

What do I want to learn or understand better?

Last week my focus was primarily on learning more about business model canvas and regaining my knowledge of GIT version control. At the moment I most definitely understand the concept of a business model canvas and would be able to fill one out myself if I were asked to do so. All this is thanks to the help from our economics students in the group who were great at explaining the concept to me. Additionally, after some research and testing, I can comfortably say that I'm able to perform all the Git commands that I will need for this coming project.

For this coming week I believe the most important thing for me to learn and understand better is how to write good user stories that provide value to a theoretical product owner as well as learning how to break down these user stories into good tasks. As I have seen from lectures, the tasks will need to be formed through vertical slicing which is a concept I wish to understand more.

In order to improve my user story writing and task breakdown I will primarily use the knowledge of my fellow classmates. I believe that in a group of 100+ IT students and 50+ Economics students there will be a couple who will know how this process works. In parallel I will use the sensational resource that is the internet and find reliable information on how this process is done most effectively.

How can I help someone else, or the entire team, to learn something new?

As my knowledge on the scrum process was a concept that I could aid my team with I was selected as scrum master for this first sprint. I felt that I used last week well to research a bit of information on the general scrum process so that I feel comfortable with scrum now. I can still improve and that is the goal for this week so that I can set an example of how a scrum master should be so that the next people in line feel like I have helped them.

As aforementioned, I will be scrum master for the coming sprint and will therefore need to ensure that I do the job to the best of my ability in order to help my team. This is something that I wish to learn and understand better. Even though I was selected as the first scrum master because I have the most experience with scrum I would still like to improve my ability so I am reliable.

In order to become a fully functioning and reliable scrum master I will watch a couple of tutorials on how a scrum master works, as well as research information about planning meetings, daily stand-up, and retrospectives. I believe that I will be able to fulfil the role after I quickly fill the gaps in my knowledge of scrum.

What is my contribution towards the team's use of Scrum?

As I mentioned in the previous question I could be a relatively valuable asset to the team's use of scrum this week as I am the selected scrum master. We rotate a scrum master every week and therefore I hope and believe that I can set an example for the others in the team to understand the role of a scrum master.

Another contribution to the teams use of scrum is the understanding of a scrum board. Our board is on trello and is divided into a product and sprint backlog, therefore I wish to contribute to the team by guiding them in the use of scrum and how we move tasks in the sprint backlog. The use of definition of done and acceptance criteria is another aspect of scrum I will contribute to.

My initial thoughts on how I will achieve this goal this coming sprint is by double checking my knowledge of a backlog with both the supervisors and the general information online.

What is my contribution towards the team's deliveries?

As of last week I contributed to the social contract, the business model canvas and the mock-up. These were all required deliveries so they simply had to be completed.

For the coming week there is no required deliveries in terms of our product, so I believe it is important that I take responsibility for a specific task and ensure that I can contribute to a deliverable at the end of this sprint. Therefore I will ensure that I can contribute with a good base for our product with good coding convention in an environment that all group members are comfortable with.

To achieve this goal I will spend extra time this week working on the base for our product. This will be done by programming on my own and also programming with others on one computer so that we all are in agreement. This gives me a chance to both teach others my knowledge of programming, and also learn new techniques from other members who have more knowledge.