

ROAD 2 MASTERY

WELCOME TO GAME OF SCRUM



3.1

PRESTUDY

ROAD 2 MASTERY

GAME TIME

Scrum is a game. It is played and requires immersion.

The rules of this game are there to guide the interactions between players. It's respecting simple shared rules that make creative play possible.

When we play Scrum, we improve our practice. Players will test the rules to learn the purpose they serve.

Over time the play will become more intuitive as players attune to the spirit of the game. They will argue less about the rules and focus more on delivering value.

In this expedition you will learn how to

- Attune players to the spirit of the game in practice;
- Explore what turns a group into a team;
- Develop transparency on Scrum;
- Experience what it takes to practice professionally.



03 GAME OF SCRUM



Concepts

- ✓ Outcomes
- ✓ Value
- ✓ Fertile Soil
- ✓ Waterfall
- ✓ Empiricism
- ✓ NNPDG
- ✓ Project/Product
- ✓ Framework
- ✓ Pains
- ✓ Scrum Values
- ✓ Focus
- ✓ Self-Management
- ✓ Pillars
- ✓ Accountabilities
- ✓ Artifacts & Goals
- ✓ Events
- ✓ Definition of Done
- ✓ Prerequisites

Plays

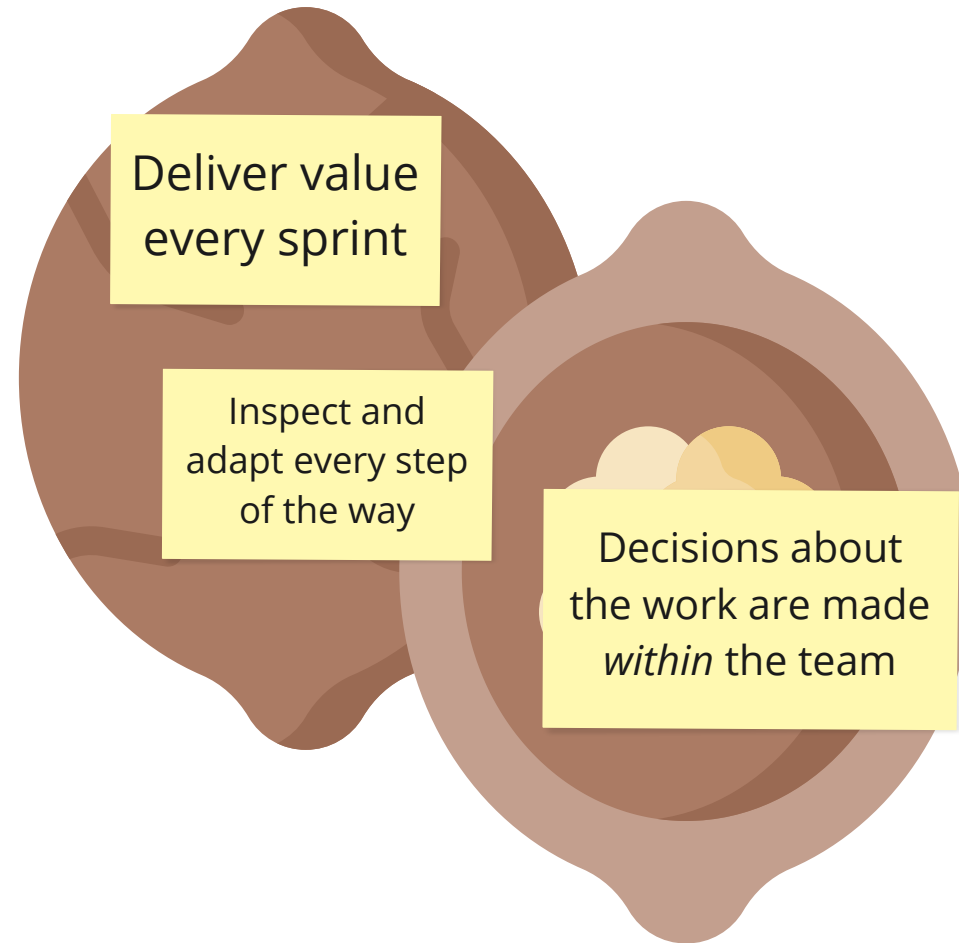
- ✓ Highlight
- ✓ Verus
- ✓ In a Nutshell
- ✓ Fill-in-the-blanks
- ✓ Canvas
- ✓ Band-aids
- ✓ Missing Poster
- ✓ Spotlight
- ✓ Myths & Facts,
- ✓ Lego Game
- ✓ Impediballs
- ✓ Try/Avoid
- ✓ Key Takeaways



