# Agile - Scrum and SAFe Basics

with insights on leveraging GenAl in Agile for Scrum Masters

# By Srini B

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# What is Agile!

- Agile is a set of values, principles, and practices that enable individuals and teams to create and respond to change in uncertain environments.
- In Simple Words Agile is a way of working (or mindset)

## Agile focuses on:

- Breaking work into small pieces (called iterations or sprints)
- Delivering value early and often instead of waiting till the end
- Adapting to change quickly rather than sticking to a rigid plan
- Working closely with customers to build the right thing
- Empowering teams to self-organize and collaborate

# **Agile Manifesto**

We are uncovering better ways of developing software by doing it and helping others do it. Through this work, we have come to value:

## **Agile Values**

Individuals and interactions

**Working software** 

**Customer collaboration** 

Responding to change

over processes and tools

over comprehensive documentation

over contract negotiation

over following a plan

While there is value in the items on the right, we value the items on the left more.

"Learn from yesterday, live for today, hope for tomorrow. The important thing is not to stop questioning." Albert Einstein



# 12 Agile Principles

## **Customer & Value Focus**



1. Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.



2. Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.



 ${\bf 3.}$  Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

## **Team & Collaboration**



4. Business people and developers must work together daily throughout the project.



**5.** Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.



**6.** The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

## **Quality & Progress**

7. Working software is the primary measure of progress.



**8.** Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

9. Continuous attention to technical excellence and good design enhances agility.

## Continuous Improvement



10. Simplicity—the art of maximizing the amount of work not done—is essential.



11. The best architectures, requirements, and designs emerge from selforganizing teams.



12. At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

# Scrum 3-5-3-5-3

### TRANSPARENCY

- · Significant aspects of the process must be visible to those responsible for the outcome.
- . Transparency requires those aspects be defined by a common standard so observers share a commo understanding of what is being seen. (DoD)

Scrum users must frequently inspect Scrum artifacts and progress toward a Sprint Goal to detect undesirable variances.

#### ADAPTATION

If an inspector determines that one or more aspects of a process deviate outside acceptable limits, and that the resulting product will be unacceptable, the process or the material being processed must be adjusted.

### ACCOUNTABILITY

- · The Development Team is accountable for creating releasable Increments.
- . The Product Owner is accountable for
- maximizing the value of the work. The Scrum Master is accountable for
- the understanding and application of Scrum and being sure that the team is

ROLES

### · Creating and maintaining product backlog

- · Ready backlog item for the planning
- Answer and "what" person
   Collabration with stakeholders and
- representer to the team

  Making decision on releasing.
- Available (min %20-30 of his/her time)

Self organised (Game)

Cross-functional (From I-Shaped to T-Shaped)

3 to 9 people (communication lines)

Team stages (Bruce Tuckman's)

Collective ownership/commitment

Focused (multitasking game)

· Scrum Master cannot be a Product Owner

DEVELOPMENT TEAM The Development Team consists of professionals who do the work of delivering a potentially releasable Increment of "Done" (DoD) product at the end of each

· Manages Scrum process and

PRODUCT OWNER

Responsible for maximizing the value of the product resulting from work of the Development Team

- spread the framework knowladge · Facilitator, coach, teacher, mentor, have soft skills (Jeff Sutherland-
- Enables self-organization
- Encourages transparency

### SCRUM TEAM 🚅

- · Self-organizing and cross-functional.
- . Designed to optimize flexibility, creativity, and productivity
- . Deliver products iteratively and incrementally, maximizing opportunities for feedback.

### SCRUM MASTER

Servant-leader for the Scrum Team.

### EMPRICAL PROCESS THEORY 🥊

· Make decisions based on what is known

**SCRUM** 

- · Knowledge comes from experience · Ralph Stacey: Complexity Chart
  - People personally commit to achieving the goals of the Scrum

VALUES 💣

DEFINITION

Scrum's artifacts represent work or value

to provide transparency and opportunities

for inspection and adaptation.

#### Scrum is a framework for developing, delivering and sustaining complex products The Scrum Team members have courage to

FOCUS Everyone focuses on the work of the Sprint and the goals of the Scrum Team

do the right thing and work on tough

### OPENNESS

The Scrum Team and its stakeholders agree to be open about all the work and the challenges with performing the work.

