改Scrum - learn how to create results and engagement!

Scrum is a way to get the most value out of complex challenges - and get engaged team members. Scrum is widely used in all types of projects and product development. Be part of an inspiring "Certified Scrum Master" or "Certified Scrum Product Owner" course.

改 Scrum - The Challenge

The challenge today is to stay competitive in the ever-changing global landscape, to get satisfactory results out of investments in initiatives and projects.

Organizations focus on efficiency, centralizing and outsourcing. While jobs have been created for external consultants; the result has often been lower quality, higher cost and loss of core competencies for the organization.

Since the 1940s a better way than the top-down plan economy has been known. W Edwards Deming helped Japan get on its feet again after WWII. We got to know the principle in the West as "Lean", but often it was only seen as an exercise in efficiency, and the other half "Respect for people, allow them pride of workmanship!" was forgotten. Scrum is a "Lean" pattern for projects.

改 Scrum - The Solution

Scrum is a pattern for working with complex initiatives, projects and work in general. There is constant and optimal focus on creating those values, that were the reason for starting the initiative. Constant prioritization secures optimal results.

With Scrum goals, progress and impediments become very transparent; this visibility is always fully updated. The Scrum Team has the opportunity and the mandate to act and secure an optimal way forward. The leadership gets an invaluable, precise insight and is much more able to help out and make long term plans.

There is a constant focus on learning; constant prioritization and improvement makes work much more interesting and challenging and the likelihood of innovation is vastly improved. Quality is improved as every iteration produces a completely finished and verified result.

The next training courses

Certified Scrum Master
On 27. - 28. August 2018 at Paul Bergsøesvej 20, 2600 Glostrup and the 13. - 14. September 2018 at Lysholt Allé 6, 7100 Vejle.
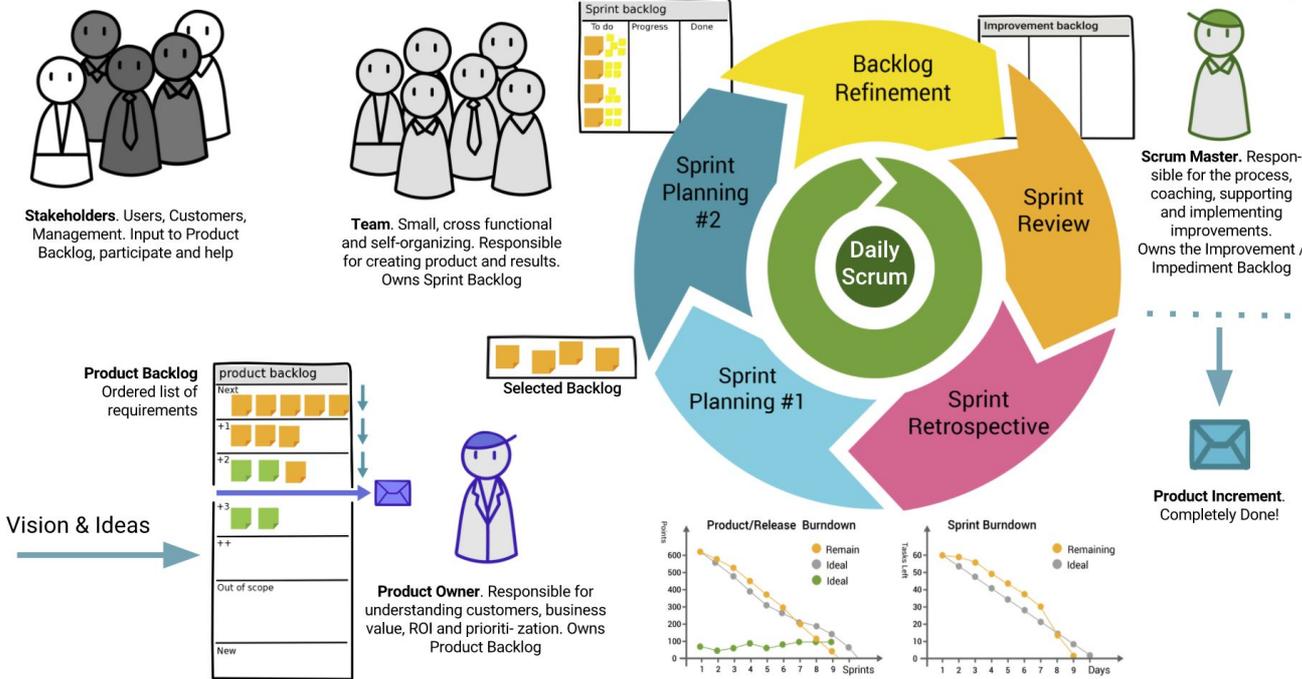
Certified Scrum Product Owner
On 1. - 2. October 2018 at Paul Bergsøesvej 20, 2600 Glostrup and the 30. - 31. September 2018 at Lysholt Allé 6, 7100 Vejle.

