Spilar þú

AGILE

leikinn?

#LOGIHELGU

BINATONE

TV MASTER MK IV
01-4924

TENNIS

FOOTBALL

SQUASH

SQUASH (Practice)

FUNCTION

SOUND

POWER

ON OFF

SPEED

ANGLE

SERVE

MAN

BATSIZE

PLAYER

LEFT

RIGHT

START

MAN SERVE

AGILE LEIKURINN

FRÁ **UMBÓTUM** TIL **ÁRANGURS**
GEGNUM **LEIKJAFRÆÐI**

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AGILE LEIKURINN
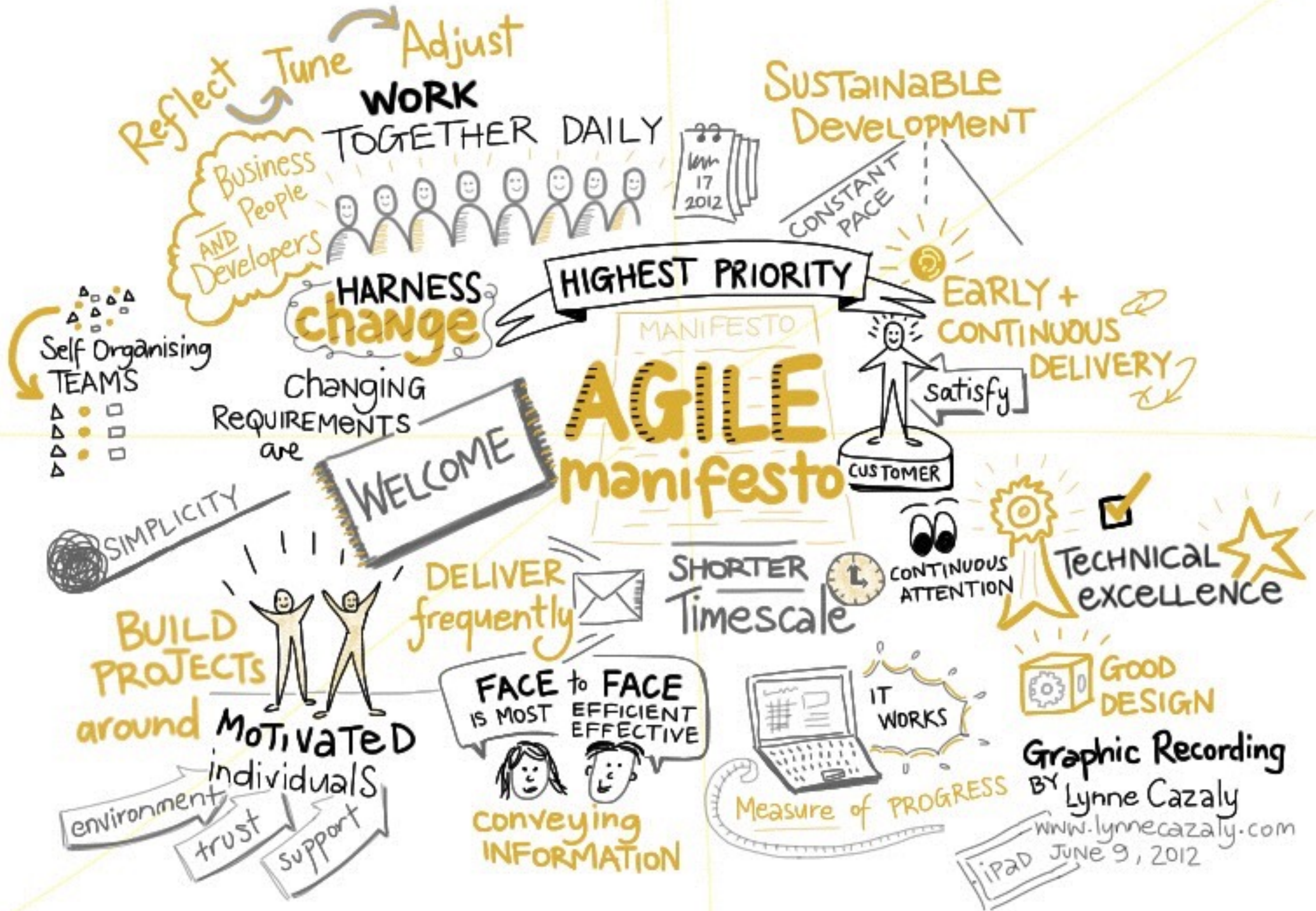## FRÁ UMBÓTUM TIL ÁRANGURS
GEGNUM **LEIKJAFRÆÐI**

