SCRUM Thinking

Human Centered Design



THIS IS ME!

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@LUCA School of Arts
@Nerdlab

Today!

01	AGILE	What is agile project management? The ball point game
02	SCRUM THINKING	Something in between Design Thinking and SCRUM
03	TOOLS	Which tools can you use?

1. AGILE

The ball point game

The goal of the game is to put as many balls from **one basket to the other**, by respecting the following rules

Everyone is part of one big team

The person who puts the ball in play is the only person who can put it out of play in the destination basket

Each ball must have air-time

Each ball must be touched by every team member

Balls cannot be passed to your direct neighbors (the people directly next to you left or right)

Any ball that falls on the floor or does not respect the rules is a defect

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- **Balls cannot be passed to your direct neighbors (the people directly next to you left or right).**
- **Any ball that falls on the floor or does not respect the rules is a defect.**

5

Iterations

2 min

per iteration

1,30 min

To improve in between iterations

Reflection?

What happened during the game?

How did the numbers evolve?

What agile values and principles can be debriefed from this game?

2. SCRUM Thinking

Design Thinking
+
SCRUM

SCRUM Thinking



Design Thinking is

- a Mindset
- A proces
- a set of tools

Think flexibly 🔄

Work integrally 🤝

Empathize ❤️

Collaborate 🤝

Show, Don’t tell 🖼️

Experiment freely 🧪


airbnb

Diverse options
Many categories in different cities
Lots of traffic on the website

But still no revenu

Solution

Think flexibly 🔄

Work integrally 🤝

Empathize ❤️

Collaborate 🤝

Show, Don’t tell 🖼️

Experiment freely 🧪

User centered design



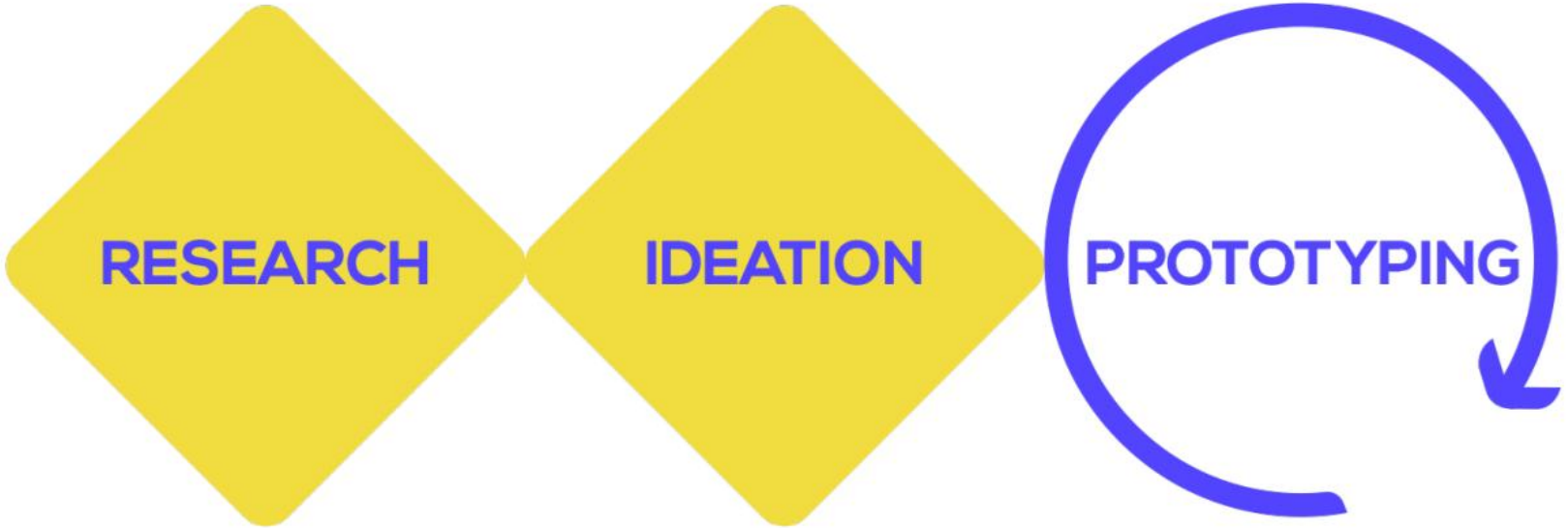
The user is the center of creating the solution(s)

