Welcome to Common Sense Scrum

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Access Code

8562 0938

About the speaker

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Pair Up

Discuss your most memorable dysfunctional Scrum moment.

6 minutes

Word Cloud Time!

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What is Scrum?

- Lightweight framework for building products and services
- Short development cycles
- Defined roles
- Specific events & artifacts
- Cross functional, self-managing, dedicated teams
- Inspect & adapt

Potential Benefits of Scrum

- Motivated teams
- Higher quality delivery
- Continuous improvement
- Better customer engagement
- Quicker feedback loops

Real-World Pitfalls Where Common Sense Could Help…

- Unrealistic Deadlines
- Inter-Team Dependencies
- Multitasking
- Micromanagement

Poll Question Time!

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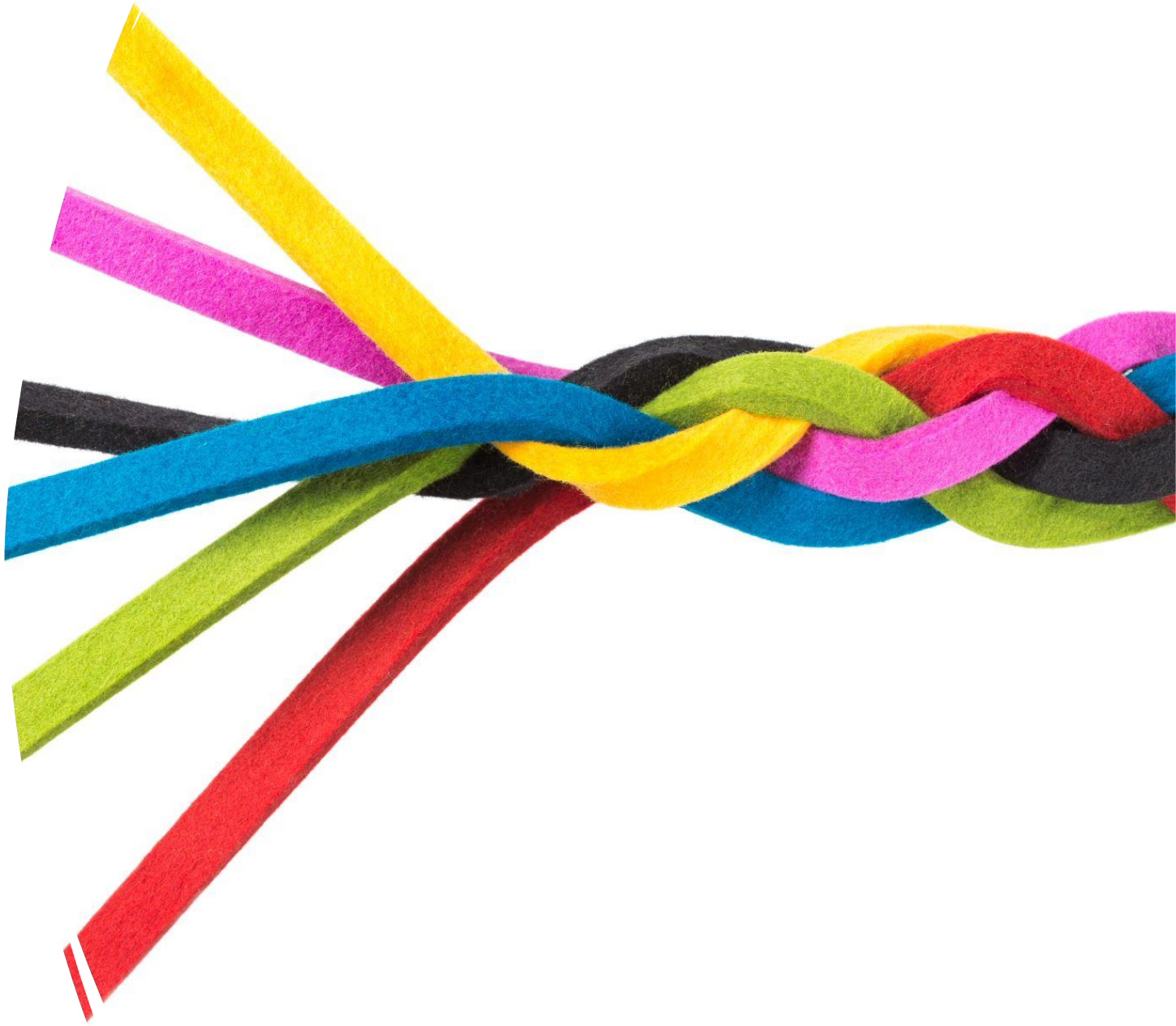
Breakout Discussion

What are the most "common-sense" aspects of Scrum?

