



**DesignNews**

# DAY 2: Agile Methodologies

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## THE SPEAKER



# Jacob Beningo

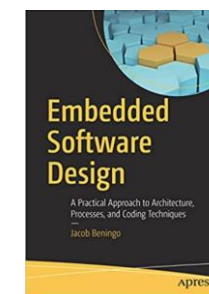
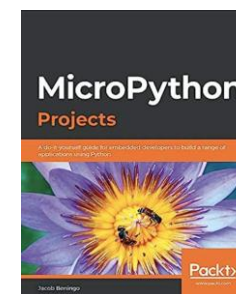
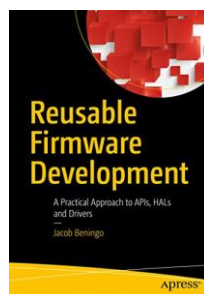
Lecturer Profile



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# 01

## Agile Method Overview

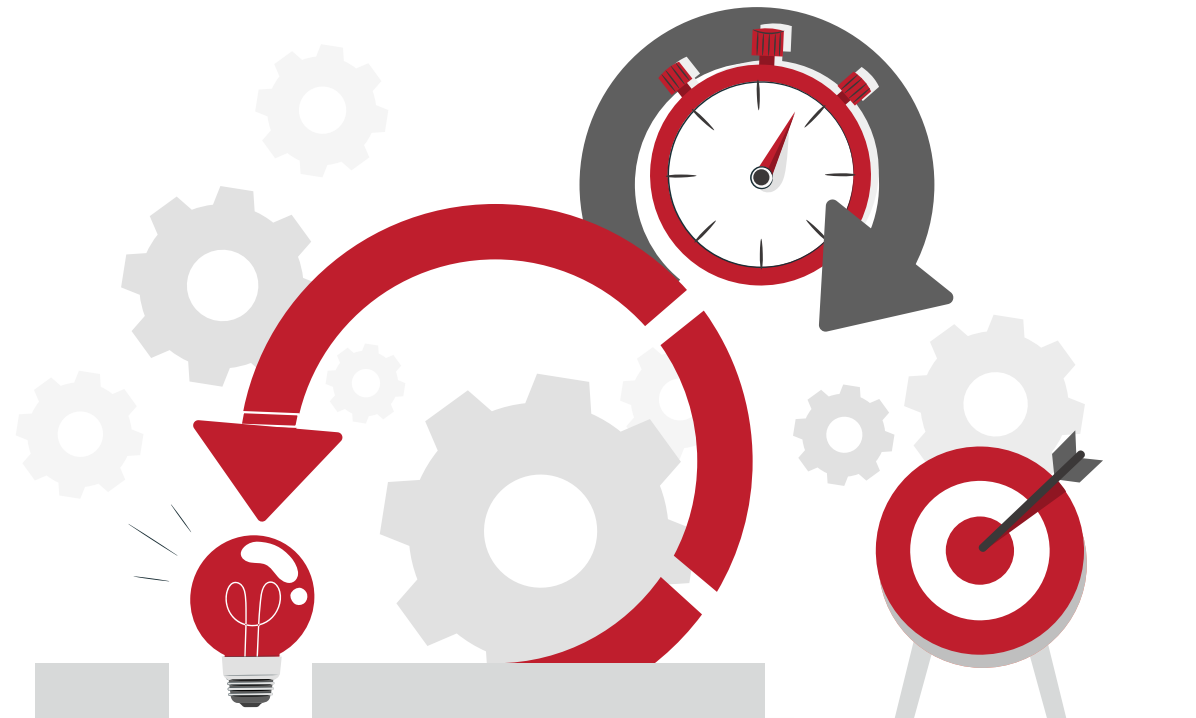
# AGILE METHOD OVERVIEW

## Scrum

**Scrum** is a lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems.

- The most popular approach used by Agile
- Encourages learning through experience
- Can be used beyond the software team
- Developed in the 1990's
- The official guide to scrum can be found at:

<https://scrumguides.org/scrum-guide.html>



# AGILE METHOD OVERVIEW

## Lean

**Lean Agile** originates from the principles of lean manufacturing which looks to improve profits by reducing costs instead of solely relying on increased sales.

- Improve efficiency by eliminating waste
- Reduce tasks and activities that provide no real value
- Follow lean practices
- Can be applied to other Agile methodologies

Identify Value



Map the Value Stream



Create Flow



Establish a Pull System



Seek Perfection



# AGILE METHOD OVERVIEW

## Kanban

**Kanban** is a popular Lean workflow management method for defining, managing, and improving services that deliver knowledge work. It helps you visualize work, maximize efficiency, and improve continuously. Work is represented on Kanban boards, allowing you to optimize work delivery across multiple teams and handle even the most complex projects in a single environment.