Scrum Team members respect each other to be capable, independent people

### PRODUCT BACKLOG

- · Ordered list of everything
- Single source of requirements
- The Product Owner is responsible for it, including its content, availability, and ordering.
- It never completes
- It exists while the product exists
- · It changes to identify product needs

### SPRINT BACKLOG

- · Set of Product Backlog items selected for the Sprint
- · A plan for delivering the product Increment
- Realizing the Sprint Goal
- · Highly visible, real-time picture of the work that the Development Team plans to accomplish during the

### INCREMENT

- . Sum of all the Product Backlog items completed during a Sprint and the value of the increments of all previous Sprints.
- · New Increment must be in useable condition and meet the Scrum Team's definition of "Done."

### EVENTS 😂

- · Time-boxed every scrum event has a predefined maximum duration.
- These events enable transparency on the project progress to all who are involved in the project.



# 3 Pillars and 5 Values of Scrum

### TRANSPARENCY

- Significant aspects of the process must be visible to those responsible for the outcome.
- Transparency requires those aspects be defined by a common standard so observers share a common understanding of what is being seen. (DoD)

### INSPEC

Scrum users must frequently inspect Scrum artifacts and progress toward a Sprint Goal to detect undesirable variances.

### ADAPTATION

If an inspector determines that one or more aspects of a process deviate outside acceptable limits, and that the resulting product will be unacceptable, the process or the material being processed must be adjusted.

### EMPRICAL PROCESS THEORY

- · Make decisions based on what is known
- · Knowledge comes from experience
- · Ralph Stacey: Complexity Chart

### COMMITMENT People personally commit to achieving the goals of the Scrum DEFINITION Scrum is a framework for developing, delivering and sustaining complex products COURAGE The Scrum Team members have courage to do the right thing and work on tough problems. FOCUS VALUES \* Everyone focuses on the work of the Sprint and the goals of the Scrum Team **OPENNESS** The Scrum Team and its stakeholders agree to be open about all the work and the challenges with performing the work.

 Scrum Team members respect each other to be capable, independent people

RESPECT

## Scrum- 3 Roles

Self organised (Game)

Team stages (Bruce Tuckman's)

· Collective ownership/commitment

Focused (multitasking game)

Cross-functional (From I-Shaped to T-Shaped)

- · Creating and maintaining product backlog
- · Ready backlog item for the planning
- · Answer and "what" person
- Collabration with stakeholders and representer to the team
- · Making decision on releasing.
- Available (min %20-30 of his/her time)
- · Only one person!
- · Scrum Master cannot be a Product Owner

### PRODUCT OWNER

Responsible for maximizing the value of the product resulting from work of the Development Team

### ACCOUNTABILITY

- The Development Team is accountable for creating releasable Increments.
- The Product Owner is accountable for maximizing the value of the work.
- The Scrum Master is accountable for the understanding and application of Scrum and being sure that the team is productive.

ROLES

### DoD

- Quality
- Product transparency
- · Almost done is not done
- Technical debt
- Examples

### DEVELOPMENT TEAM

The Development Team consists of professionals who do the work of delivering a potentially releasable Increment of "Done" (DoD) product at the end of each Sprint.

- 3 to 9 people (communication lines)
   Done increment
  - spread the framework knowladge
     Facilitator, coach, teacher, mentor, have soft skills (Jeff Sutherland-Video)

· Manages Scrum process and

- Enables self-organization
- Encourages transparency

## SCRUM TEAM 👤

- · Self-organizing and cross-functional.
- · Designed to optimize flexibility, creativity, and productivity
- Deliver products iteratively and incrementally, maximizing opportunities for feedback.

### SCRUM MASTER

Servant-leader for the Scrum Team.



