TREATMENT GUIDELINES: SCRUM MASTERS

Enhancement of communications in the context of Scrum teams

GOAL

› Communication with coaching staff is deficient because coaching staff is non-existent in practice.

› Therefore coaching information must be provided from somewhere else.

HOW TO ACHIEVE IT? (I)

› Because Team Coaches are non-existent in practice, SMs become the figures most experienced in Scrum and, therefore, they should be the ones providing coaching.

› This means that you will dedicate as much as possible of your time not only to your obligations as Scrum Master but also to researching the details of Scrum to become an expert worth learning from.

HOW TO ACHIEVE IT? (II)

› Therefore, contributing to pulled Backlog items / **pulling them yourself must be the lowest priority** task for you to do, no matter what.

› If you pull something from the Backlog and during a Daily Scrum somebody in your team believes that you are putting aside your SM/TC role for it they are empowered to force you to put it back to the backlog and go back to your SM/TC tasks.

SCRUM SUBTLETIES (I)

Sprint Planning:

› Features a really high ROI, so do not fear making it as long as necessary to address everything you need to.

› Book a room and have it seated.

› A good length is that which is acceptable with at most two breaks. If you would need more, probably you need to rethink what you want to address.

SCRUM SUBTLETIES (II)

Daily Scrum:

› The reason why it is said to be had while standing is to keep it short. If it is not working (the duration is going over 15 min. too often), try other alternatives.

› The "Done/Problems/ToDo" strategy is **a guideline, not a rule**. As a Scrum Master you should ensure that everybody talks, not give everybody turns to respond the three questions. Just be the lubricating oil in the wheel that is your team: <u>the perfect Daily Scrum does not need a Scrum Master</u>.

SCRUM SUBTLETIES (III)

Importance of estimations (I):

› Scrum is a formal, rather inflexible iterative methodology.

- − Thus it assumes that you are able to quantify your tasks so that you can commit to quantities, evaluate if you were able to accomplish such commitments and improve by acting accordingly in the future.

› So, **if you do not have something like velocity or points, do not go Scrum**.

- − The data you will gather during those "Sprints" will be useless.
- − The only thing you can find in commitment to non-estimated items is trouble.

SCRUM SUBTLETIES (IV)

Importance of estimations (II):

› Summarizing, do not use a knife in a soup. They are a tool-problem pair, but do not belong to each other.

› In situations in which estimates cannot be given consider a temporary switch to more flexible methodologies: you can always go back to Scrum and discard the data, which is the same thing that would have happened if you have used "point-less Scrum", with the difference that you will have worked with procedures that are better-suited for these types of situations.

SCRUM SUBTLETIES (V)

Sprint Retrospectives:

› The Sprint Retrospective is an informal meeting that should feel as a **reward to the team** for the completed Sprint. This reward is a privilege that allows them to retrospectively learn from experiences.

› Unless you face the extreme case of the meeting going over two hours, you do not want to limit its duration. Therefore, do not have it standing. The team must feel comfortable to spend whichever reasonable amount of time they want discussing how they did things.

PLUS WHAT WE'LL LEARN

› I will be around either of your team places researching on Scrum to keep you up-to-date so that you can carry on allowing your teams to improve continuously as a real Team Coach would do.

› Whatever problem you find, topic you want me to investigate, or issue you want to discuss, you are very welcome to reach me!