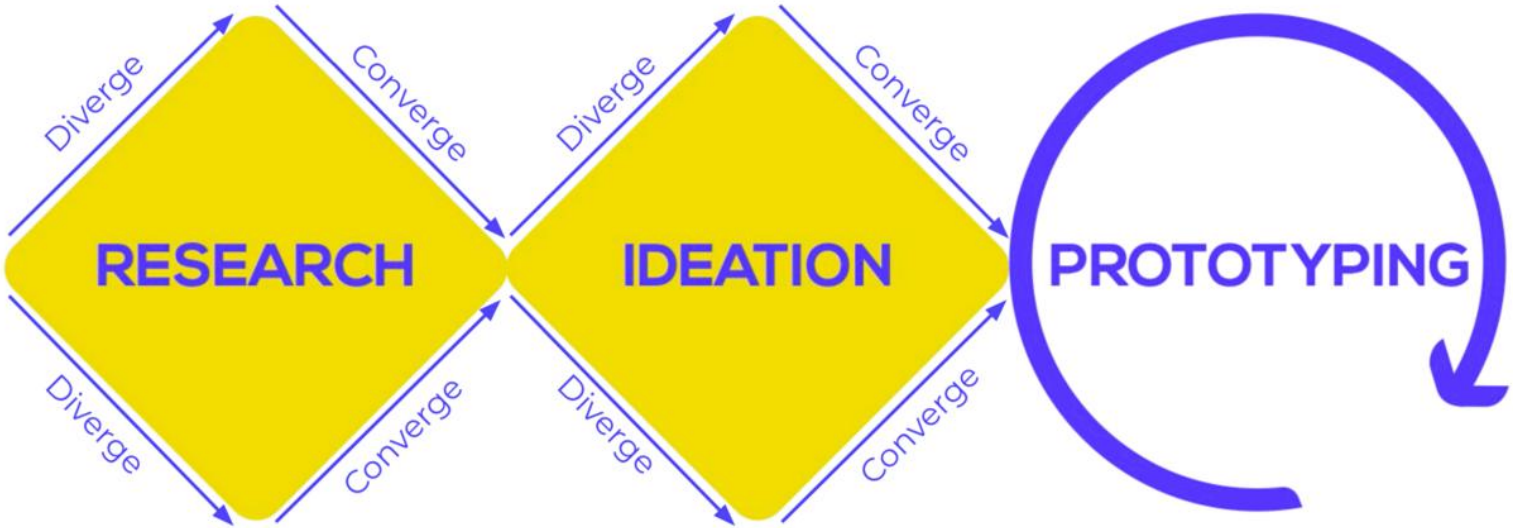
SCRUM Thinking



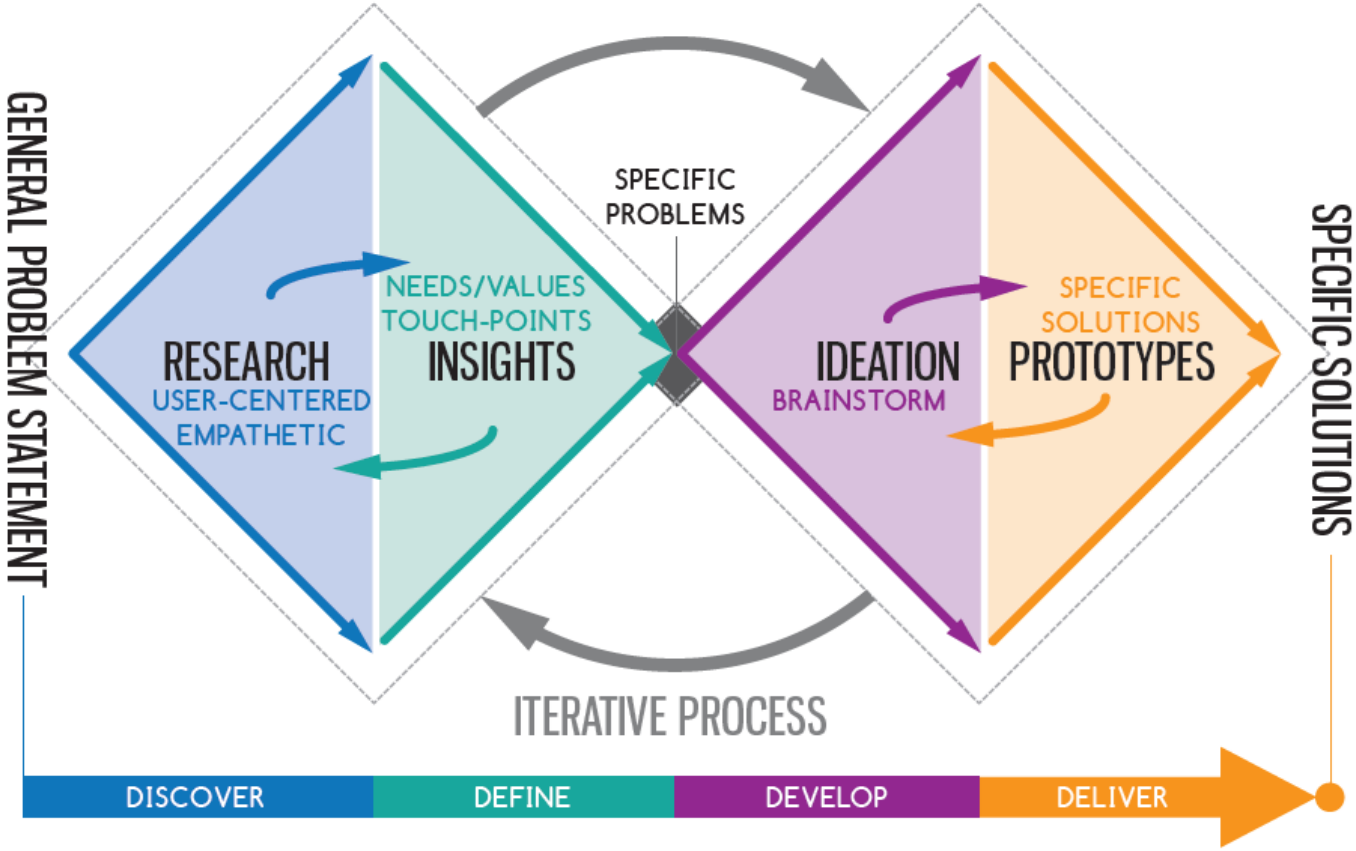
Design Thinking is

- a Mindset
- A proces
- a set of methodologies / tools


RESEARCH
IDEATION
PROTOTYPING


Diverge
Converge
Diverge
Converge
RESEARCH
IDEATION
PROTOTYPING
Diverge
Converge
Diverge
Converge

Double Diamond DESIGN PROCESS



Design Thinking is a way of working

BASED ON THE DOUBLE DIAMOND PRINCIPLE

- diverge
- converge

- reframe challenge
- prototyping + testing

Creating And Making Choices



Working alone and together



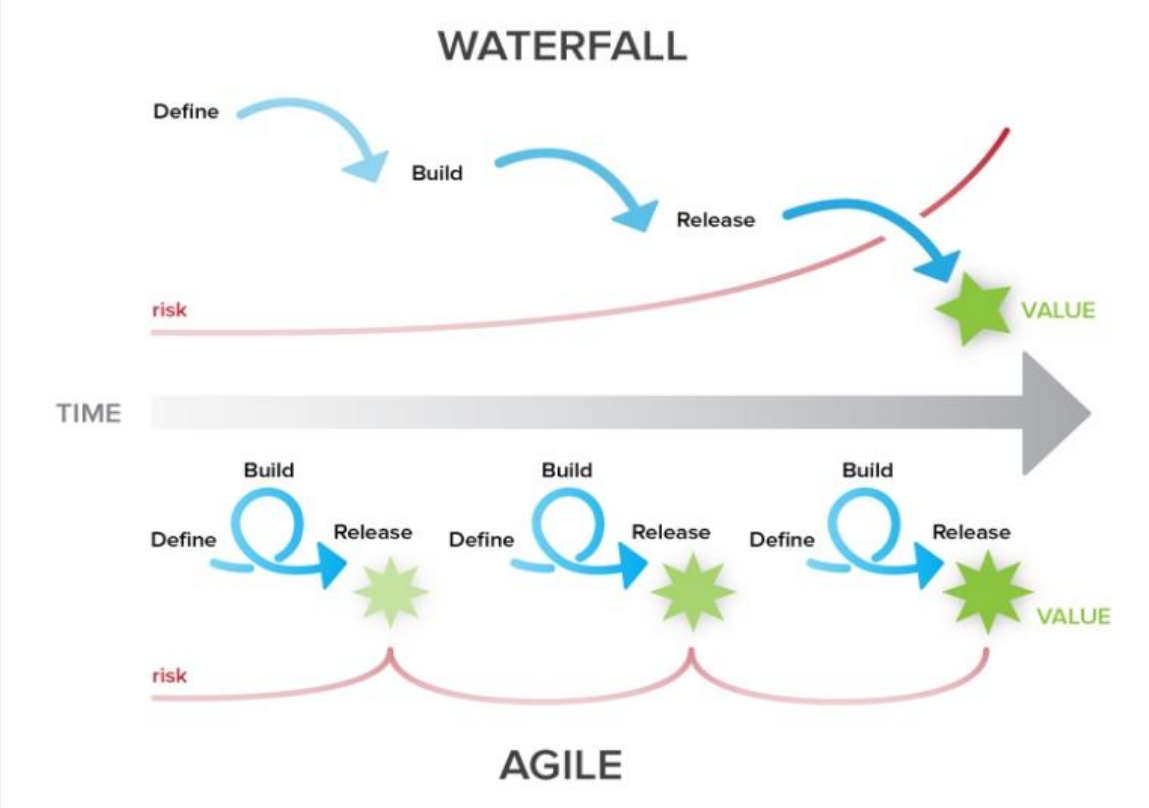
Zooming in and zooming out



Building and reflecting



Waterfall vs Agile



But how do you do this?

How do you do this?

1) Roles

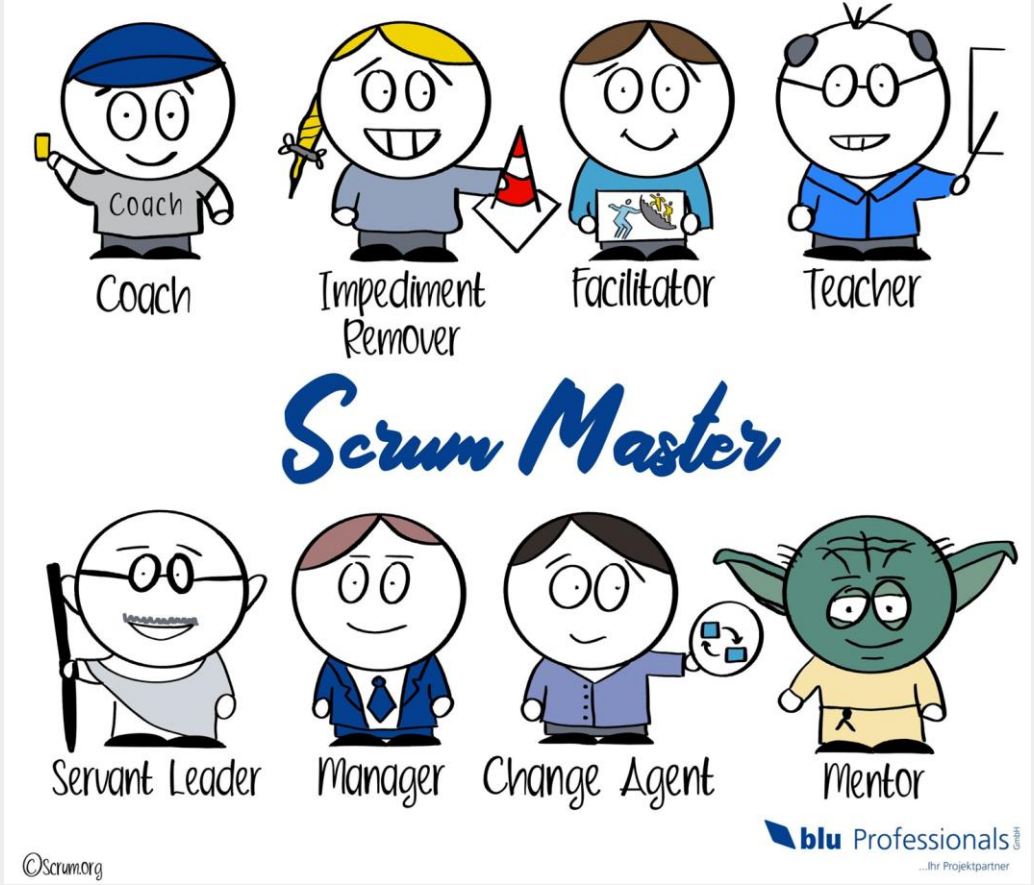
2) Structure

3) Essential Elements

Roles



From: Parabol.https://www.parabol.co/blog/scrum-roles-and-responsibilities/



Scrum Master

Scrum Master

servant leader

_ facilitator – removes obstacles, identifies them with the team

_ promotes the scrum values and practices

_ concerned with the team productivity

_ promotes colaboration and communication



Product Owner

Product Owner

product vison _ scope

_ vison of the product – what it should be

_ manages the Product Backlog [the team]

