

The Spirit Of Scrum

The short version...

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Moscow, October 8 2018

SPEAKER CREDENTIALS

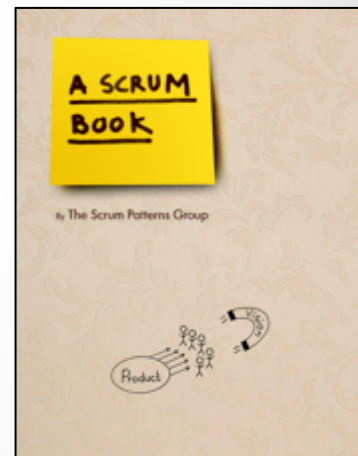


- Founder of AgiliX
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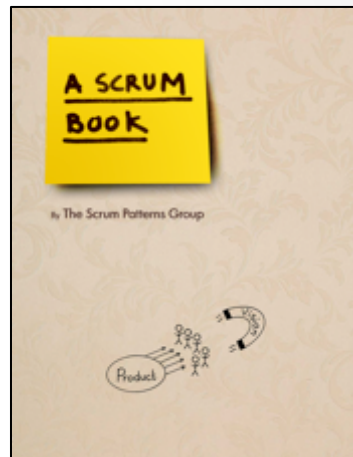


A Pattern Language for Hyper productivity

- How do you get started? [Stable Teams](#)
 - How do you successfully pull backlog items into a Sprint? [Yesterday's Weather](#)
 - How do you get stuff done? ([Swarming: One-Piece Continuous Flow](#))
 - How do you deal with interruptions during the Sprint? [Illegitimus non Interruptus](#)
 - How do get defect free at the end of the Sprint? [Daily Clean Code](#)
 - How do you deal with surprises? [Emergency Procedure](#)
 - How do you ensure you continuously improve? [Scrumming the Scrum](#)
 - How do you get teams to have fun? [Happiness Metric](#)
 - How do you get hyper productive? [Teams that finish early accelerate faster](#)
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What is a Scrum Pattern?

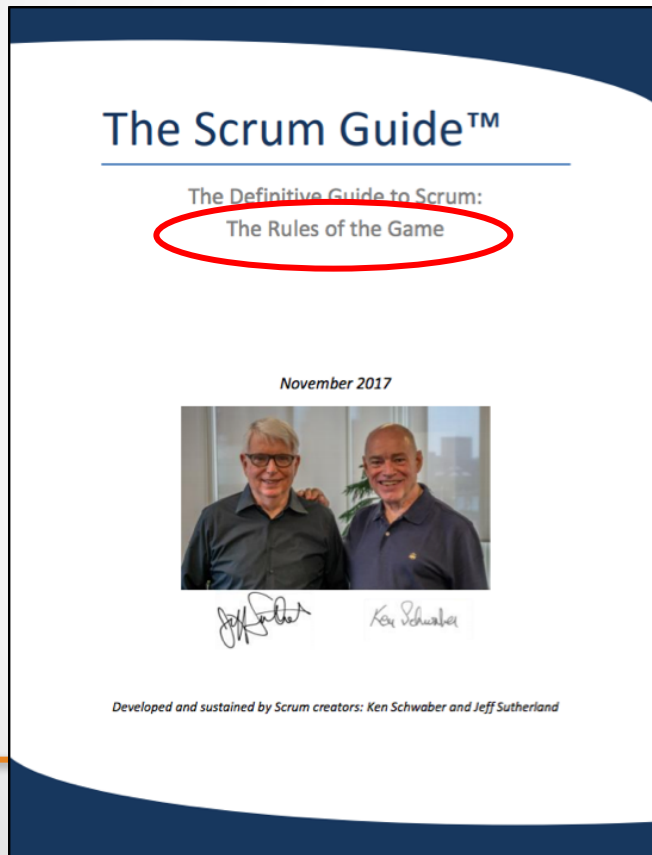
A collective experience into proven solutions called *patterns* that we have distilled from observing many Scrum Teams — both their successes and failures.



Source: Scrum Patterns book

What is Scrum?

What is Scrum? – Scrum Guide



Scrum is a framework to
build your process.

Scrum is NOT a method to
build your product.

What is the difference between Scrum & Kanban?

For Example

1. The Kanban system ensures that precise amounts are being withdrawn...
2. No items should ever be produced or moved to a new group outside of the Kanban system pre established flow...
3. The supplier is expected to produce items in the precise levels that are being asked for by the Kanban system...
4. Every process or task created and/or updated should be carried out with a Kanban Card alongside it...
5. Any incorrect or damaged resources will never be sent on to the next process...
6. Kanban systems will be reduced over time to minimize the amount of inventory...

Finite Game

- Competitive
- Goal is to Win
- Static Rules
- Respect Boundaries

Infinite Game

- Cooperative
- Goal is to keep Playing
- Dynamic Rules
- Flexible Boundaries

So, if Scrum is an infinite game and it is not about winning then what is it about?