AGILE

2001

4 VALUES

12 PRINCIPLES

OUR **HIGHEST** PRIORITY IS TO **SATISFY THE CUSTOMER** THROUGH **EARLY** AND **CONTINUOS DELIVERY** OF **VALUABLE SOFTWARE**

http://www.lynnecazaly.com.au/

SCRUM

ROLES ARTIFACTS MEETINGS TIMEBOXED

SCRUM

Scrum is a management framework that is becoming increasingly more common in the software industry. Where traditional methods focus on staying on track, Scrum is aimed at – like other **Agile methods** - delivering business value. Scrum provides a platform for people to work together effectively and relentlessly makes visible every problem that gets in its way.

Manifesto for Agile Software Development:
Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

The essence of Scrum is:
· The team is given clear goals
· The team organises itself around the work
· The team regularly delivers the most valuable features
· The team receives feedback from people outside it
· The team reflects on its way of working in order to improve
· The entire organisation has visibility into the team's progress
· The team and management honestly communicate about progress and risks

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Responsible for Product backlog creation and prioritizing

· Creates Product backlog
· Prioritizes Product backlog
· Manages Releases
· Describes features to the Team
· Accepts or rejects work results

Scrum Master (SM) — Roles

Responsible for team to follow scrum values

· Runs Sprint Planning and Daily Scrum meetings
· Ensures that the team is fully functional and productive
· Removes impediments

Scrum Team — Roles

Responsible for estimation and implementing features. Highly motivated, self organized and have cross functional skills

· Estimates size of Sprint backlog items (Planning Poker)
· Turns Sprint backlog list into Potentially shippable product increment
· Tracks work progress every day (Daily Scrum Meeting)
· Communicates with product owner regularly
· Alerts when there are problems
· Demonstrates Potentially shippable product increment to Product owner