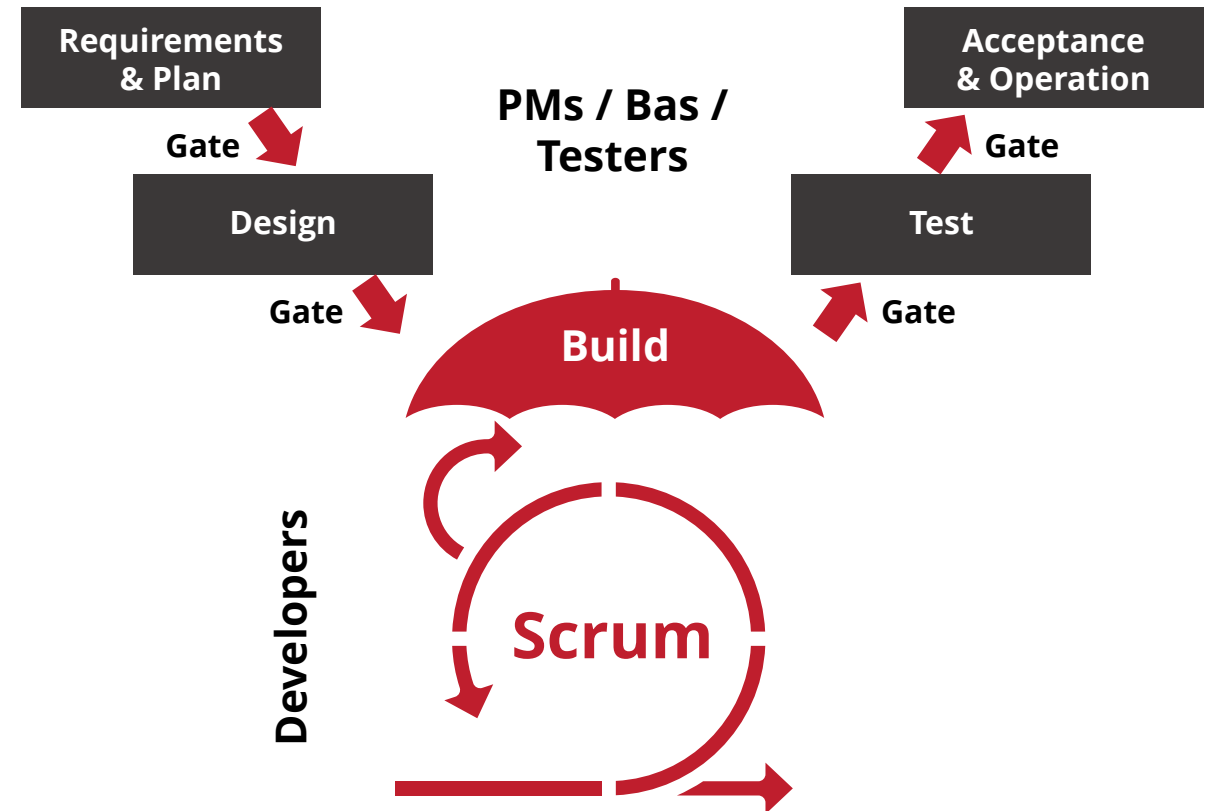
- Start with What you Do Now
- Agree to Pursue Incremental, Evolutionary change
- Encourage acts of leadership at all levels



# AGILE METHOD OVERVIEW

## Water-Scrum-Fall

**Water-Scrum-Fall** is used to describe a situation where a company runs their development teams in an agile fashion while interfacing with more traditional waterfall processes outside of the Scrum team.



# AGILE METHOD OVERVIEW

## Scrum-ban

**Scrumban** is a hybrid of Scrum and Kanban. It gives teams the flexibility to adapt to stakeholder and production needs without feeling overburdened by their project methodology.

- Iteration planning at regular intervals, synchronized with reviews and retrospectives
- Pull system and continuous workflow: Pull items into Doing as the team has capacity
- WIP limits: Explicit limits on how many items are in progress at any time
- Individual roles not clearly specified

## How Does Scrumban Work?

**1**

Develop a Scrumban board

**2**

Set your work-in-progress limits

**3**

Order the team's priorities on the board

**4**

Throw out your planning-poker cards

**5**

Set your daily meetings



# 02

## Scrum Overview

Any Scrum without a working product at the end of a sprint is a failed Scrum.