# Scrum - 5 Events 3 Key Artifacts...

### SPRINT

- "Done", useable, and potentially releasable product Increment is created
- · Maximum one month time-boxed

### SPRINT PLANNING

- The work to be performed in the Sprint discussing "what" and "how".
- · Created by the entire Scrum Team.
- Maximum 8 hour in one month timeboxed sprint

### DAILY SCRUM

- Optimizes team collaboration and performance by inspecting the work since the last Daily Scrum and forecasting upcoming Sprint work.
- Plans of the next 24 hours
- 15-minute time-boxed
- · For the Development Team
- · Same time, same place

### SPRINT REVIEW

- Inspect the İncrement and adapt the Product Backlog if needed
- Revised Product Backlog that defines the probable Product Backlog items for the next Sprint.
- · Scrum Team and stakeholders collaborate
- The aim is to get feedback and increase cooperation.
- · Maximum 4 hour in one month sprint

### SPRINT RETROSPECTIVE

- Inspect people, relationships, process and tools
- Items that went well and potential improvements
- Create an action plan for improvements

## EVENTS 😂

- Time-boxed every scrum event has a predefined maximum duration.
- These events enable transparency on the project progress to all who are involved in the project.

## ARTIFACTS

Scrum's artifacts represent work or value to provide transparency and opportunities for inspection and adaptation.

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- · Ordered list of everything
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### SPRINT BACKLOG

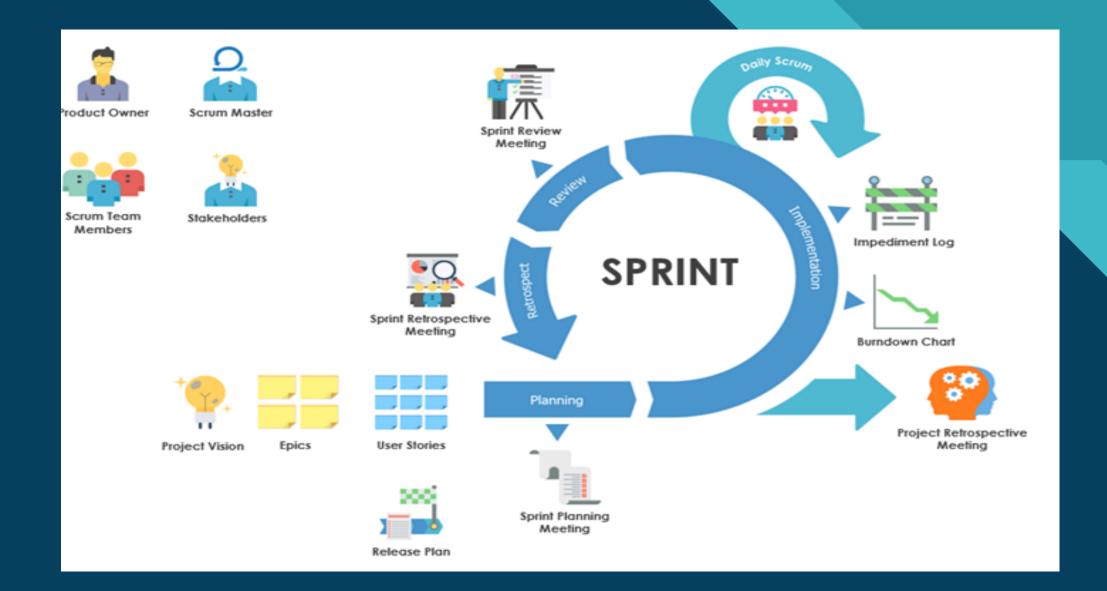
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# Typical Sprint 1/2/3/4 Weeks





Tool	Use Case Highlights	Feature Example
ClickUp Al	Sprint planning, status reports, documentation	Task suggestions, AI summaries
Jira Assist	Backlog grooming, risk detection, sprint analytics	Auto-issue creation, timeline prediction
Plandek	Metrics management, delivery optimization	DORA metrics analysis
Notion Al	Meeting note automation	Transcription, summary
Parabol	Retrospective analysis	Pattern and sentiment identification
Otter AI	Meeting facilitation	Automatic action item extraction
ScrumDo	Predictive sprint management	Capacity recommendations, trend analysis