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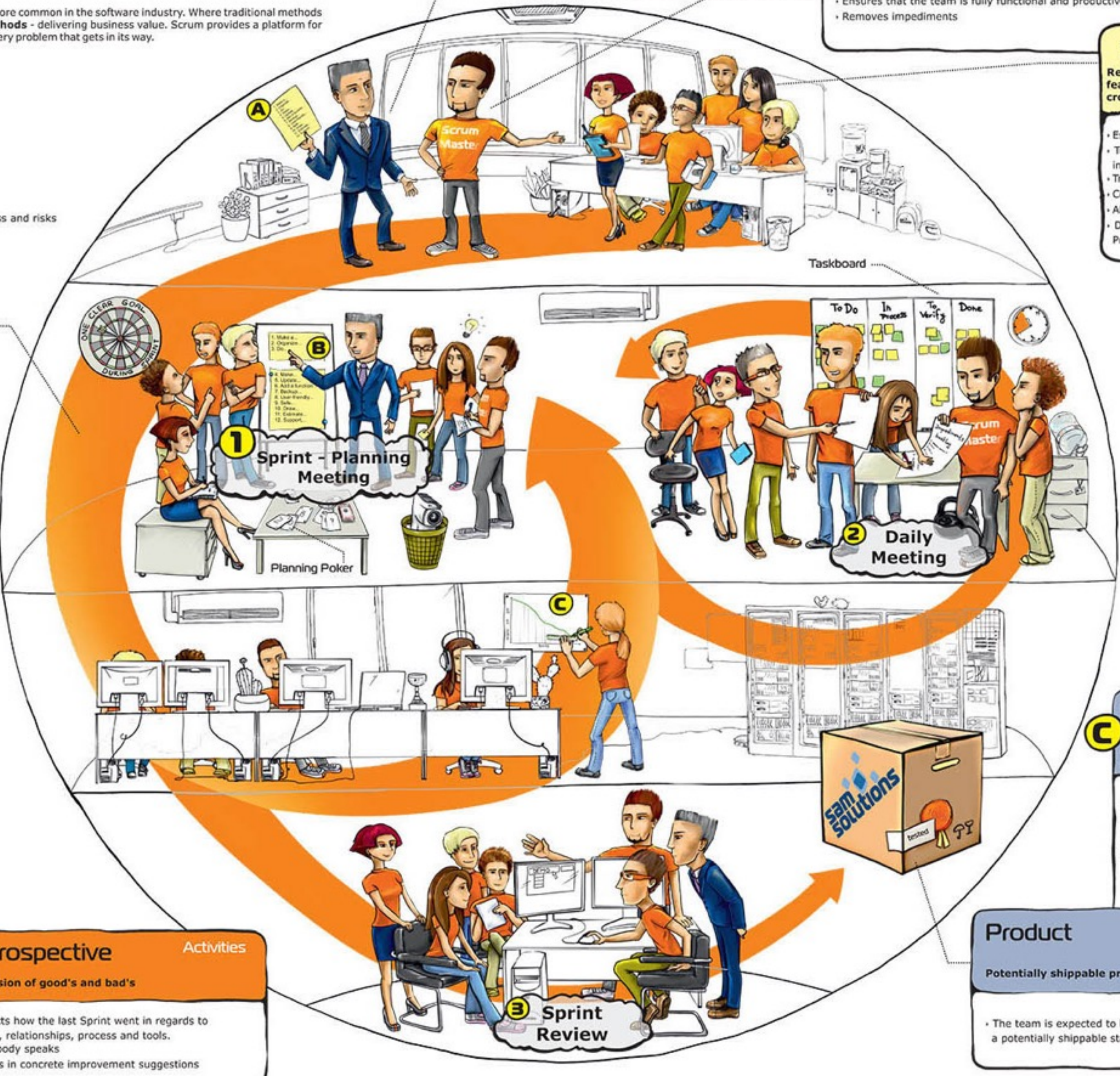
Sprint — Activities

2-4 week period of work on new features of Product

· Team uses appropriate best engineering practices during sprint
· Team delivers something after each sprint

① Sprint Planning Meeting — Activities

Selecting, discussion, and estimation of features for current sprint

· Selecting, analyzing, and estimating Product Backlog for Sprint
· Product owner describes the details of the features to the Team
· Product owner answers the questions from the Team
· The Team plays Planning Poker and estimates the features
· All team members commit to them

② Daily Scrum Meeting — Activities

Status of work progress meeting

· Same time, same place every day, lasts 15 minutes.
· Everybody answers the 3 questions:
  1. What have I done?
  2. What am I going to do?
  3. What problems do I have?

· Team members address each other not Scrum Master

③ Sprint Review — Activities

Demonstration of implemented features on working product

· Demo is done after each sprint
· All stakeholders and other teams can be invited to the demo
· Demo shows working product
· Product owner makes a decision whether team has achieved the goal of the sprint

Retrospective — Activities

Discussion of good's and bad's

· Inspects how the last Sprint went in regards to people, relationships, process and tools.
· Everybody speaks
· Results in concrete improvement suggestions

A Product Backlog — Artifacts

A list of features to be implemented in Product

· Contains User Stories, Issues, Bugs or Technical Tasks
· All the items are prioritized by Product Owner
· All the items are regularly updated by Product Owner

B Sprint Backlog — Artifacts

A list of features to be implemented in current Sprint

· Features are selected from Product Backlog by Team on the basis of their priorities
· The features which are planned to be implemented in Sprint are selected
· No features can be added during Sprint