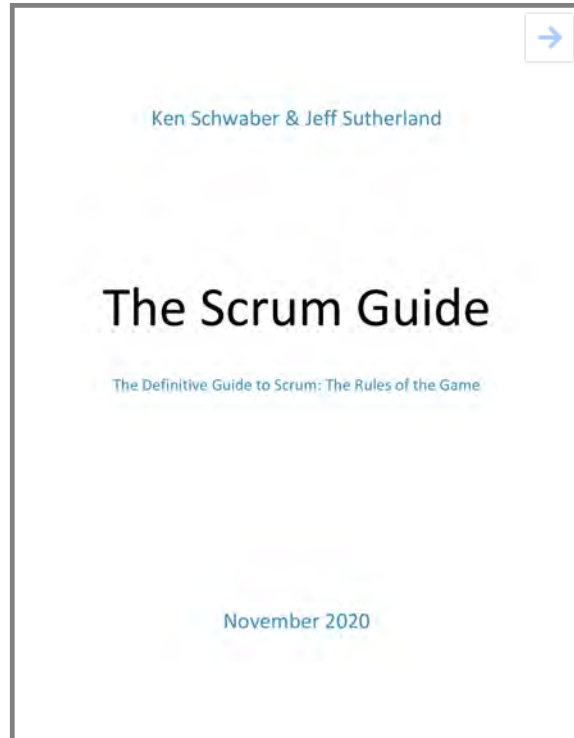
**The focus of Scrum
is the change
from old habits
to new ways.**

– KEN SCHWABER

SCRUM IN A NUTSHELL



DATA HUNT



Read the section: **The Scrum Team**

What does it mean for a Scrum Team to be self-managing?

What might you see when observing a Scrum Team in action?

MYTH OR FACT



circle what applies

A Scrum Team...

- | | | |
|---|--|-------------|
| 1 | Internally chooses how to deliver value each Sprint. | MYTH - FACT |
| 2 | Can be broken into sub-teams. | MYTH - FACT |
| 3 | Decides who is needed on the team and not. | MYTH - FACT |
| 4 | Does not need to collaborate with others. | MYTH - FACT |
| 5 | Holds each other accountable as professionals. | MYTH - FACT |
| 6 | Defines and improves their quality practices. | MYTH - FACT |

IS THERE A PRODUCT?

A product is a vehicle to deliver value.

It has a clear boundary, known stakeholders, well-defined users or customers.

A product could be a service, a physical product, or something more abstract.

Our product is...

Projects have

DEADLINES



Products have

LIFECYCLES



IS THERE A TEAM?

Scrum Teams are Product Teams.

*They are collectively responsible for all product-related activities.
They have a shared purpose and ambition and need each other to achieve it.*

Every product has:

- Stakeholders*** - *value consumers: users, buyers, other benefactors.*
- Developers*** - *value creators: producers, creators, engineers.*

HIGHLIGHT

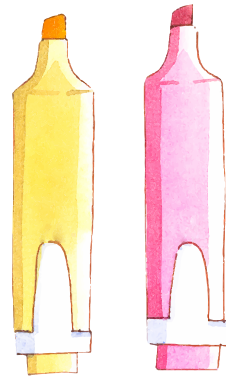
3 significant words on each side



OUTCOME

An outcome refers to the (ideally desired) impact, change, or result that emerges from initiative. It represents the meaningful difference or value created by achieving specific objectives. Achieving positive outcomes is generally fulfilling to those who experience them, and also those who enabled them.

Outcomes are often associated with shifts in behavior, attitudes, or conditions that reflect progress towards a more desirable state. There is significance of change can generally be sensed and sometimes be measurable.



OUTPUT

An output represents the tangible deliverables, artifacts, (by-) products that are produced through specific activities or tasks. They may be concrete and observable results of work, typically expressed as completed tasks, reports, designs, or other measurable deliverables.

Outputs are often managed for tracking and increasing productivity. That said, outputs may not result in valuable outcomes, they may also be wasteful. They may not inherently represent the ultimate impact or significance of the endeavor.

VALUE

How do you determine the value of your work?

1

How do we know that a given piece of work is valuable?

2

Who is responsible for understanding the value of work?

