

# Interacting with Scrum Teams

Or “Why should I care?”



# Why are we here?

*“Every business is a software business now. Achieving a state of **Business Agility** means that the entire organization—*not just development*—is engaged in continually and proactively delivering innovative business solutions faster than the competition.”*

- Dean Leffingwell

**Do you care about...**

***Customer  
experience with  
digital products?***

***Product  
profitability?***

***Applications  
actually meeting  
business needs?***

***Performance of  
the tools you use  
every day?***

***Delivering value?***

***Ensuring products  
meet security,  
legal or  
compliance  
standards?***

***Products staying  
on-brand?***

***Delivering the  
right solutions at  
the right time?***

**Then you are a Stakeholder**

# Have you experienced any of the following...



# How do you feel about...

*Staying competitive*



*Delivering working product frequently*

*Satisfying the customer through early and continuous delivery*

*Generating Value*

*Ability to respond to change*

*The best architectures, requirements, and designs*

*Solving complex problems*

*Customer centricity*

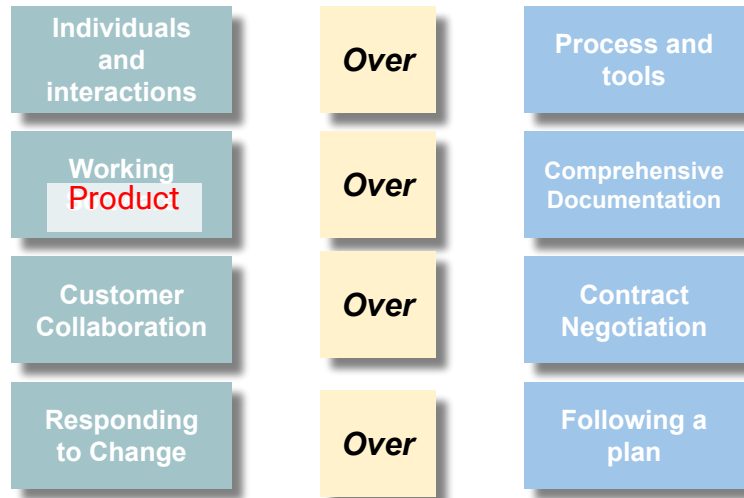
*Organizing around value*

*Taking an economic view*



# Agile Practices were created to solve your problems

We are uncovering better ways of developing **Product** by doing it and helping others to do it. Through this work we have come to value:

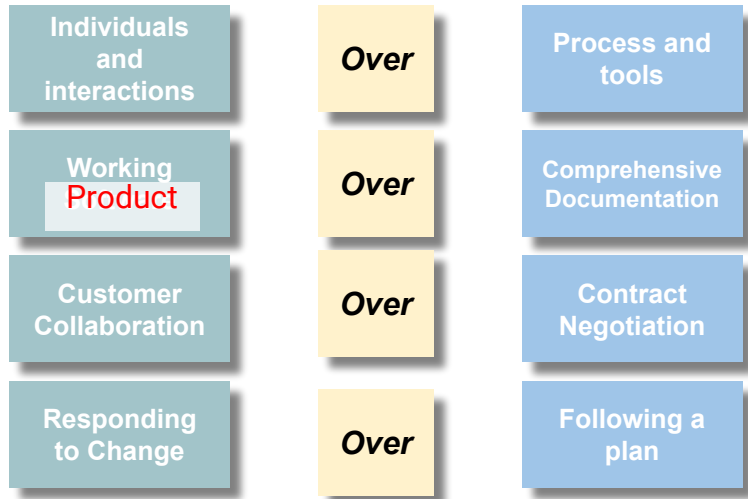


That is, while there is value in the items on the right, we value the items on the left more.

