Scrum : "Software in 30 days" (Made by: yesper@yescoaching.dk) (Version 03)

1 Why it's possible (Section 1)

- 1.1 Wrong proces produce Wrong resultat(01)
  - 1.1.1 Agile 3 times succesful (Succes,Fail,Challenged) Waterfall(14,29,57) Agil(42,9,49)
  - 1.1.2 Wrong Approch: Predictive Processes
    - 1.1.2.1 Relase take longer and longer (Scrum: Increments helps)
    - 1.1.2.2 Relase scedule slip (Scrum: "Always" 30 days)
    - 1.1.2.3 Stabliization longer (Scrum: Itterations focus is stablization)
    - 1.1.2.4 Planning takes longer (Scrum: "Just-In-Time-Planing")
    - 1.1.2.5 Mid-relase Changed difficult (Scrum: Handled by Increments)
    - 1.1.2.6 Quality deterioating (Scrum: "Fit-For-Purpose" by Increments)
    - 1.1.2.7 Reduced People motivation (Scrum: "Over and done" by Increments and look for next Sprint)
  - 1.1.3 Wrong results
    - 1.1.3.1 On requirements
    - 1.1.3.2 On Working Technology
    - 1.1.3.3 On People and Quality
- 1.2 Right Process Produces the Right Results(02)
  - 1.2.1 Empiricism: -I nspection - Adaptation - Transparency
    - 1.2.4.1 Ex. - Respect for individuals - Self Organizing teams - Cross-Functional - Overlapping dev. Phases - Knowledge sharing
  - 1.2.2 Product Backlog (Prioriteres requirements and ideas
    - 1.2.3 Process: Backlogitems-> IterationS -> Increments for relase
  - 1.2.4 People Practices etc. (Backbone of succes's)
- 1.3 The Pilot(03) (Try it om small scale)
  - 1.3.1 Form the team (Skills, motivation , process knowledge,time)
  - 1.3.2 What to do (Eg. Process, Realistic Results) (Sprint Planing Meeting)
    - 1.3.3 Do a small piece (1 Sprint)
    - 1.3.4 Evaluation next step (Sprint Review)
    - 1.3.5 Acces what can be improved (Sprint Retrospctive)
- 1.4 What Can I Do ?(04)
  - 1.4.1 Practices the Art of the Possible (Be Realistic and saving next IterationS bassed on first IS AN SUCESS)
    - 1.4.2 Demand Transparency etc. (Build decisions on trust and facts)
    - 1.4.3 Count on People to Do More and Relax (Self-Orgnization and accept uncertainty)

2 How it's possible (Section 2)

- 2.1 Gelting Started with Scrum (05) (See below for speciel mindmap for this)
  - 2.1.1 The Scrum Guide (Kilde: Scrum.org) (Made By: yesper@yescoaching.dk) (Version: 03)
- 2.2 Scrum at the Project Level (06)
  - 2.2.1 Scrum PRN ("as circumstances requirements") (Use for critical Challenge)
  - 2.2.2 Benefits/Returns - Knowledge of skill level/productivity - Functionality (increments) - Replaning "just-in-time-Planing" and room for changes
  - 2.2.3 Managing the Work : "Burndown Charts" (Requirements in Unit of work remaining) (New "net" Baseline when adding new requirements etc.)
  - 2.2.4 Sprint Length (<= 30d) (Short = lower risk , more fleksiblitet and control but more overhead/cost) (Consider: T2M,Team, Technology,Process disturbance,Learning)
- 2.3 Developments a Scrum Capability(07) (Scrum Studio)
  - 2.3.1 Scrum Studio is a Learning Organization
  - 2.3.2 Basis of Scrum Studio : - Equivivalent with Project Office - Studio Manager (Experinced Scrum Mas - Training and Terms of Use
  - 2.3.3 Studio Facilities: - Work Facilities (Rooms,projektors etc.) - Software tools and Practices - Planning and Reporting - Team assertions
  - 2.3.4 Managing by the Number (Measurement)
    - 2.3.4.1 Dashboard : - Productivity (requirements units/cost) - Quality (Defects after "Done"/3 montes) - Value (business Value/cost)
    - 2.3.4.2 Other Metrics: - Cost of Ownership(Development,Maintenance,Opration) - Number Projects - Studio ROI (Cumulative return of Projects serviced)
  - 2.3.5 "Done"/"Get Ready to Use" Consider definition of "Done" and long time cost of: - Mantinance of not used Functionality, - Low Quality - Mantainability
- 2.4 Scrum at the Enterprise Level(08)
  - 2.4.1 Profond and Persistent (Gennemgribende og vedholdende)
    - 2.4.1.1 - Mangement commitment at all level
    - 2.4.1.2 "No Shotcut": "Changed for Scrum - Don't Change Scrum"
    - 2.4.1.3 "Do Not Hesitate" : - Changes takes time (5-7 Years)
    - 2.4.1.4 Be Retrospecctive the Scrum Way :-)
- 2.5 Enterprise Transformation(09)
  - 2.5.1 Start the transformation (1-3 Month) (Benefits,urgency, team (7-9 member in core team), vison,strategy)
  - 2.5.2 Communicate (Adress anxiety/resistance, tactics,why,roadmap)
  - 2.5.3 Expand (Start doing) (Do Sprint issues from transformation backlog) - Remove obstacles - Change structures/processes - Encurage risktaking
  - 2.5.4 Achieve Impact (Start "Pilot" with Real Product Sprint)
  - 2.5.5 Mesure, Asess and Gains (Inspect ,Adapt and expand)
  - 2.5.6 Embed, Expand and Persist (Anchoring and Continue the transformation)
- 2.6 Scrumming Scrum(10) (Use Scrum for implementing Scrum)
  - 2.6.1 Transformation organisation: Transformation Team(leading the transformation) Rollout team(Doing transformation sprints) Sprint team(Creating "Real" products)

3 Appendix

- 3.1 Terminologi
- 3.2 The Scrum Guide
  - 3.2.1 The Scrum Guide (Kilde: Scrum.org) (Made By: yesper@yescoaching.dk) (Version: 03)
- 3.3 Playbook for Enterprise
  - 3.3.1 One step below "Enterprise Transformation(09)"