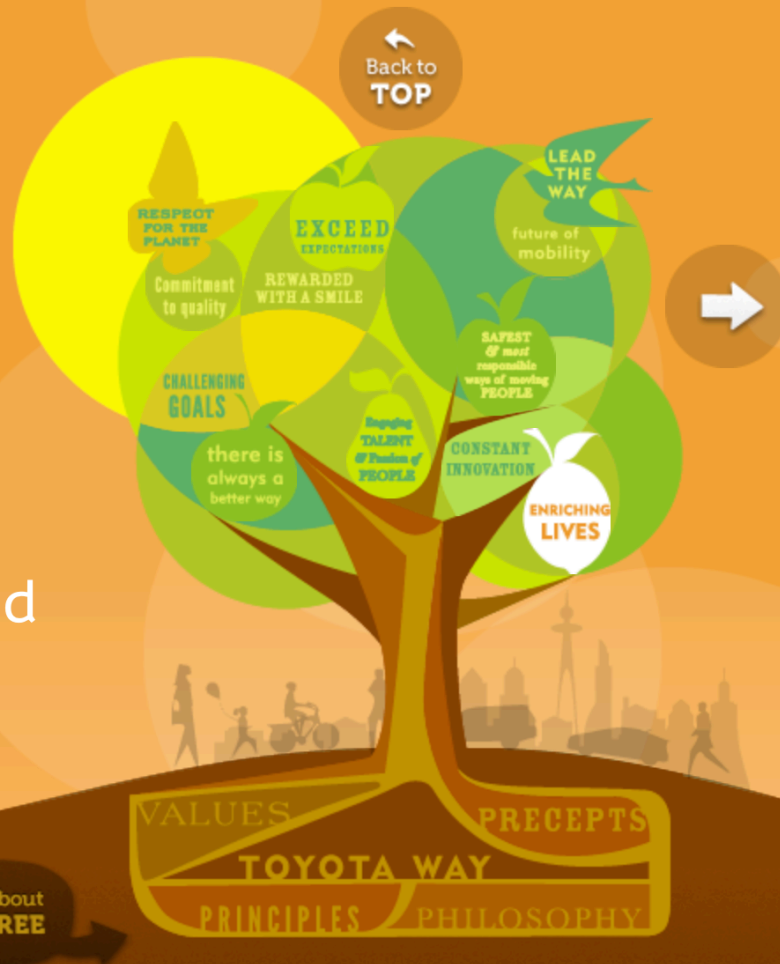
Scrum Pattern: Greatest Value





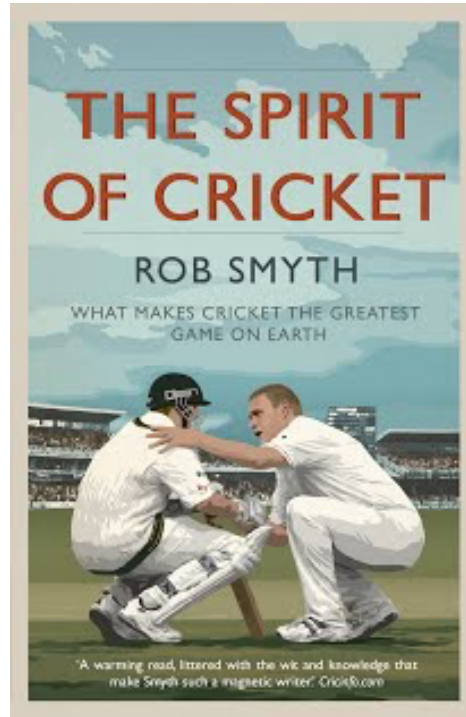
Enriching lives around the world

Through the concept of monozukuri, we will create jobs, develop people and contribute to society



Who of you plays real Scrum?

Scrum Pattern: Spirit Of The Game



Mindset



Fixed Mindset

- Fear Failure.
- Be smart always.
- Keep things as they are.
- Threatened & fearful.

Growth Mindset

- Failure is for learning.
- Try new things to learn.
- Take time to solving problems and learn.

Learning

- It is not about mindless repetition.
- Repetition turns into automatism and then learning stops.



Deliberate Practice



- Set a goal that is objectively measurable.
- And then deconstruct the things you need to learn to achieve that goal.
- Practice the parts.

Pattern: Testable Improvements



How do you know that you are doing the Heart Of
Scrum?

Heart of Scrum



You know you are doing the Heart of Scrum, if nobody allocates assignments and ensures they are done in time.

Ken Schwaber



You know you are doing the Heart of Scrum, if the team has a potentially shippable increment of product at the end of a sprint.

Jeff Sutherland



You know you are doing the heart of Scrum, if the team owns and improves their process and ways of working every Sprint.

Cesario Ramos



You know you are doing The Heart of Scrum, if all members of the Development Team feel responsible for all work in the Sprint.

Jens Ostergaard



You know you are doing The Heart of Scrum, if the team is truly themselves deciding how much items they can pick up in a Sprint.

Bas Vodde

Scrum is Not About Giving Answers

- Greatest Value
- Growth Mindset
- Learning
- Play

Thank You!

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KEEP
CALM
AND
SCRUM
ON