# Agile Practices were created to solve your problems



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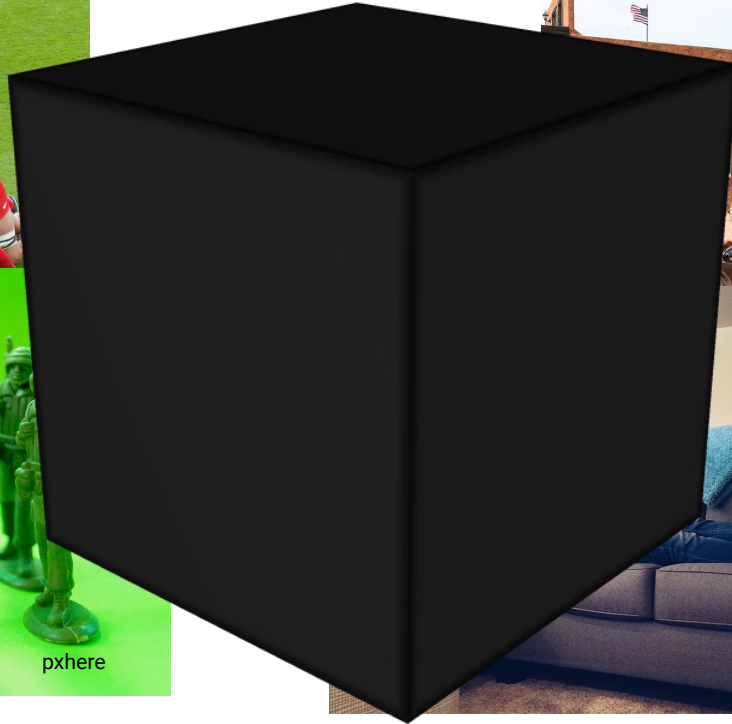
**Scrum is a lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems.**

## In a nutshell:

- Work is prioritized to solve a problem
- A team turns some work into value
- Team & stakeholders inspect and adapt
- ***Rinse and Repeat...***



# No, really. I thought Scrum was all about?



Rawpixel



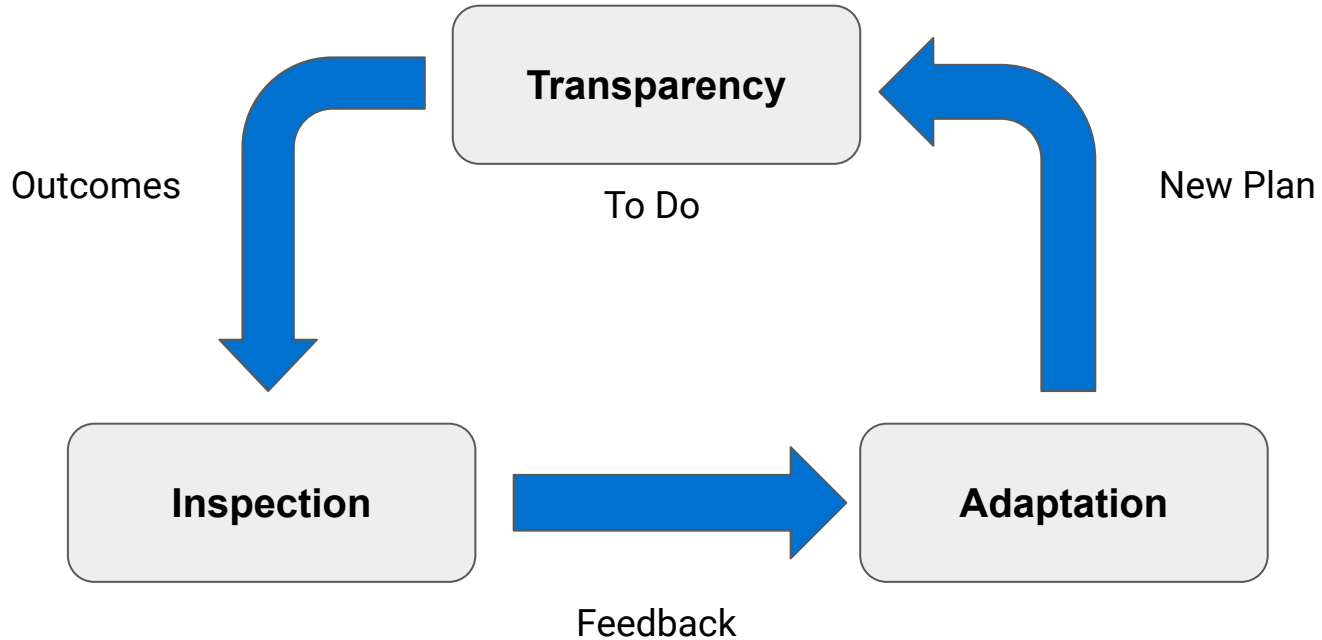
# It's about Transparency...