- Jeff Sutherland

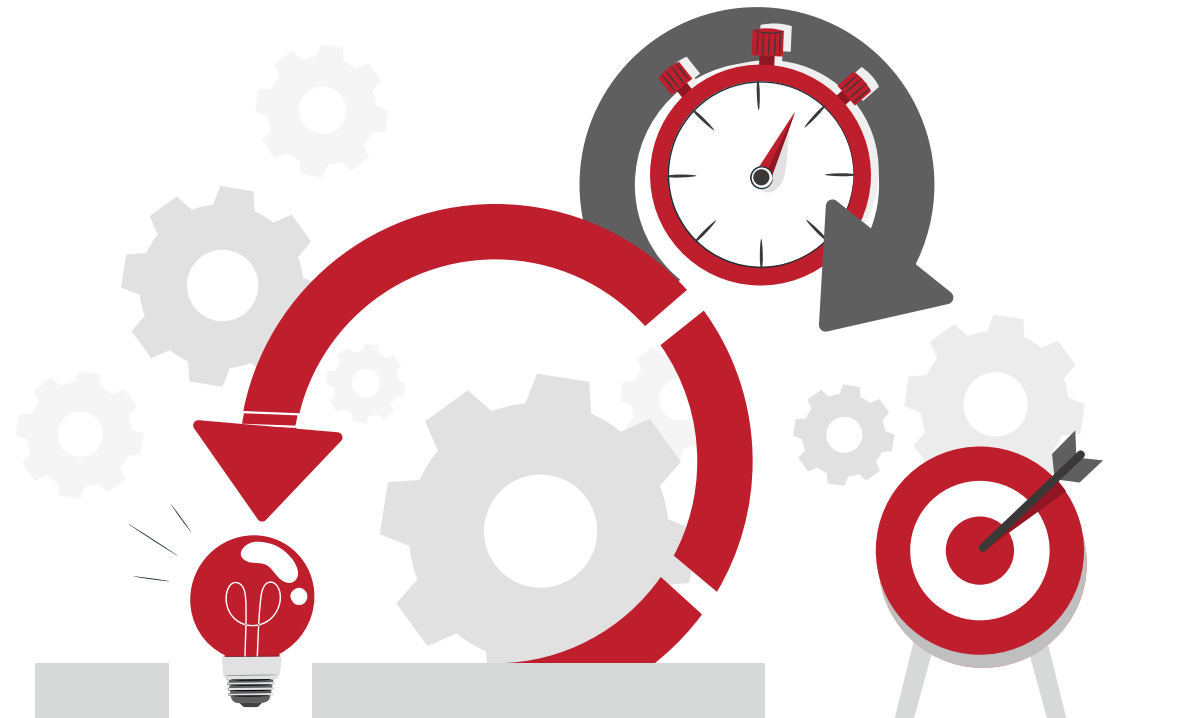
# SCRUM OVERVIEW

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# SCRUM OVERVIEW

What is Scrum?

Scrum requires a Scrum Master to foster an environment where:

1. A **Product Owner** orders the work for a complex problem into a Product Backlog.
2. The **Scrum Team** turns a selection of the work into an Increment of value during a Sprint.
3. The **Scrum Team** and its stakeholders inspect the results and adjust for the next Sprint.
4. Repeat


## Three Scrum Main Roles



**1. Product Owner (PO)**

I decide what to do and why


I'm responsible for the product vision and delivering value.  
I manage the Product Backlog (requirements).



**2. Scrum Master (SM)**

I focus on how to work better

I coach my team on Scrum.  
I work with stakeholders to remove obstacles and improve velocity.



**3. Dev Team (DT 3-9 members)**

We do the work / development

We have the skills to deliver the product.  
We decide how to achieve each product increment.

# SCRUM OVERVIEW

What is Scrum?

Scrum is about more than just the technical process.

**Scrum is about:**

## TRANSPARENCY



## INSPECTION



## ADAPTION



**Core Values include:**

- Commitment
- Focus
- Openness
- Respect
- Courage

## 03

## Scrum Roles

Three bloody roles, Scrum has, and only three. If you can't get that right, don't call it Scrum, OK?

- Ron Jeffries.

# SCRUM ROLES

## Product Owner

### **Product Owners** decide what to do and why

- Develop and communicate the product goal
- Works with the team to build and maintain a product backlog (Prioritize, Visible, Understood)
- Drive the product towards its product vision
- Have a constant pulse on the market and the customer
- Give the team clear guidance on which features to deliver next.
- Decide when to ship the product with a predisposition towards more frequent delivery.