_represents the client

_ defines priorities, according to the business value

_ collaborates with the team

_ decides launching dates

_accepts or rejects the results



The Team

The Team

product builder

_ produces and delivers increments of the product

_ is involved in the planning processes

_holds decision power (approach, technique…)

_ self-organised

_ should adopt a continuous improvement process

_ defines the Sprint Backlog

_ multifunctional

_ “size” – 5 to 9 members

Structure

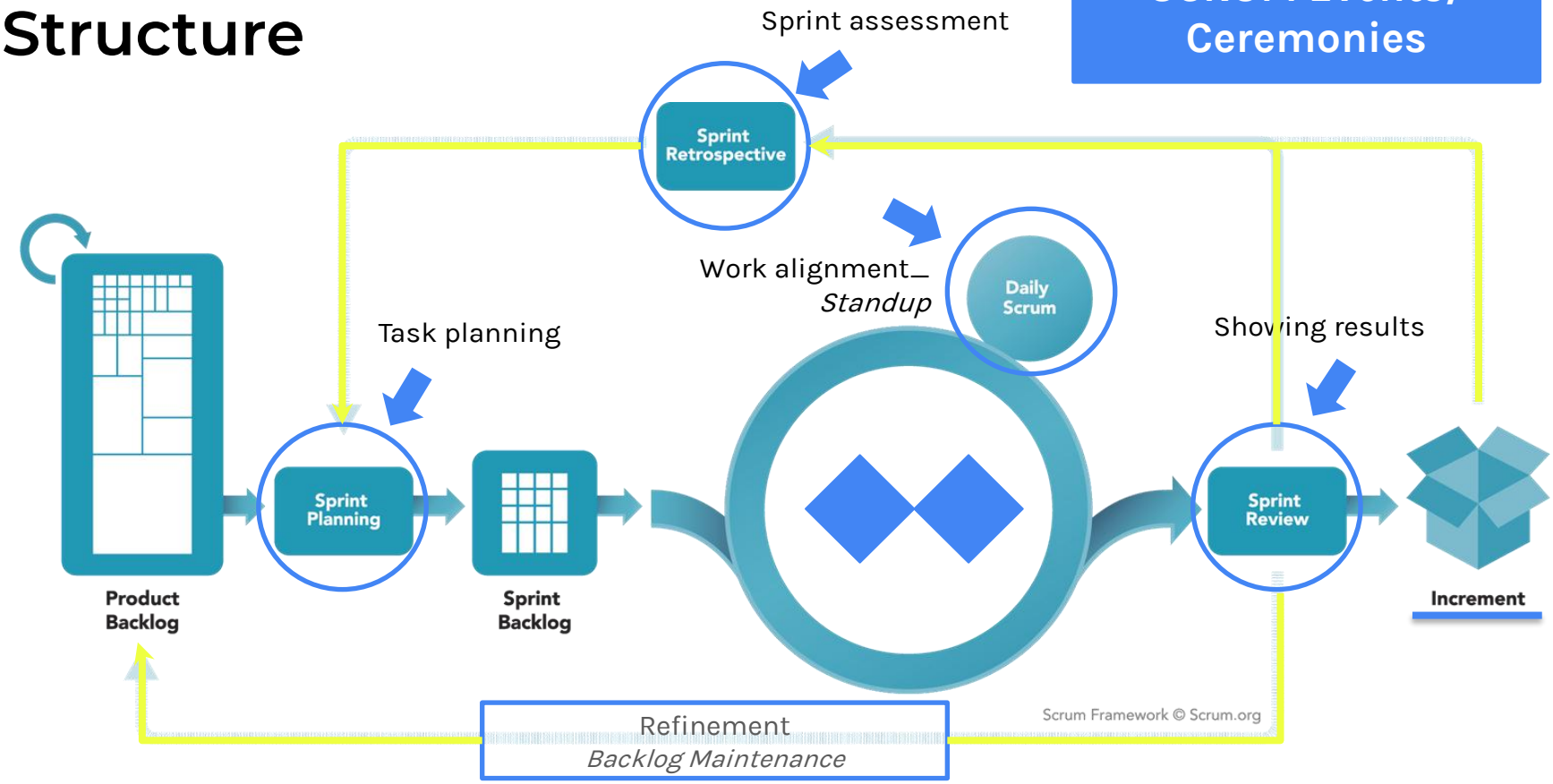
SPRINT

Iteration

- time-framed effort
- length must be defined before it starts
- 1 week to 1 month
- goal: produce results at the end of each sprint – functional incremente
- should be balanced, stable

Structure

SCRUM Events/ Ceremonies

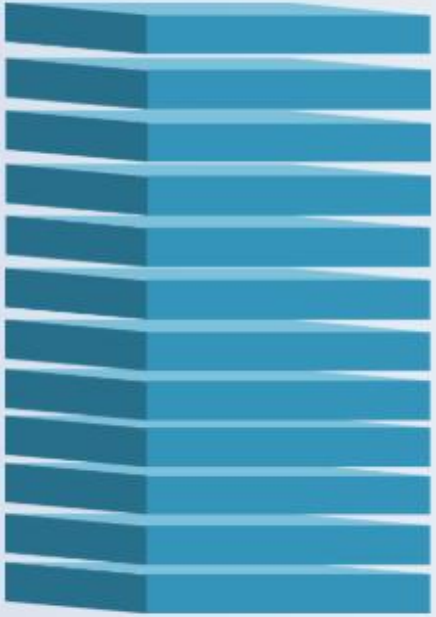


Product Backlog

Roadmap

- strategic planning
- product roadmap
- release plan
- iteration plan
- daily plan
- establishes priorities

