Staying Nimble in a Dynamic World

Adopting Scrum
Introduction

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Purpose of this Presentation

• Brief overview of Scrum
• Reasons for adopting Scrum
• Personal experiences transitioning to Scrum
What Is Scrum?

• A Framework
• Flexible
• Human-Centric
What Scrum Is Not

• All Encompassing
• A Panacea
• A Uniform Experience
Why Scrum?

• Traditional Waterfall models don’t react well to highly-dynamic environments
• Fast delivery of value to the customer in small, but steady pieces
• Fosters communication between team/customers; transparency
• Those involved *feel involved*
Roles in Scrum Teams

- Product Owner
- Development Team
- Scrum Master
Project Manager?

- Not Needed
- Counter to Scrum
- Trust the Process
Events in Scrum

- Sprint
- Sprint Planning
- Daily Scrum
- Sprint Review
Artifacts of Scrum

• Task
• Sprint Backlog
• Product Backlog
• Increment
Adoption Challenges

• Culture Change
• Timeline/Projection
• Trust
• Flexibility
Our Gains with Scrum

• Increased comradery among team
• Reduced stress for team
• Greater transparency for supervisors
• Happier customers
• Less work schedule uncertainty
Questions?

Please ask your questions at this time
Additional Resources

• The Official Scrum Website
  https://www.scrum.org/

• Scrum in Brief (Wikipedia)
  http://en.wikipedia.org/wiki/Scrum_(software_development)

• The Official PivotalTracker Website
  http://www.pivotaltracker.com/
Thank you for listening