# SCRUM ROLES

Developer (Scream Team)

## Developers do the work!

- Scrum members that create the product(s)
- Often have cross domain skills
- Creating a plan for the Sprint, the Sprint Backlog
- Instilling quality by adhering to a Definition of Done
- Adapting their plan each day toward the Sprint Goal
- Holding each other accountable as professionals



# SCRUM ROLES

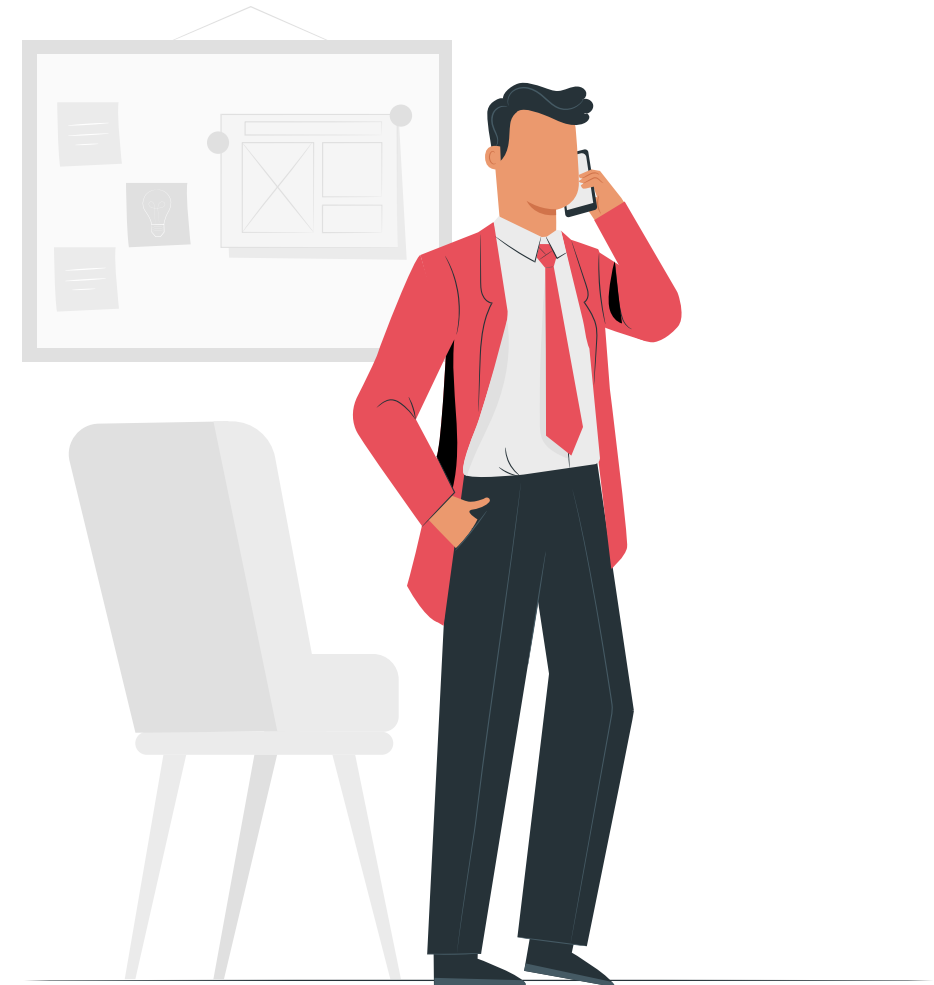
## Scrum Master

### Scrum Masters guide the process

- Accountable for the team's effectiveness
- Helps guide the team past roadblocks

### Scrum Master serves the Scrum Team by:

- Coaching the team members in self-management and cross-functionality
- Helping the Scrum Team focus on creating high-value Increments that meet the Definition of Done
- Causing the removal of impediments to the Scrum Team's progress
- Ensuring that all Scrum events take place and are positive, productive, and kept within the timebox





# SCRUM ROLES

## Scrum Master

Scrum Master serves the Product Owner by:

Helping find techniques for effective Product Goal definition and Product Backlog management

Helping the Scrum Team understand the need for clear and concise Product Backlog items

Helping establish empirical product planning for a complex environment

Facilitating stakeholder collaboration as requested or needed

## SCRUM TEAM



# SCRUM ROLES

## Scrum Master

### Scrum Master serves the Organization by:

- Leading, training, and coaching the organization in its Scrum adoption
- Planning and advising Scrum implementations within the organization
- Helping employees and stakeholders understand and enact an empirical approach for complex work
- Removing barriers between stakeholders and Scrum Teams





# QUESTIONS



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