C Burndown Chart — Artifacts

Graph representation of work done and left to be done in Sprint

· Team must have a burndown chart
· Burndown chart is a highly visible representation of work status
· Burndown chart is updated every day
· Team takes corrective actions when burndown is too high/low

Product — Artifacts

Potentially shippable product increment

· The team is expected to bring the product or system to a potentially shippable state at the end of each sprint

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① Sprint - Planning Meeting
Planning Poker

② Daily Meeting

③ Sprint Review

Taskboard

the unofficial Scrum Checklist

crisp

Henrik Kniberg

Recommended but not always necessary

Most of these will usually be needed, but not always all of them. Experiment!

- [ ] Team **has all skills** needed to bring backlog items to Done
- [ ] Team members **not locked into specific roles**
- [ ] Iterations that are **doomed to fail** are terminated early

- [ ] PO has **product vision** that is in sync with PBL
- [ ] PBL and product vision is **highly visible**
- [ ] Everyone on the **team participates in estimating**
- [ ] PO available when team is estimating
- [ ] Estimate **relative size** (story points) rather than time
- [ ] Whole team knows top 1-3 **impediments**
  - [ ] **SM has strategy** for how to fix top impediment
  - [ ] **SM focusing** on removing impediments
  - [ ] **Escalated to management** when team can't solve
- [ ] Team has a **Scrum Master (SM)**
  - [ ] SM **sits with the team**

- [ ] PBL items **are broken into tasks** within a sprint
  - [ ] Sprint tasks are **estimated**
  - [ ] Estimates for ongoing tasks are **updated daily**

- [ ] **Velocity** is measured
  - [ ] All items in sprint plan have an **estimate**
  - [ ] PO uses velocity for **release planning**
  - [ ] Velocity only includes items that are Done

- [ ] Team has a **sprint burndown chart**
  - [ ] Highly **visible**
  - [ ] **Updated** daily

- [ ] **Daily Scrum** is every day, same time & place
  - [ ] **PO participates** at least a few times per week
  - [ ] Max **15 minutes**
  - [ ] Each team member **knows what the others are doing**

Scaling

These are pretty fundamental to any Scrum scaling effort.

- [ ] You have a **Chief Product Owner** (if many POs)
- [ ] Dependent teams do **Scrum of Scrums**
- [ ] Dependent teams **integrate within each sprint**

Positive indicators

Leading indicators of a good Scrum implementation.

- [ ] **Having fun!** High energy level.
- [ ] **Overtime work is rare** and happens voluntarily
- [ ] Discussing, criticizing, and **experimenting** with the process

PO = Product owner   **SM** = Scrum Master   **PBL** = Product Backlog   **DoD** = Definition of Done
http://www.crisp.se/scrum/checklist | Version 2.2 (2010-10-04)

The bottom line

If you achieve these you can ignore the rest of the checklist. Your process is fine.

- [ ] Delivering **working, tested software** every 4 weeks or less
- [ ] Delivering what the **business needs** most
- [ ] Process is **continuously improving**