Product Backlog

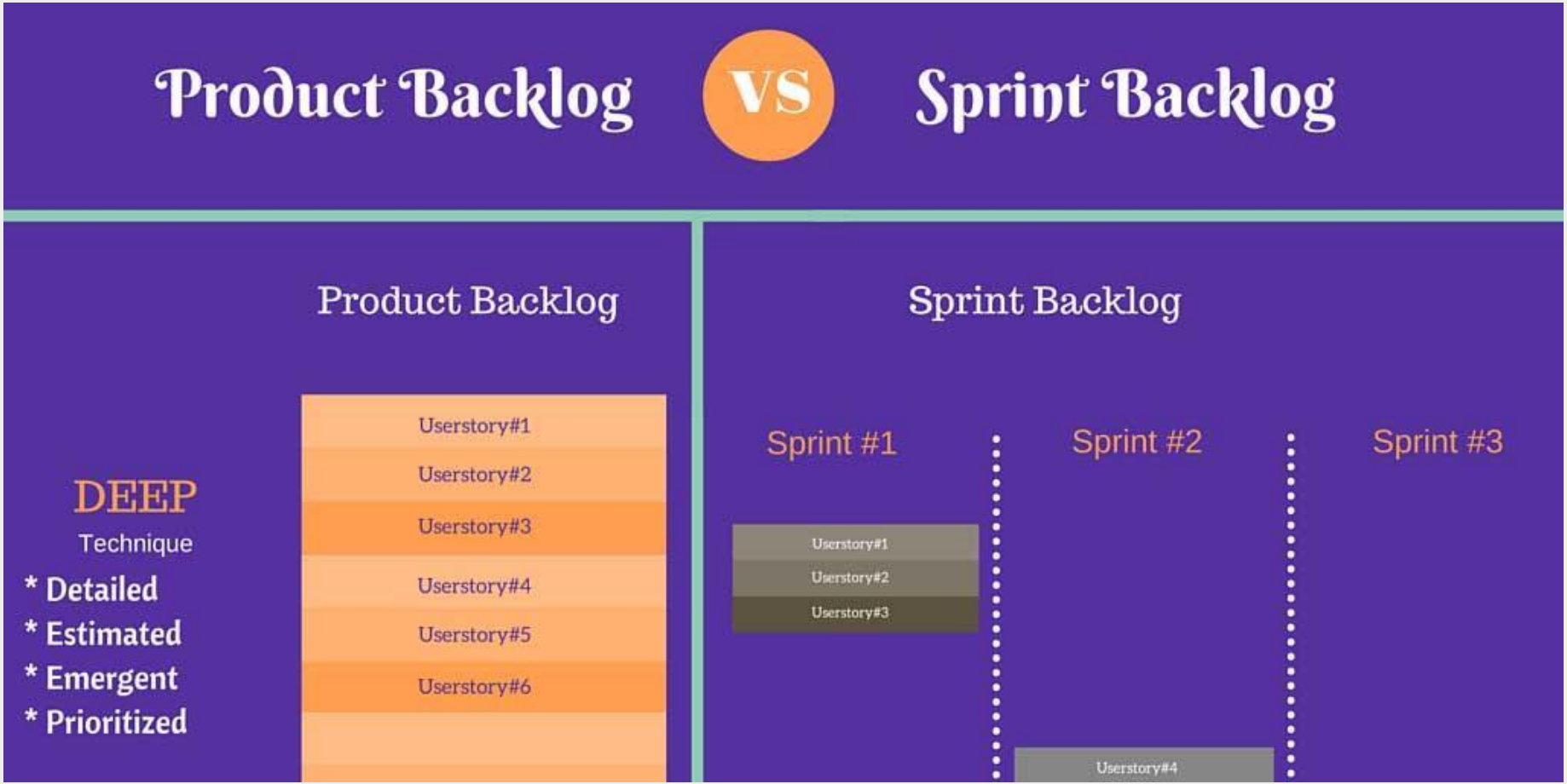


Prioritizing

Key Points to Remember while Creating a Product Backlog

- Urgency raised by the Client
- Implementation Process
- Feedback and Jumping
- Synchronization between the Work Items

educba.com

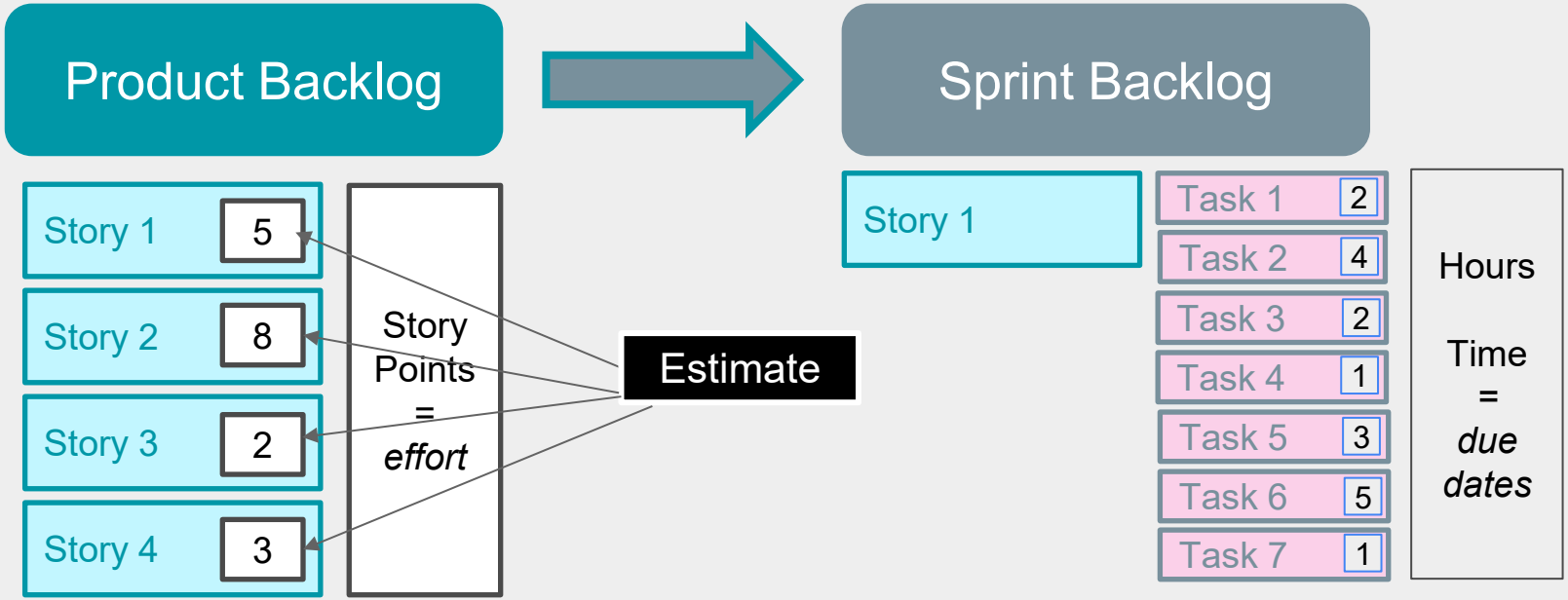


From: https://www.yodiz.com/blog/product-backlog-vs-sprint-backlog-difference-in-agile-methodology/


High priority
Low priority
User story
Story point(s)
Priority
As a user, I am able to search for documents so I can find them more easily
2
1
As a site visitor, I can compare different types of accounts to see which account type suites me best
1
2
As a user, I can submit questions through the website so I know how to better use the product
1
3
As a site visitor, I am shown what I can do in the product so I know whether or not this product will fill my needs
2
4
As a user, I want to be able to retrieve documents that were deleted so I can reclaim documents that were deleted on accident
3
5
As a site visitor and user, I can sign up for newsletters to remain up to date on the product
2
6
As a user, I am notified when a new feature is released so I know what is possible
1
7
As a user, I can change my user name if desired
3
8
As an admin, I need the ability to update which team a user belongs to so I can make sure all teams are up to date
3
9
As a user, I can enable spell check so I can be confident my final document has no spelling errors
4
10

TASKS

_ Single work units, associated to the user stories.



USER STORIES

What? Why?

_ describe product features from an end-user's perspective

_ describe the user(s) and their needs

_ should be simple and concise

_ focused_save time when capturing the prioritizing requirements

USER STORIES

Title:	Priority:	Estimate:
User Story: As a [description of user], I want [functionality] so that [benefit].		
Acceptance Criteria: Given [how things begin] When [action taken] Then [outcome of taking action]		

As a [type of user],

I want [functionality, need]

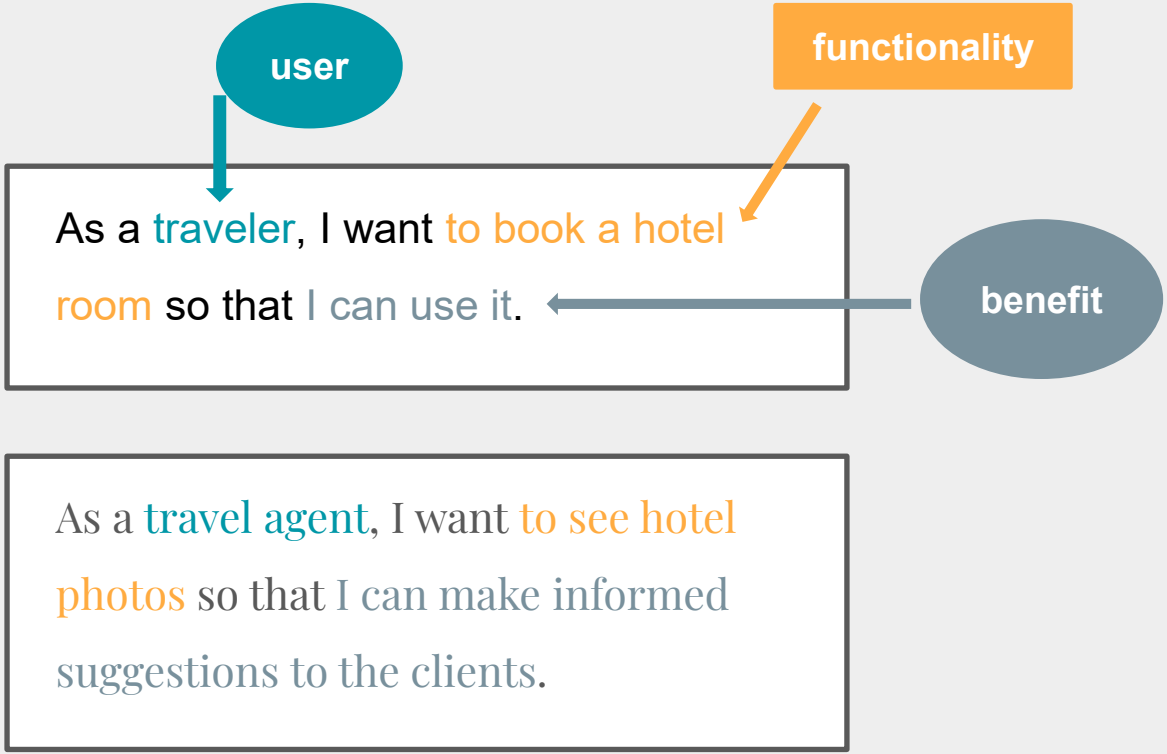
So that [benefit]

User Story
_ Examples

As a traveler, I want to book a hotel room so that I can use it.