3



COURAGE

Scrum Team members have courage to do the right thing and work on tough problems



FOCUS

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



COMMITMENT

People personally commit to achieving the goals of the Scrum Team



RESPECT

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



OPENNESS

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

COMPLETE THE PROMPTS

1

Without **courage** I...

2

Without **focus** I...

3

Without **commitment** I...

4

Without **respect** I...

5

Without **openness** I...



“

People aren't happy because they're successful. They're successful because they're happy.”

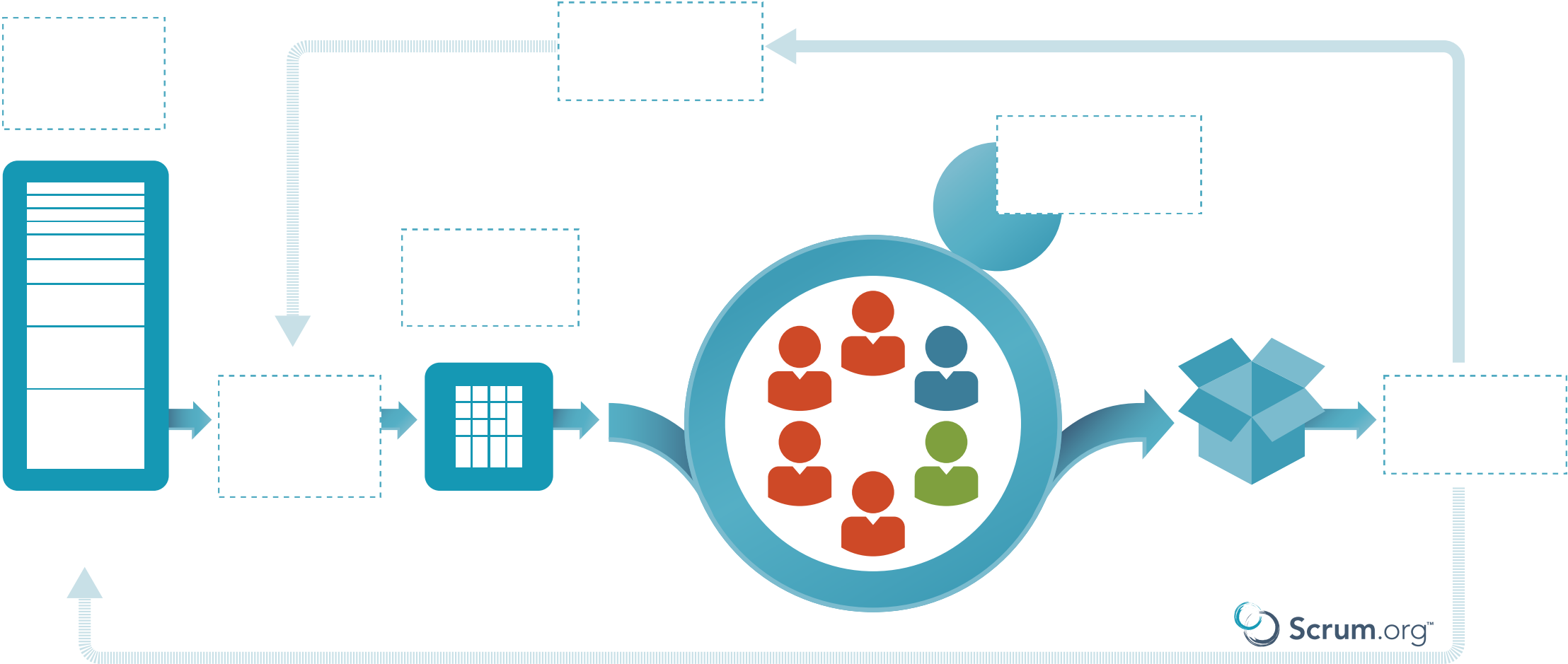
- JEFF SUTHERLAND

FRAMEWORK

Do you know the main elements of the Scrum Framework?

