many things about product development. So even if you would not apply it, you should study and digest it
- Scrum is not only for SW development. It has been used for e.g. developing new Marketing strategy, new organizational structure or self-driving car concept.

# How to learn Scrum?

I guess there is no silver bullet. All of the following must be done before really mastering Scrum:

- **Read** theory = The **Scrum Guide** + its audio version at least.
- Think from all angles, visualize, check. **Discuss** with others. **Argue** to get all of it out. Reading was just pre-stage for this.
- Memorize based on the meaning: E.g. who should be present in first half of Sprint planning meeting? Well, what happens in that meeting? => then you remember who should be there.
- Read the guide again.
- Apply it in practice. Inspect your application of Scrum and adapt = improve constantly it.