# and the Ability to adapt...



# The Three Pillars of Scrum



## Empiricism

Knowledge comes from experience and making decisions based on what is observed



# The Sprint

- Two Weeks



## How does Scrum Work?

Short, Value Oriented Time Box

Refine  
The Work

Product Backlog



Sprint Backlog



Sprint Goal

Why?  
What?  
How?

Sprint  
Planning

### The Scrum Team

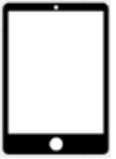
- Product Owner
- Developers
- Scrum Master

Daily  
Scrum

Daily Plan

Sprint  
Review

Working Product

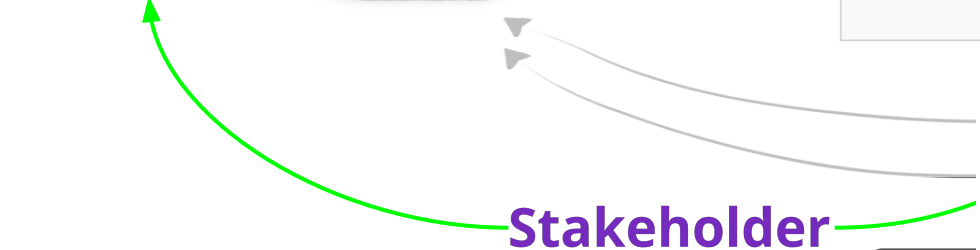
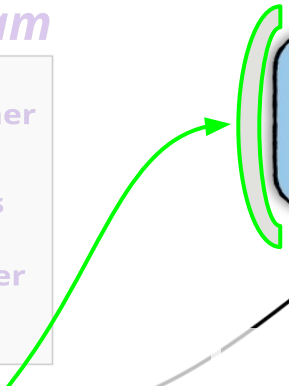
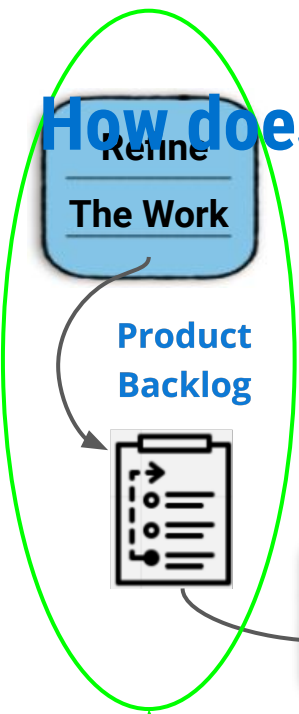


Feedback!