# Top AI Plugins for Jira Workflows

Plugin Name	Key Features & Benefits	Highlights
Smart Al for Jira	<ul> <li>Al-powered ticket creation, issue analysis, workflow automation</li> <li>Uses OpenAl, Azure, Gemini</li> <li>Summarizes tickets, refines descriptions, generates replies, creates child tasks with one click</li> </ul>	- Al chat for Acceptance Criteria, Definition of Done, test cases - Quick actions for comments and updates
Al Jeannie	- Drafts epic descriptions, user story descriptions, and acceptance criteria- Designed for business analysts	- Fast Agile content creation in Jira
Jira Assistant Al	<ul> <li>Smart issue prioritization, automated status updates, progress tracking</li> <li>Personalized dashboard, natural language commands</li> </ul>	- Free tier available, learns work patterns for daily workflow optimization
Codeium Al/Windsurf	<ul> <li>Links code changes to tickets, helps technical debt management</li> <li>Creates tickets from code comments/commits</li> </ul>	- Integrates with GitHub, GitLab, Bitbucket
JAI – Jira AI Autocomplete	<ul> <li>- Autocomplete issue description, generates JQL from natural language</li> <li>- Boosts accuracy in ticket creation/assignment</li> </ul>	- Converts natural language to Jira queries
Al for Jira (XDevPod)	<ul> <li>Integrates with Atlassian Rovo agents for chat, translation and JQL management</li> <li>JQL Expert helps generate, interpret, compare JQL</li> </ul>	- Custom agent chat, translation of issues



# What is SAFe?

In short: Scrum = small team Agile **SAFe = enterprise-level Agile** 

## What is SAFe?

- Scaled Agile Framework (SAFe) A knowledge base of proven, integrated principles, practices, and competencies
- A freely available online framework for implementing Agile practices at enterprise scale
- Provides a structured approach for scaling Agile across multiple teams, programs, and portfolios

## Purpose

- Address challenges of applying Agile beyond small, individual teams
- Align organization from portfolio to team level around value delivery
- Enable business agility through structured, proven scaling approaches

## **History & Evolution**

- 2011 Initially developed by Dean Leffingwell and team
- Evolved from Agile, Lean, System thinking, and DevOps practices
- Currently at version 6.0 (continuously evolving based on feedback)

## **Enterprise Transformation**

- Helps organizations respond to disruption and market changes
- Creates alignment between business and IT objectives
- Enables predictable delivery and faster time-to-market

"SAFe is a system for implementing Lean-Agile development practices at enterprise scale that enables organizations to deliver innovative products and solutions in the shortest sustainable lead time."

2011 SAFe 1.0 2014 SAFe 3.0 2016 SAFe 4.0 2020 SAFe 5.0 **Business Agility** 

2023 SAFe 6.0

20.000+ Enterprises Worldwide 1,000,000+

80%

Trained Practitioners

Countries

70+

Fortune 100 Companies



# SAFe 4 Values 10 Principles

## Alignment

Strategic alignment across all levels of the organization. Enables autonomous teams to work within a clear strategic context while moving in the same direction.

## 63 Transparency

Trust built on open information flow. Creates an environment of mutual trust where facts, progress, and challenges are openly shared across all organizational levels.

## 10 Lean-Agile Principles

- Take an economic view
   Deliver the best value and quality for customers in the shortest lead time
- 2 Apply systems thinking Consider the entire system, not just component parts, when making decisions
- 3 Assume variability; preserve options

  Maintain multiple requirements and design options for a longer period
- 4 Build incrementally with fast learning cycles

  Develop in small batches; gather feedback to avoid waste
- Base milestones on objective evaluation
  Use working systems as the primary measure of progress

## Built-in Quality

Quality is integrated into every step of development. Establishes practices to ensure each solution element meets appropriate quality standards throughout development.

## Program Execution

Reliably delivering value through high-performing Agile teams. Focuses on working systems and business outcomes, emphasizing the ability to execute and deliver value.