As a travel agent, I want to see hotel photos so that I can make informed suggestions to the clients.

User Story
_ Examples





SPRINT PLANNING

team

The team decides about what is to be done during the sprint

_ team selects the User Stories to be included in the Sprint Backlog

_selection is made collaboratively

_ development effort is estimated

_ tasks to develop each User Story are identified _ these should be small (1h to 16h workload)

DAILY SCRUM

Stand up Meeting

_ daily meeting

_ all team

_short - standing

_ each team member should refer to, answer to:

WHAT DID I DO?

WHAT ARE MY NEXT STEPS?

WHICH ARE MY BARRIERS?

SPRINT REVIEW

_ review of the work done

_ functional increment demonstration

_the team shows the result of their work to the PO

_ show the product itself, working

_ no longer than 4 hours

SPRINT RETROSPECTIVE

_ the team assess the work developed in the sprint

_ positive and negative aspects are shared

_lessons learned are promoted to be applied in future sprints

_ no longer than 4 hours

SPRINT REFINEMENT

Grooming

For what?

_update the Backlog

_ refine *stories* and *epics*

_divide stories that are too long

_ improve stories that are poorly defined

_ add acceptance criteria

_ all team must be involved in this event

Scrum Board

Process

Backlog

To do

Doing

For testing/reviewing

Done _

Scrum Boards

_Examples

offline_



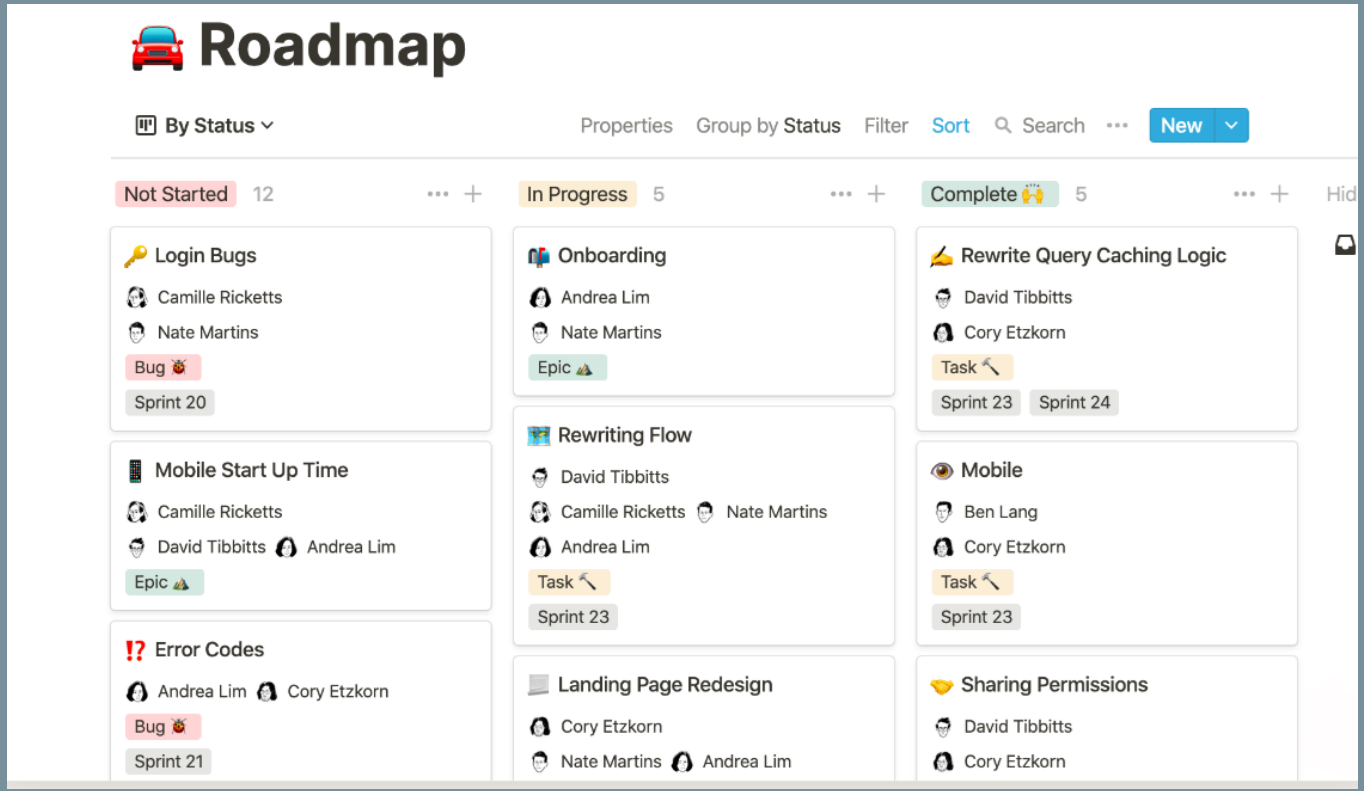
From: https://alexandrasteskal.medium.com/scrum-task-board-offline-or-online-b341719fa472

Scrum Boards

_Examples

online_

https://www.notion.so/



Rules of a brainstorm

1. Defer judgment ⚖️
2. Encourage wild ideas 🦁
3. Build on the ideas of others 🏗️
4. Stay focused on the topic 🎯
5. One conversation at a time 💬
6. Be visual ✍️
7. Go for quantity 📄 📄 📄

“A brilliant solution to the wrong problem can be worse than no solution at all: solve the correct problem.”

Donald Norman

Research

5W1H

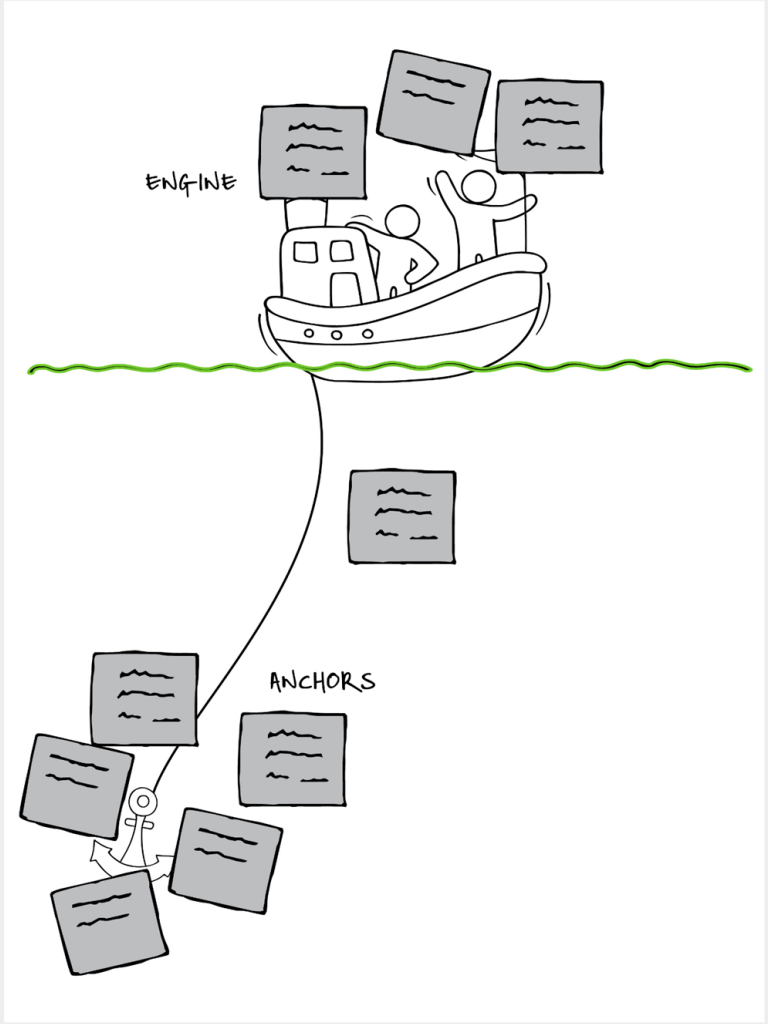
Discover

- To have a clear understanding of what the problem is.
  - What? What has happened?
  - Who? About who is the problem?
  - Why? Why is this a problem? (5 why’s)
  - When? When was this a problem?
  - Where? Where does the problem take place?
  - How? How did this become a problem?