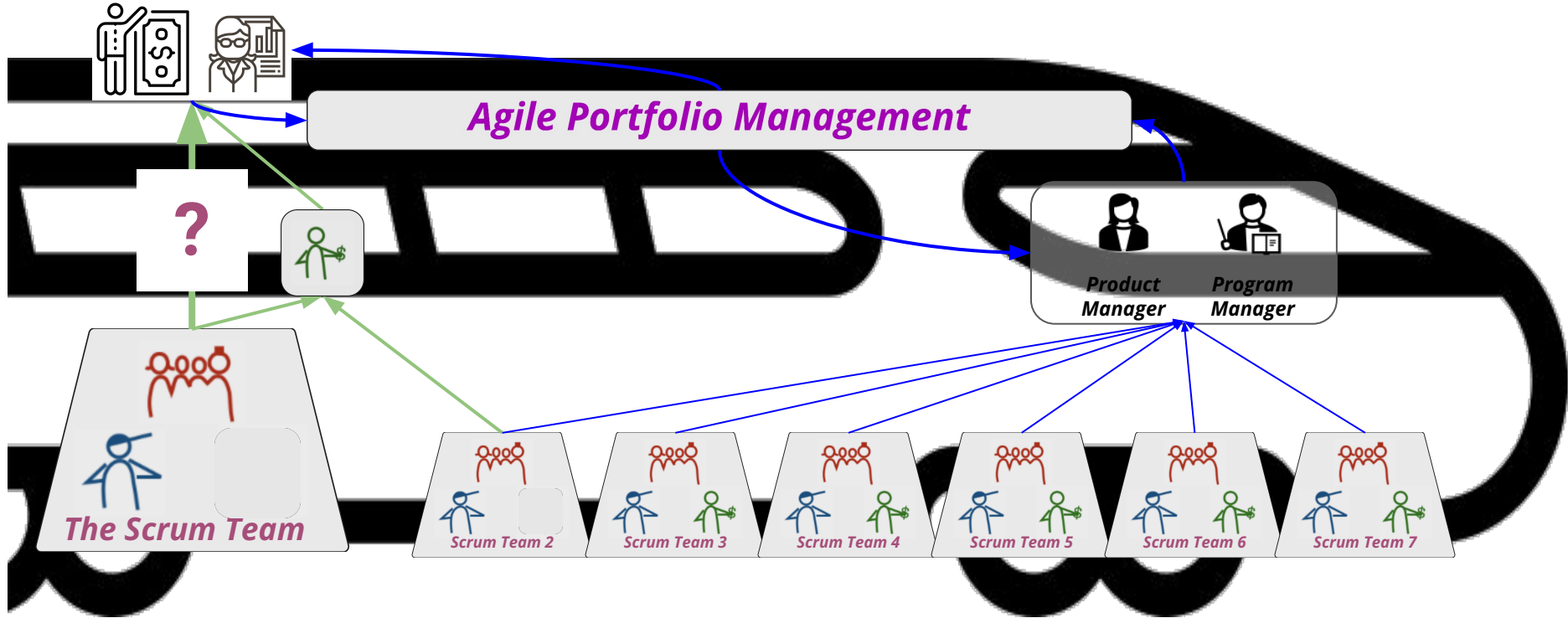
Stakeholder

That's You

Improvement



# What happens when you need multiple teams?





## As a Stakeholder...

... Come with Opportunities or Problems to be solved

... Attend the Sprint Review, provide feedback and ask lots of questions

... Help the team with impediments beyond their control

... Let the team focus. A focused team gets more of your work done, faster



# I have a new idea. What do I do?

Bring it to the Product Manager as an “Opportunity” or a “Problem to be solved”

If you’re the Product Manager, bring it to the Product Owner as an “Opportunity” or a “Problem to be solved”

Help the PO to understand the value and how it compares to work already in the Backlog

Be available for refinement to answer questions from the people who will do the work



# I have a bug, what do I do?

Bring it to the Product Owner as a “Problem to be solved”

Help the PO to understand the impact of the bug and how it compares to work already in the Backlog

Be available for refinement to answer questions from the people who will do the work



# The customer/market changed their mind, now what?



Ask yourself “Is the Product Goal still valid?”