8 minutes



Scenario Cards

Choose a scenario from below. In your teams discuss how applying Scrum, in its entirety, could lead to a solution. No cutting corners!

Sprint Shake-Up

- *Scenario*: Mid-Sprint, a key stakeholder demands a feature that could potentially derail the current Sprint Goal. The Product Owner is considering adding it to the Sprint Backlog.
- *Prompt*: How should the Scrum Team respond to ensure adherence to Scrum values and maintain productivity?

Daily Drag

- *Scenario*: The Daily Scrum has consistently been running over the 15-minute timebox, with team members reporting it feels more like a status update than a planning meeting.
- *Prompt*: What steps can the Scrum Master take to bring the Daily Scrum back to its intended purpose?

Retrospective Rut

- *Scenario*: During the last three Retrospectives, the team has identified several action items. However, there's little evidence of implementation or impact post-Retrospective.
- *Prompt*: What approach might the team adopt to translate Retrospective outcomes into real change?

Backlog Balancing Act

- *Scenario*: The Product Backlog is becoming increasingly cumbersome, with a mix of outdated, new, and partially completed items. Prioritization has become a challenge.
- *Prompt*: How can the Product Owner effectively refine the Product Backlog to maximize value and maintain a clear direction for the team?

Role Play

- From your discussed solutions, how would you handle the situation using Scrum?

Reflection

- Reflect on:
  - what you've practiced
  - benefits you've observed
  - how these practices resonate with common sense

  Use shared digital boards or physical charts for noting down reflections.

Feedback

- What did you find valuable?
- What did you find surprising?
- What did you find confusing?

Commitments

- What is one action you plan to take based on the learning in this session?

Thank you!

Stay in touch!

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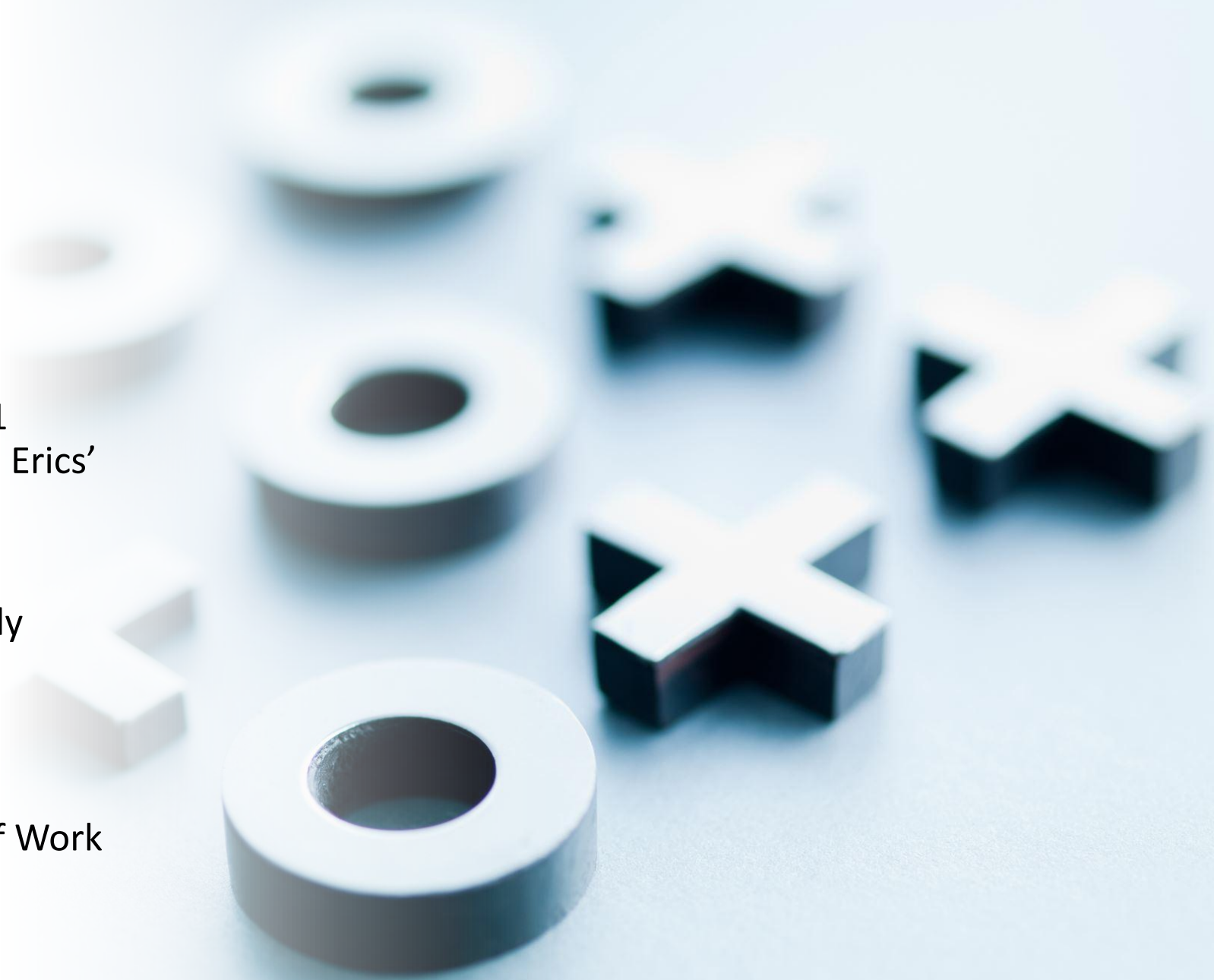
Q&A