Sail and anchor

Define

- Get insights of your research, structure them in categories:
  - Motor: What's the fuel? What are elements that pushes you forward towards a solution?
  - Anker: What is keeping you back?
- Group everything and decide clusters and link your research


ENGINE
ANCHORS

Ideation

Crazy Eights

Develop

- Fold your paper in 8
- Make sure you have a concrete problem statement that everyone of the team knows about.
- Think of ideas to solve the problem! sketch it out!
- **1 min per idea**

1-2-4-All

Develop

Work together on realistic Idea’s.

1

Think of a realistic idea

2

Get together and select

4

Get together and select

All

Present

Present

Sharing results efficiently

One minute pitch, pecha kucha...

Prototyping

=Deliver



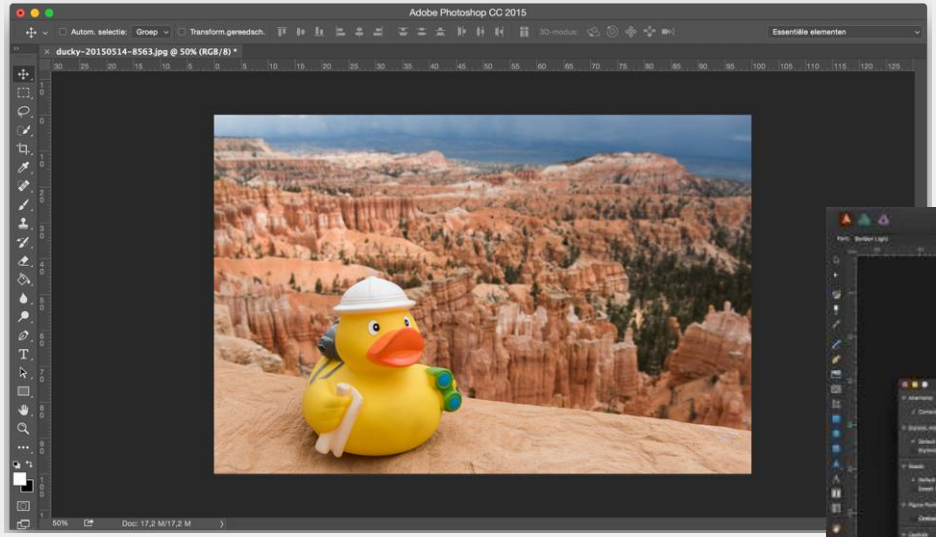


=Deliver


AFTER A FEW WEEKS
New Folder
Get info
View
Arrange
FOR CHRISTMAS CALENDAR (PRINT)
OH... I'm bored...
ON THE WEEKEND
AFTER MONTHS


MIND CONTROLLED ARM PROSTHETIC
Control your own arm prosthetic using your brains
Technology To Use
-Brain Sensors
Send brain signals to processor
APP
PROCESSOR
1) Program different hand gestures
2) Interactive Mind training games
3) Show battery life
4) Tracking Behavior
5) Frequent Improvement updates
6) Diagnostic FeedBack
-BRAIN NOISE
-UNNATURAL NOISE
INTERNAL ETERNAL POWER
NERDY
PLUG AND PLAY
FINGER PRINT
MULTI FUNCTION BUTTONS
AND JOY!

=Deliver


Adobe Photoshop CC 2015
ducky-20150514-8563.jpg @ 50% (RGB/8) *


Float Again

=Deliver

- Make lots of artifacts
- Many different prototypes.
- Quick and dirty > Fail fast, Fail a lot
- Show don’t tell
- Feedback
- Iterate

SCRUM Thinking



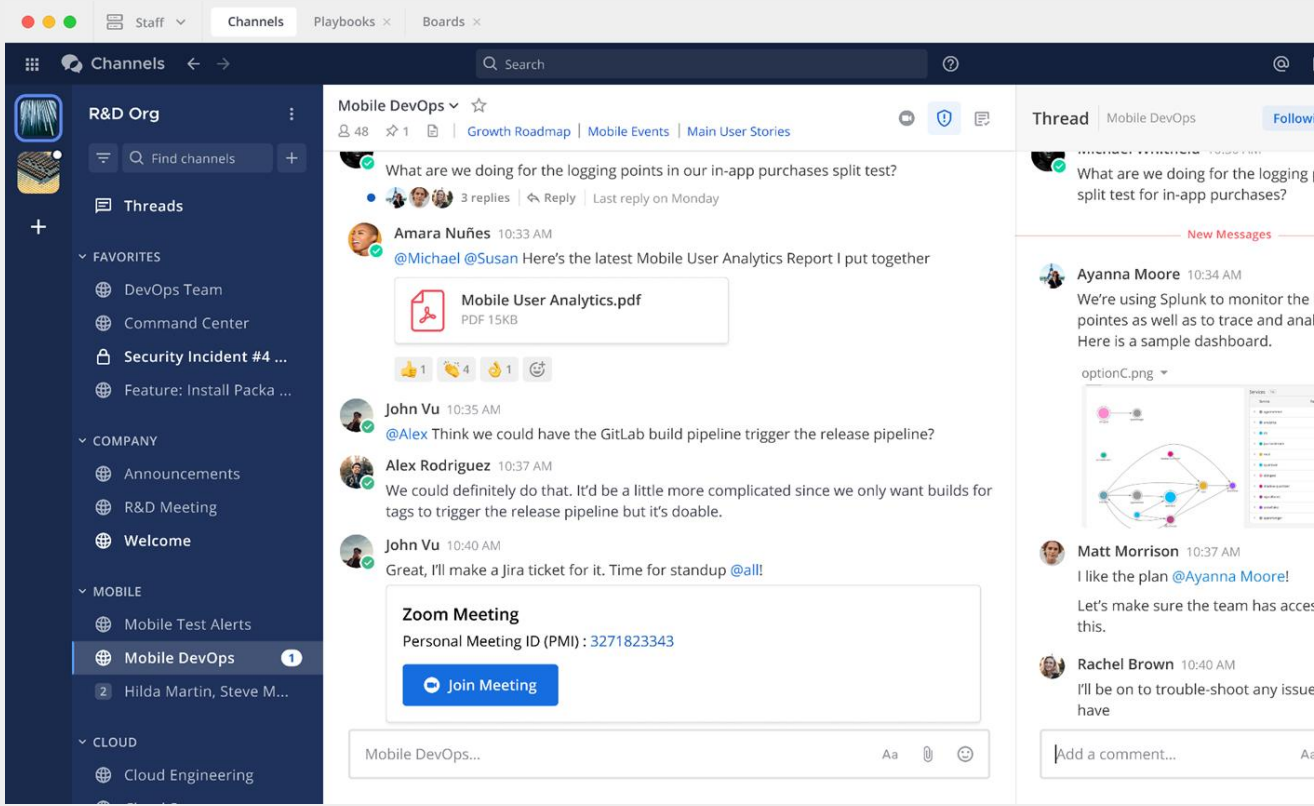
Solutions: For people

Design Thinking is

- a way of working
- a project approach
- a set of methodologies / tools

Communication

Mattermost



Mattermost

Discord


pet-photos
study-group
games
cooking
study-group
Graggle Today at 9:18 AM
Who's got notes from history today?
Cap Today at 9:19 AM
I need them too!
Peppe Today at 9:22 AM
send please
Phibi Today at 9:30 AM
me too!
DISCORD