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at regular INTERVALS the TEAM reflects on How to become more EFFECTIVE then tunes and ADJUSTS its BEHAVIOR accordingly
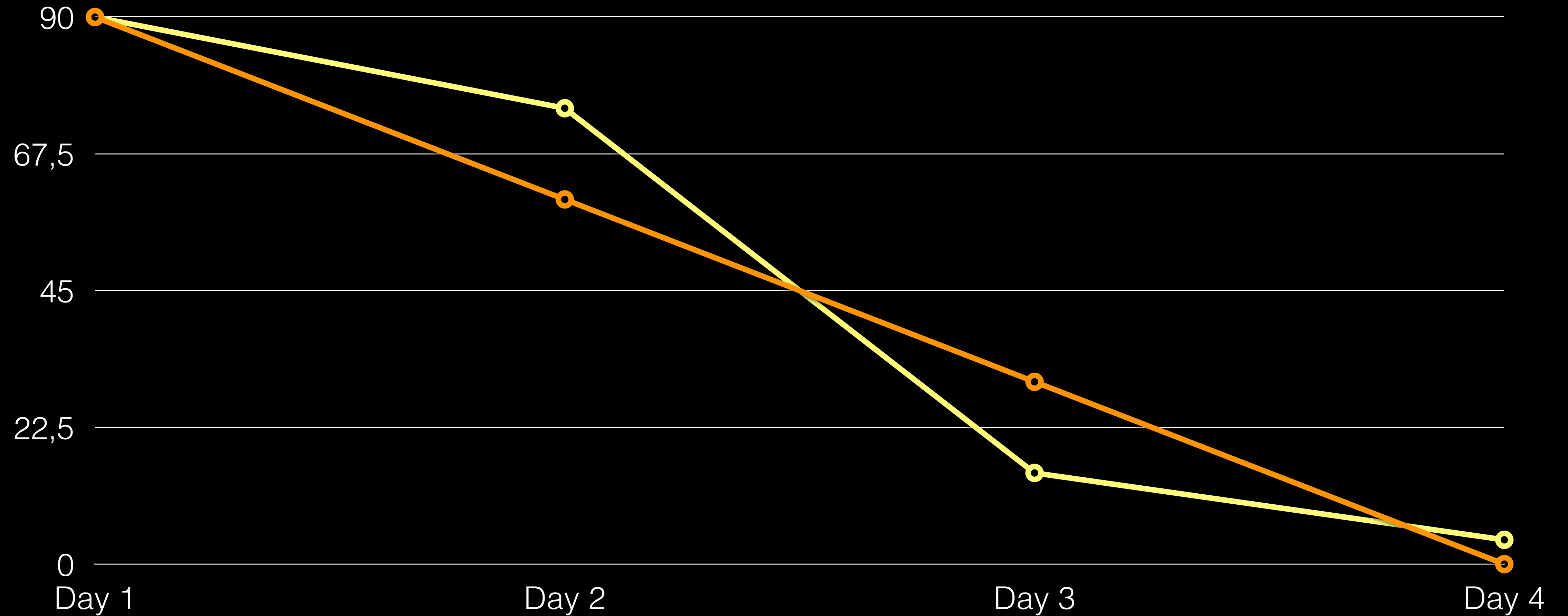
RETRO