Instructor is Certified Scrum Trainer Kurt Nielsen from ScrumMaster.dk. The price is DKK 9,900 plus VAT when registering at least 30 days before the course, after that DKK 11,000. Training material, catering and certification under the Scrum Alliance included.

Register at info@scrummaster.dk, come and get inspiration to make a difference in the job, in society and for yourself.

Stakeholders. Users, Customers, Management. Input to Product Backlog, participate and help

Team. Small, cross functional and self-organizing. Responsible for creating product and results. Owns Sprint Backlog

Sprint backlog
To do | Progress | Done

Improvement backlog

Scrum Master. Responsible for the process, coaching, supporting and implementing improvements. Owns the Improvement / Impediment Backlog

Backlog Refinement

Sprint Planning #2

Sprint Review

Daily Scrum

Sprint Planning #1

Sprint Retrospective

Product Backlog Ordered list of requirements

product backlog
Next
+1
+2
+3
++
Out of scope
New

Selected Backlog

Vision & Ideas

Product Owner. Responsible for understanding customers, business value, ROI and prioriti- zation. Owns Product Backlog

Product Increment. Completely Done!

Product/Release Burndown
Points
600
500
400
300
200
100
0
1 2 3 4 5 6 7 8 9 Sprints
● Remain ● Ideal ● Ideal

Sprint Burndown
Tasks Left
60
50
40
30
20
10
0
1 2 3 4 5 6 7 8 9 Days
● Remaining ● Ideal

改 means improvement in Japanese

改 Scrum – The Facts

- Scrum was defined by Ken Schwaber and Jeff Sutherland in the 1990s as a reaction to the many failing IT projects. They were inspired by empirical process control and Japanese ideas for iterative, fast development of products, based on small cross-functional teams.
- The original ideas were formulated by W. Edwards Deming during and after WWII and later in Japan.
- In Scrum work is done in fixed time intervals called iterations or "Sprints"; they last two, three or four weeks. Before each Sprint a plan is made, finding the best possible outcome to produce in this Sprint. After each Sprint, the finished result is presented to the stakeholders in a "Sprint Review" to get feedback before setting the course for the next Sprint.
- In Scrum there are three roles with different responsibilities, so that everybody knows what is expected of them:
  • The "Product Owner" has the vision and understanding of stakeholder value and needs; he prioritizes work Sprint after Sprint to harvest the best possible ROI.
  • A small self-organizing, cross-functional "Team" have the factual skills and authority to find solutions and do the job.
  • A "Scrum Master" is the conductor and the coach; a servant leader that looks after the interactions, the process and removes impediments for progress.
- In Scrum a series of fixed events take place. This keeps the process on track, ensures that a common understanding is developed and that plans are made and feedback collected. A key element is the Team's "Sprint Retrospective" where they together look for improvements ("Kaizen" in Japanese).
- In Scrum transparency and visibility are cornerstones; goals, progress and impediments are made visible so that appropriate action can be identified and taken in real time, to prevent any threats to the goal. A number of displays or systems ("Artifacts") are used.

Jeff Sutherland & Ken Schwaber

W. Edwards Deming

"A small self-organizing team, is the structure most likely to create new solutions" Steve Denning

More about the courses here: https://goo.gl/4h3A16 and here: https://goo.gl/oyJb25

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