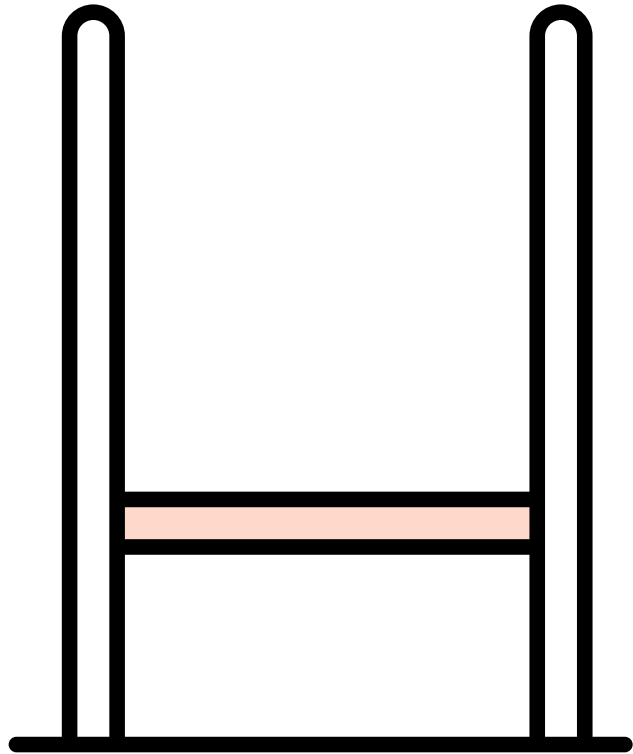
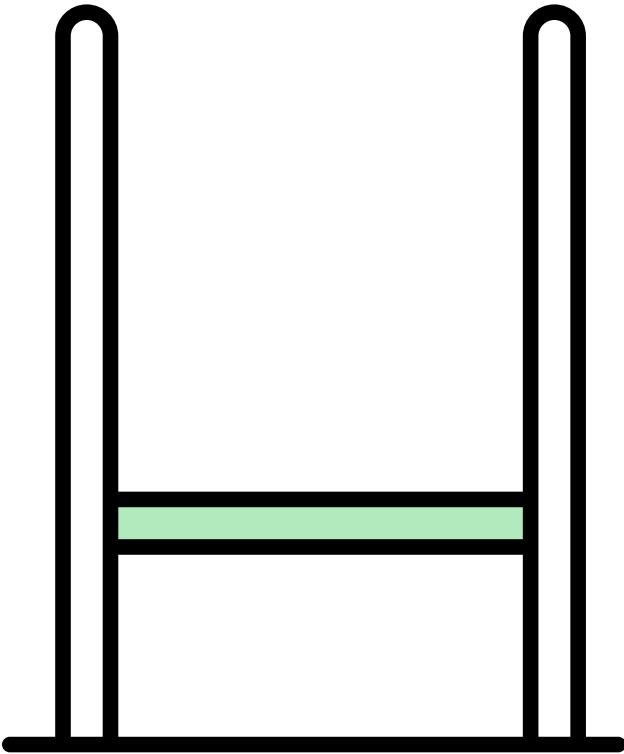
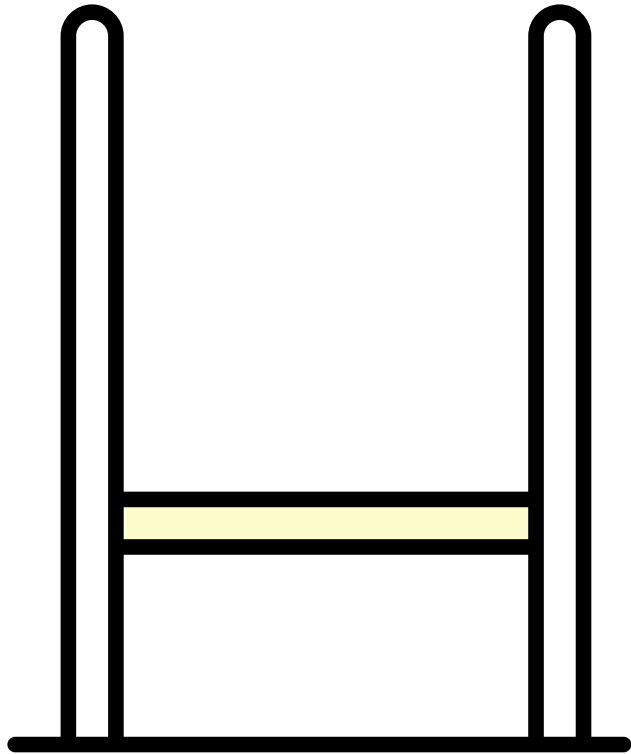
Accountabilities	Artifacts	Events
1	1	1
2	2	2
3	3	3
What else do you associate with Scrum?		4
		5

FILL IN THE BLANKS



3 PILLARS

write the three pillars below



GAME OF SCRUM AGENDA

3.1

Prestudy

3.4

Tycoon Inc.

3.2

Empiricism

3.5

Intervision

3.3

Framework

3.6

Assessment



R2M