Be prepared to start fresh on your requirements

Collaborate with the Product Owner on how the Backlog might need to change

Remember, change can be positive



# When will we be done?

Estimates are just that, estimates

Estimates are better as comparisons

Estimates change as you learn more about the work

Stable teams, who can focus, can better answer the question

# Questions?



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# Appendix

Image

# Benefit Hypothesis



Definition: Proposed measurable benefit to the end user or business

Feature	Benefit Hypothesis
In-service software update	Significantly reduced planned downtime
Hardware VPN acceleration	High-performance encryption for secure WAN
Traffic congestion management	Improve overall quality of service across different protocols
Route optimization	Improve quality of service due to faster and more reliable connectivity

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Figure 2. Features and benefits matrix

# The Sprint

- Two Weeks



Short, Value Oriented Time Box

Sprint Backlog



Sprint Goal

Daily Scrum

Daily Plan

Working Product



## The Scrum Team



Why?  
What?  
How?

Sprint Review

Feedback!

Sprint Retro

Improvement

Stakeholder

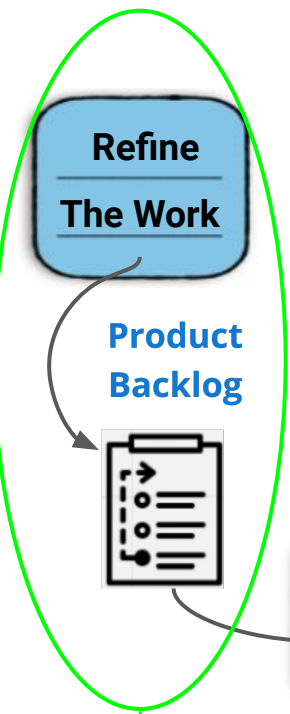
That's You

Refine  
The Work

Product Backlog



Sprint Planning





# Definitions

Acceptance Criteria - Describe how the customer, or end user, would validate that the value contained in the Product Backlog item has been delivered to them

Definition of Done - Formal description of the state of the Increment when it meets the quality measures required for the product. How the business would validate the quality of the product.

Developers - The people in the Scrum Team that are committed to creating any aspect of a usable Increment each Sprint (coders and testers)

Empiricism - The theory that all knowledge is derived from sense-experience; verifiable by observation or experience

Product Backlog Item (PBI) - A piece of the Product Backlog

Product Owner - Accountable for maximizing the value of the product resulting from the work of the Scrum Team





# Definitions Con't

Scrum - A lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems

Scrum Master - Accountable for the Scrum Team's effectiveness. They do this by enabling the Scrum Team to improve its practices, within the Scrum framework

Tasks - Work that is to be done by the Developers (i.e. Check in Code to an environment)

User Story - Stories are a lightweight artifact that allows us to both capture the business's needs AND plan the work. Typically written in the format of 'As a <type of user> I want <some goal> so that <some reason>

Velocity - Is an indication of the average amount of Product Backlog turned into an Increment of product during a Sprint by a Scrum Team. There is no such thing as a Good Velocity or a Bad Velocity. It is based on relative estimations. Used as a planning tool by the Scrum Team.



# Scrum Event Definitions

**Sprint** - The container for all events. Up to One Month, typically 2 weeks.

**Sprint Planning** - Initiates the Sprint by laying out the work to be performed for the Sprint. This resulting plan is created by the collaborative work of the entire Scrum Team

**Daily Scrum** - The purpose of the Daily Scrum is to inspect progress toward the Sprint Goal and adapt the Sprint Backlog as necessary, adjusting the upcoming planned work

**Retrospective** - The purpose of the Sprint Retrospective is to plan ways to increase quality and effectiveness

**Sprint Review** - The purpose of the Sprint Review is to inspect the outcome of the Sprint and determine future adaptations. The Scrum Team presents the results of their work to key stakeholders and progress toward the Product Goal is discussed.



# References

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

SAFe (Scaled Agile Framework): <https://www.scaledagileframework.com/#>

Applied Frameworks Blog: <https://appliedframeworks.com/blog/>