- Visualize and limit WIP

  Reduce batch sizes and manage queue lengths to improve flow
- 7 Apply cadence, synchronize with cross-domain planning
  Use regular rhythms to make progress predictable and create alignment
- Unlock intrinsic motivation of knowledge workers
   Engage employees' thinking and hearts through autonomy and purpose
- Decentralize decision-making Push authority to those with the most context for faster execution
- Organize around value
  Structure teams and programs to deliver customer-centric value streams



# SAFe Roles, Ceremonies & Artifacts

## **Key SAFe Roles**

## Release Train Engineer (RTE)

Servant leader who facilitates program execution, removes impediments

### **Product Owner**

Defines stories, prioritizes the team backlog, is the customer voice

### Scrum Master

Coaches teams in Scrum, ensures SAFe practices are followed

## **Product Manager**

Responsible for program backlog, content authority for the ART

## System Architect/Engineer

Defines the overall architecture vision and helps align teams

## **SAFe Ceremonies**

### ដ Pl Planning

2-day event where teams plan next Program Increment (8-12 weeks)

## Iteration Planning

Teams plan the work for the upcoming iteration (2 weeks)

## Daily Stand-up

Daily team synchronization (15 minutes)

### Iteration Review

Teams demonstrate completed work to stakeholders

## Iteration Retrospective

Teams identify improvements for next iteration

## System Demo

Integrated demo of the entire system each iteration

## **SAFe Artifacts**

### **Program Backlog**

Upcoming Features for ART

### **Team Backlog**

Stories, enablers for team

### **Program Board**

Visual management of dependencies

### PI Objectives

Team's commitment for the PI

## Vision & Roadmap

Long-term direction

## Key Metrics in SAFe

Predictability Measure
Program Increment Progress
Feature Progress
Team Velocity
Flow metrics (lead time, cycle time)

**BIG PICTURE** 

ESSENTIAL

LARGE SOLUTION

PORTFOLIO

FULL

Organizational





Operational Value Streams

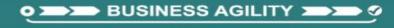
Lean Portfolio Management





Architect







Enterprise Solution Delivery





Business

Owners





**ESSENTIAL** 











Cloud

DevOps



AI

00

Vision

8

**OKRs** 

m







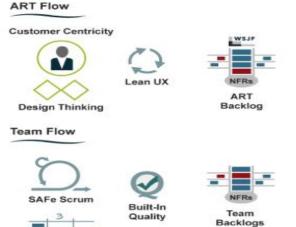


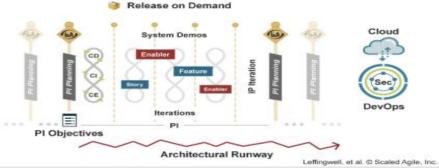
Team and Technical Agility















**Business & Technology** 







SAFe

**Principles** 



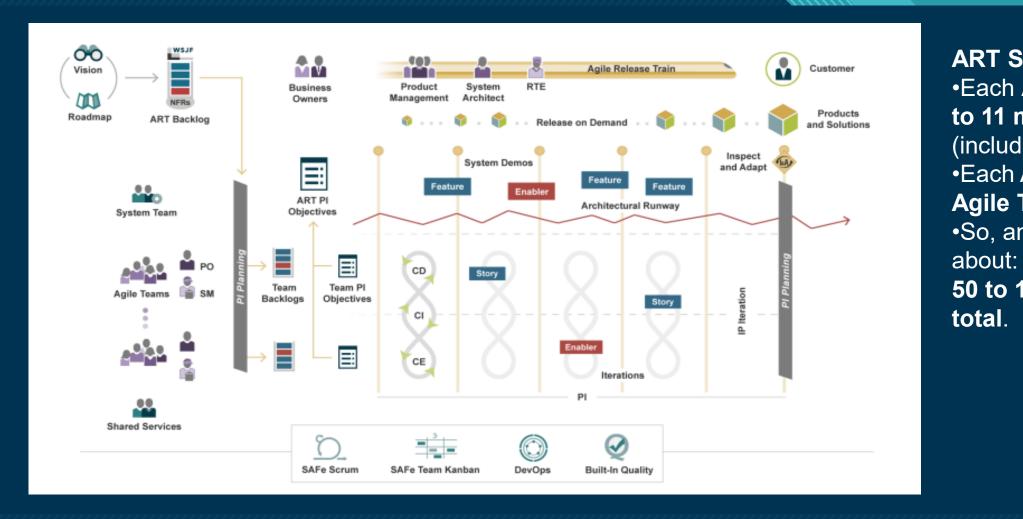








## **Focused ART Level View**



ART Size Guidelines
•Each Agile Team → 5
to 11 members
(including PO & SM).
•Each ART → 5 to 12

**Agile Teams**. •So, an ART typically has

50 to 125 people in total.