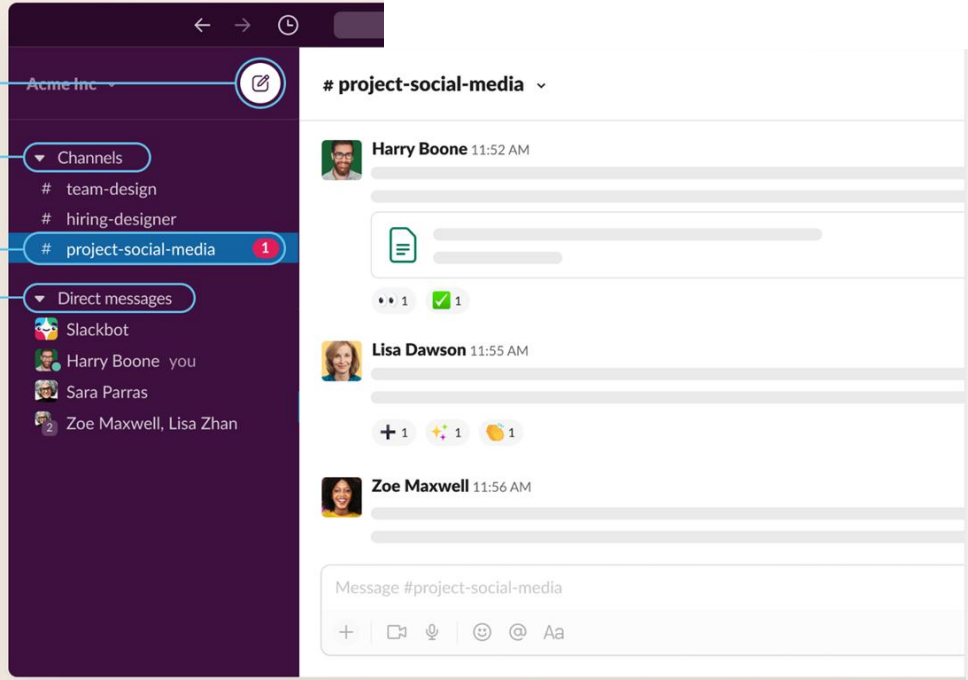
Slack

Compose

Channels

Notifications

Direct messages



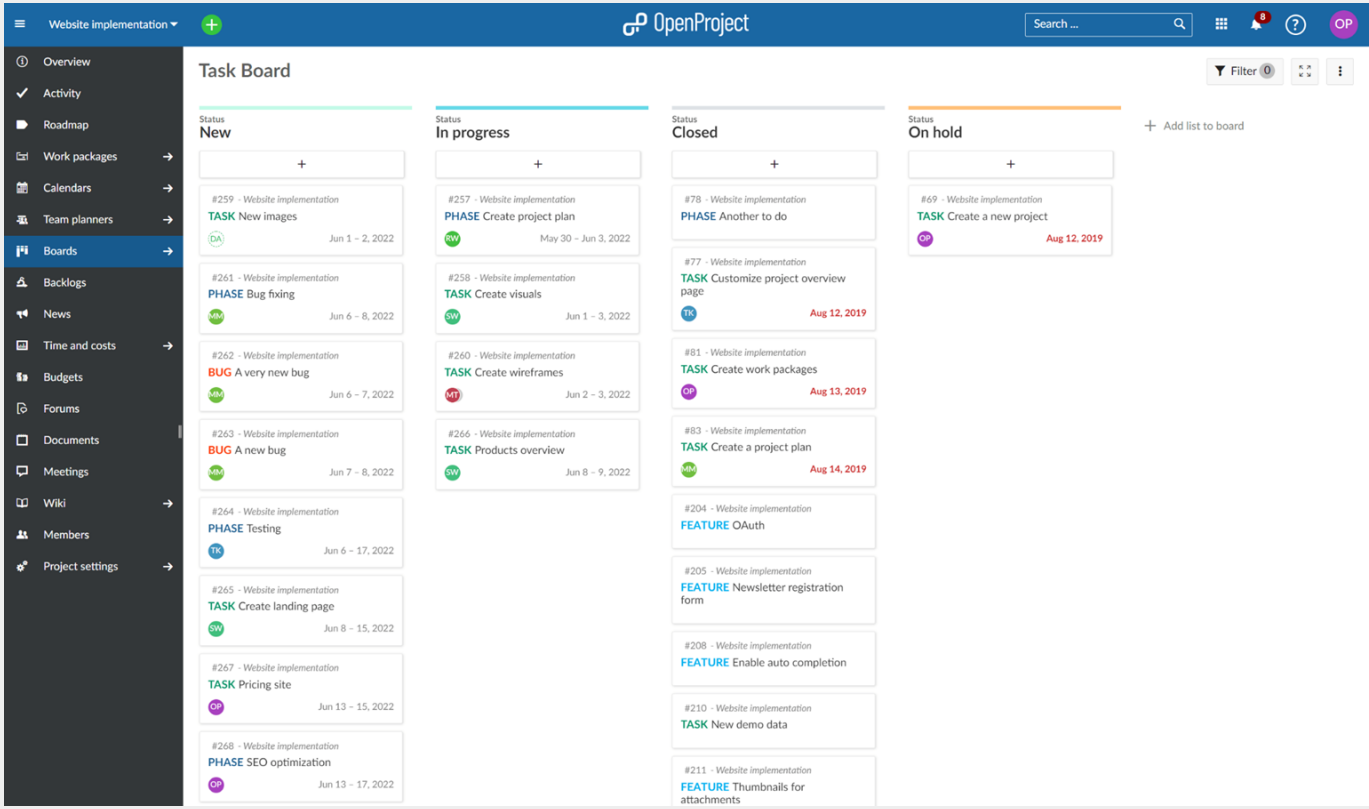
Many more

Asana

Teams

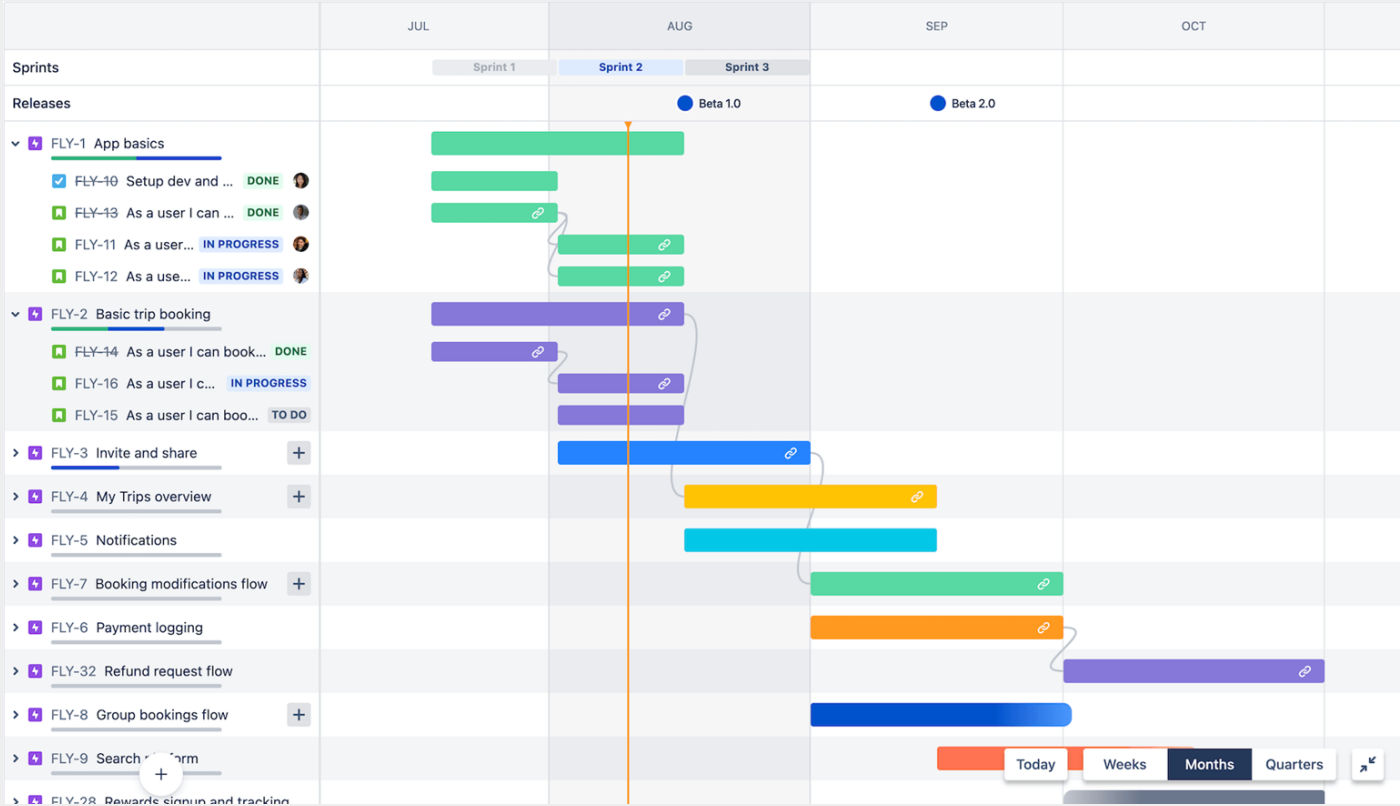
Project management

Open Projects

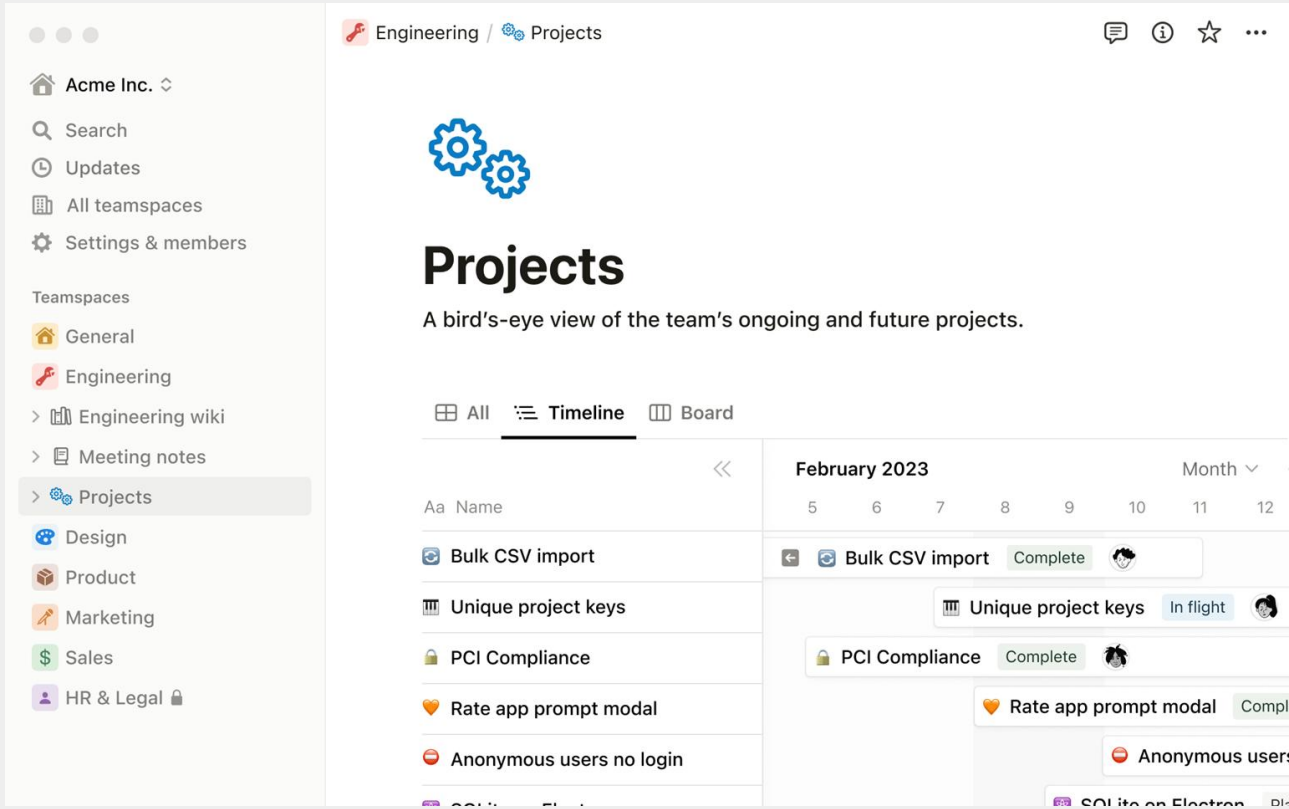


OpenProject

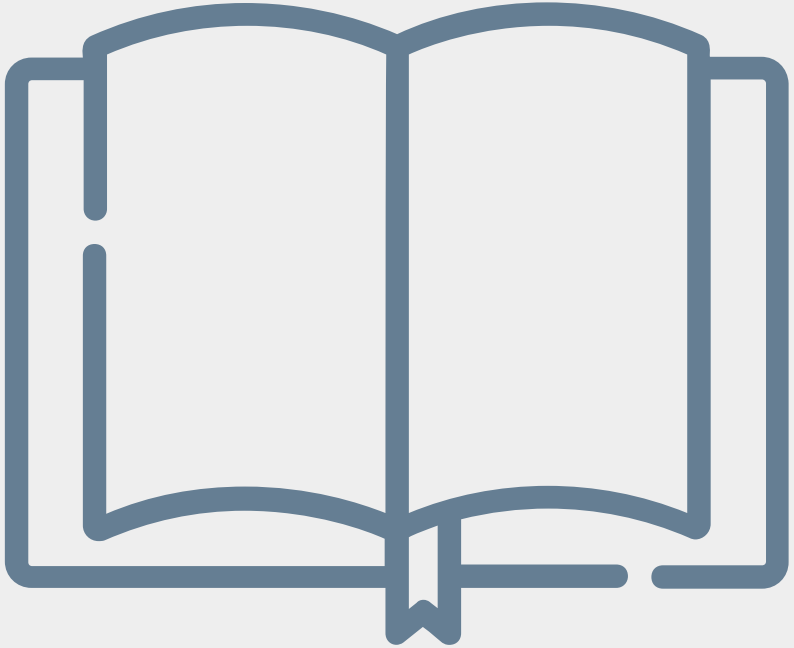
Jira


JUL
AUG
SEP
OCT
Sprints
Sprint 1
Sprint 2
Sprint 3
Releases
Beta 1.0
Beta 2.0
FLY-1 App basics
FLY-10 Setup dev and ... DONE
FLY-13 As a user I can ... DONE
FLY-11 As a user... IN PROGRESS
FLY-12 As a use... IN PROGRESS
FLY-2 Basic trip booking
FLY-14 As a user I can book... DONE
FLY-16 As a user I c... IN PROGRESS
FLY-15 As a user I can boo... TO DO
FLY-3 Invite and share
FLY-4 My Trips overview
FLY-5 Notifications
FLY-7 Booking modifications flow
FLY-6 Payment logging
FLY-32 Refund request flow
FLY-8 Group bookings flow
FLY-9 Search
Today
Weeks
Months
Quarters

Notion


Engineering / Projects
Acme Inc.
Search
Updates
All teamspaces
Settings & members
Teamspaces
General
Engineering
Engineering wiki
Meeting notes
Projects
Design
Product
Marketing
Sales
HR & Legal
Projects
A bird's-eye view of the team's ongoing and future projects.
All
Timeline
Board
February 2023
Month
Aa Name
5 6 7 8 9 10 11 12
Bulk CSV import
Bulk CSV import Complete
Unique project keys
Unique project keys In flight
PCI Compliance
PCI Compliance Complete
Rate app prompt modal
Rate app prompt modal
Anonymous users no login
Anonymous users

Design thinking toolset



Toolboxes

Ideo

Hyper island

Design sprints with google

Sessionlab

Fun retrospectives

Realtimeboard

Trello

Mischief Makers

5 fun sprint retrospective ideas with templates

Agile estimating and planning, Mike Chon

Featuremap

Jira™

Notion

Tool Boxes

5 fun sprint retrospective ideas with templates

Agile estimating and planning, Mike Chon

Featuremap

Jira™

Notion

Realtimeboard

Trello

TO DO

Wednesday 14/02/2024

- ❏ Get to know each other and decide the roles
- ❏ Get to know your PO, Project and Challenge
- ❏ Start creating your Backlog with your Project Owner
- ❏ Decide on tools are you going to use for project management

Friday 16/02/2024

- ❏ Create agreements on how you are going to work together
- ❏ Create a timeline on when ceremonies are going to happen