AGILE RETROSPECTIVE

embrace
CHANGE
nurture

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WORKING SOFTWARE IS THE PRIMARY MEASURE OF PROGRESS

BURND🔥WN CHART

	Day 1	Day 2	Day 3	Day 4
90				
67,5				
45				
22,5				
0				

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GAMIFICATION

APPLY GAME ELEMENTS TO CHANGE BEHAVIOR IN THE REAL WORLD

CLEAN YOUR ROOM KIDS
KANBANSTYLE

agile.logihelgu.com/blog/clean-your-room-kids-kanban-style/

Apple II+ /IIe/IIc

WHERE IN THE WORLD IS CARMEN SANDIEGO?™
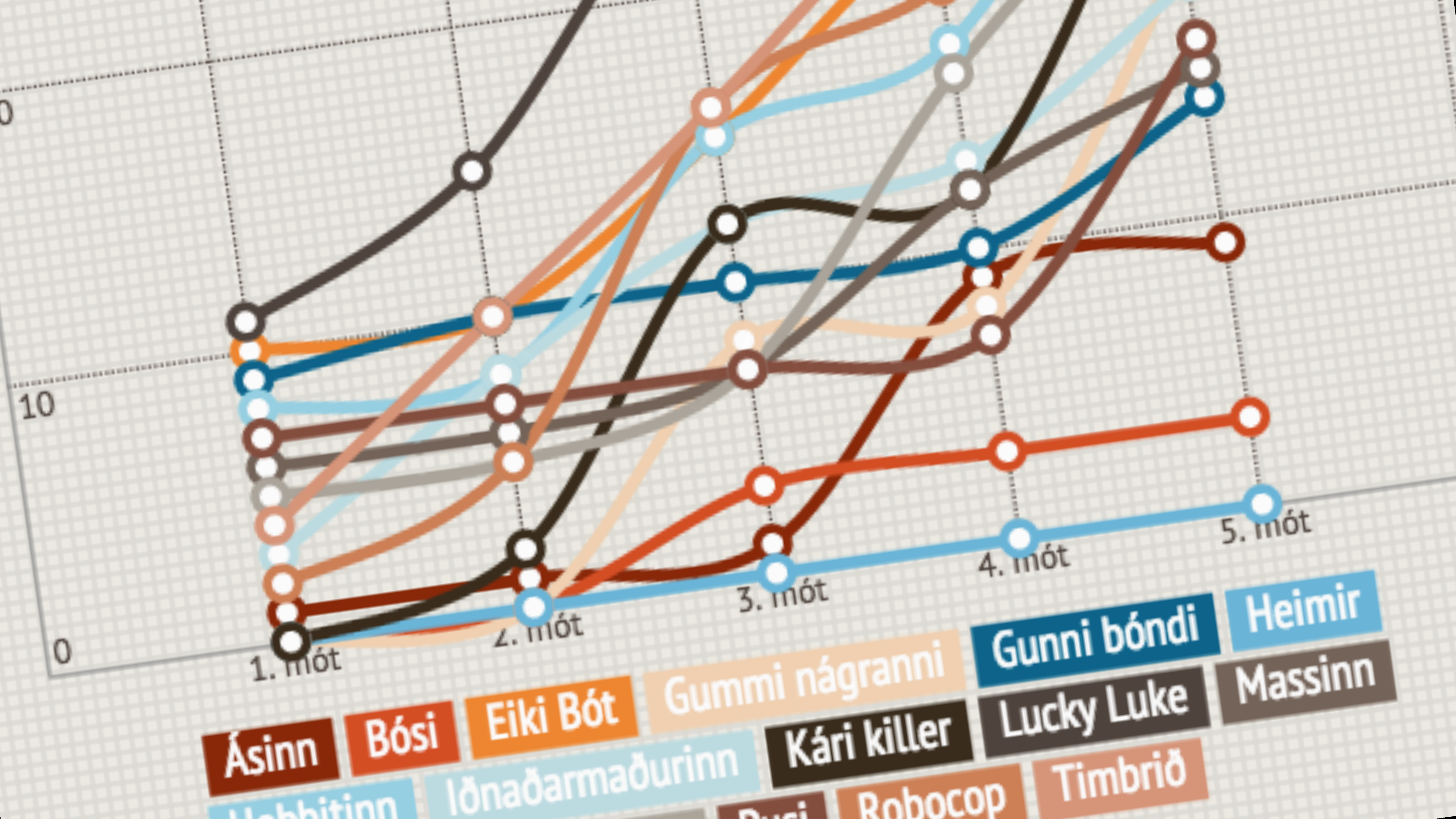
Side A

🔱 Brøderbund®

(Side B on back)

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Brøderbund Software™

10

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1. mót

2. mót

3. mót

4. mót

5. mót

Ásinn

Bósi

Eiki Bót

Gummi nágranni

Gunni bóndi

Heimir

Kári killer

Lucky Luke

Massinn

Hobbitinn

Iðnaðarmaðurinn

Robocop

Timbrið

BLÓM HLÆJA
UPPI Í RÚMI

HENGJA UPP ÚLPURNAR

REFSING

Sá sem hengir ekki upp úlpuna sína þrífur klósettið!!

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Hvernig lærum við?

SHU-HA-RI

FYLGJA & ENDURTAKA   **PRÓFUM NÝTT**   **BREYTUM**

LÆRÐU SPILA BÆ

LEIKINN

LÆRÐU SPILAÐU BÆ

LEIKINN

LÆRÐU SPILA BÆTTU
LEIKINN

Q&A
#