## **Scrum and SAFe Certificates**

## Scrum.org Certifications

- Professional Scrum Master I (PSM I)
- Professional Scrum Master II (PSM II)
- •Professional Scrum Master III (PSM III)
- Professional Scrum Product Owner I (PSPO I)
- Professional Scrum Product Owner II (PSPO II)
- Professional Scrum Product Owner III (PSPO III)
- Professional Scrum Developer (PSD)
- •Scaled Professional Scrum (SPS)
- •Professional Agile Leadership™ (PAL I)
- •Professional Scrum with Kanban™ (PSK I)
- •Professional Scrum Facilitation Skills™ (PSFS)
- •Professional Scrum with User Experience™ (PSU I)

## SAFe 6.0 Certification List

- SAFe Agilist (SA) / Leading SAFe
- SAFe Scrum Master (SSM)
- •SAFe Advanced Scrum Master (SASM)
- •SAFe Product Owner/Product Manager (POPM)
- •SAFe Agile Product Manager (APM)
- •SAFe Practitioner (SP) / SAFe for Teams
- SAFe Release Train Engineer (RTE)
- SAFe Architect (ARCH)
- •SAFe DevOps Practitioner (SDP)
- SAFe Lean Portfolio Manager (LPM)
- •SAFe for Government
- SAFe for Hardware / SAFe Hardware Agilist (SHWA)
- •SAFe for Hardware Teams / SAFe Hardware Practitioner (SHWP)
- •SAFe Agile Software Engineer (ASE)
- SAFe Program Consultant (SPC)



# Thank You

"Agile is an attitude, not a technique with boundaries. An attitude has no boundaries, so we wouldn't ask 'can I use Agile here,' but rather 'how would I act in the Agile way here,' or 'How Agile can we be here?"

—Alistair Cockburn, Agile Software Development



# **Scrum Master Checklist**

## Scrum Master's Daily Checklist

Stay focused. Serve the team. Strengthen the system.

Start With Intention
Review your calendar & prioritize
Reach out to anyone who might need extra support
Facilitate Daily Scrum
Keep it under 15 minutes
Reinforce the purpose of the meeting
Help devs focus on what's blocking sprint progress
Observe the System
Watch for workflow issues, handoff delays, or misalignments
Assess team adherence to Agile values & practices
Support the Product Owner
Clarify priorities or goals if needed
Assist with backlog refinement or stakeholder communication
Clear External Impediments
Triage tech blockers or external delays
Work with stakeholders to unblock the team
Nurture Team Culture
Encourage open conversation & psychological safety
Celebrate small wins and personal growth
Promote a no-blame space for raising concerns
Practice Servant Leadership
Be present-check in 1:1 when needed
Be empathetic, not directive
Help the team resolve interpersonal or technical blockers
Reflect & Reset
Review your own decisions and leadership today
noticit godi ottil decisions and leadership today



# SAFe Core Values - 4

# Transparency Business Owners Alignment Team and Technical Agility SPCs Measure & Grow Lean-Agile Leadership

Relentless Improvement

Figure 1. SAFe's four core values

Respect for People

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# SAFe Principles - 10

#1 Take an economic view

#2 Apply systems thinking

**#3** Assume variability; preserve options

**#4** Build incrementally with fast, integrated learning cycles

#5 Base milestones on objective evaluation of working systems

#6 Make value flow without interruptions

#7 Apply cadence, synchronize with cross-domain planning

#8 Unlock the intrinsic motivation of knowledge workers

#9 Decentralize decision-making

#10 Organize around value

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Figure 1. SAFe Lean-Agile Principles



## Roles in SAFe - 4 levels



SAFe organizes roles into **4 levels** (depending on the configuration an enterprise uses):

- •Team Level → PO, Scrum Master, Agile Team
- •Program Level → RTE, Product Management, System Architect, Business Owners
- •Large Solution Level → STE, Solution Management, Solution Architect
- •Portfolio Level → LPM, Epic Owners, Enterprise Architect

## Think of it like this:

- •Team Level = Build the product
- •Program Level = Coordinate multiple teams
- Large Solution = Coordinate multiple programs
- Portfolio = Align with enterprise strategy