Common Pitfalls – Multi-taskin g

Why Is Multi-Tasking Expected?

- **Theory**: If we put Eric on 1 teams, we are getting two Erics' for the price of one Eric.
- **Facts**:
  - Lose Focus More Easily
  - Slows You Down
  - Leads to Mistakes
  - Bad for Your Brain
  - Interrupts the Flow of Work



The Multi-tasking Game

- Multitasking Game (prochain.com)

Common Pitfalls – Component Teams

Remedy – Cross-functional Teams

Why Component Teams?

Everyone on the team works for the same boss

Makes the team easier to control / manage

What Can Be Done?

Empathize with leaders who will need to surrender control

Track the data and make a case

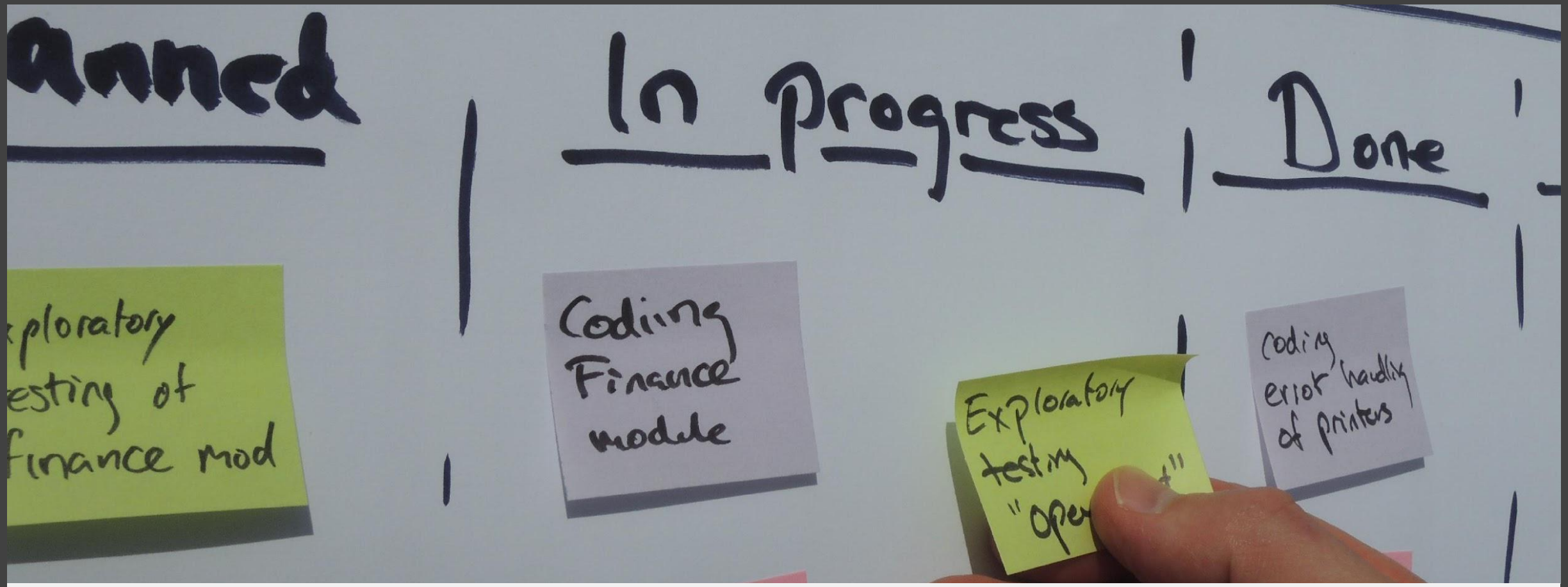
Common Pitfalls - Skipping Scrum Events

Scrum's Superpower? *Exposing* your problems

- Skipping events = less insight into what you're doing wrong
- Doing events incorrectly = lowering your chances of success

Common Sense - The Sprint

- Keep duration consistent
- Workflow becomes habitual
- Schedule recurring events
- Become predictable



Common Sense - Sprint Planning

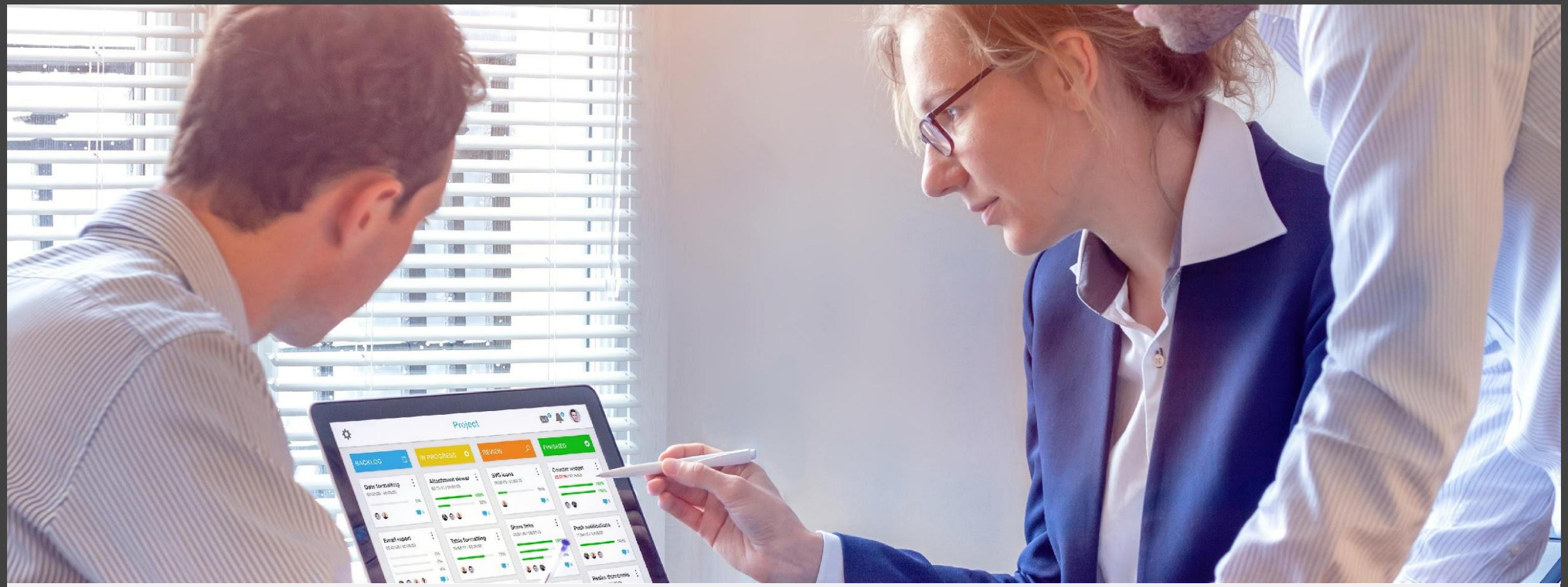
- Why (Sprint Goal)
- What (The PBIs coming in)
- How (The plan to get PBIs to meet Definition of Done)

Common Sense - Daily Scrum

- Event is owned by…. DEVELOPERS!
- Observers allowed, only if DEVELOPERS approve
- Not a status meeting, not a solutioning meeting
- Product Owner and Scrum Master are optional attendees

Common Sense - Product Backlog Refinement

- Whole Scrum team participates
- Better chance of building the right thing (eliminate waste)
- Reduce implementation risk
- Get better at estimating



Common Sense - Sprint Review

- Don’t just invite managers!
- All feedback is good feedback
- Be prepared to pivot

Common Sense - Sprint Retrospective

- What is working?
- What isn’t working?
- What can be changed to get a better outcome?

Common Sense - Definition of Done

- Done from WHOLE TEAM's perspective
- Hyper-focus on quality (why does that matter?)
- There are 2 possible status's, DONE or NOT DONE

Q&A