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Are we Done yet?

The Future Present of Scrum

by Scrum.org – Improving the Profession of Software Delivery

Gunther Verheyen
Scrum.org
Antwerp, Belgium

Scrum Day Denmark
København
Scrum Day
For Professionals   31 May 2016
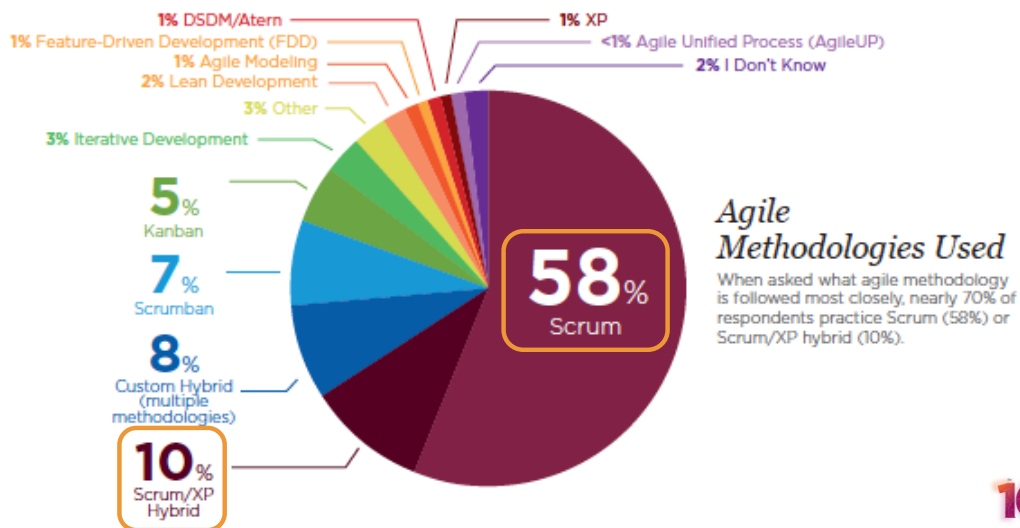

Scrum turns 21.

Two decades of Scrum (1995-2015):
- The majority of Agile teams use Scrum
- 500.000+ people trained/certified
- 1.000+ books on Scrum
- Scrum is free for anyone
  to use

THANK YOU!

Is that a Gorilla I see over there?

Source: https://versionone.com/pdf/VersionOne-10th-Annual-State-of-Agile-Report.pdf

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Are we Done yet?

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How Done are we?

1 MIN

What is the #1 challenge of your team, department or organization moving forward with Scrum?

What is stopping you?
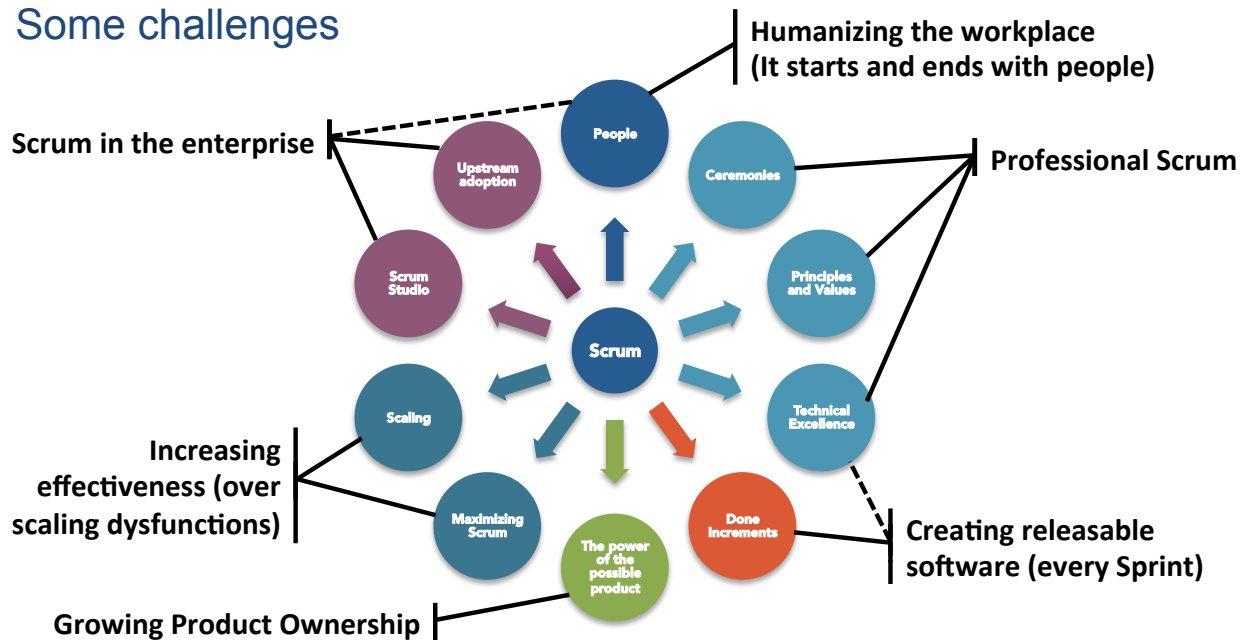*Does your Scrum Master know?*
Management?

Scrum.org

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Some challenges

Humanizing the workplace
(It starts and ends with people)

Scrum in the enterprise

Professional Scrum

People

Upstream adoption

Ceremonies

Scrum Studio

Principles and Values

Scrum

Scaling

Technical Excellence

Increasing effectiveness (over scaling dysfunctions)

Maximizing Scrum

The power of the possible product

Done Increments

Creating releasable software (every Sprint)

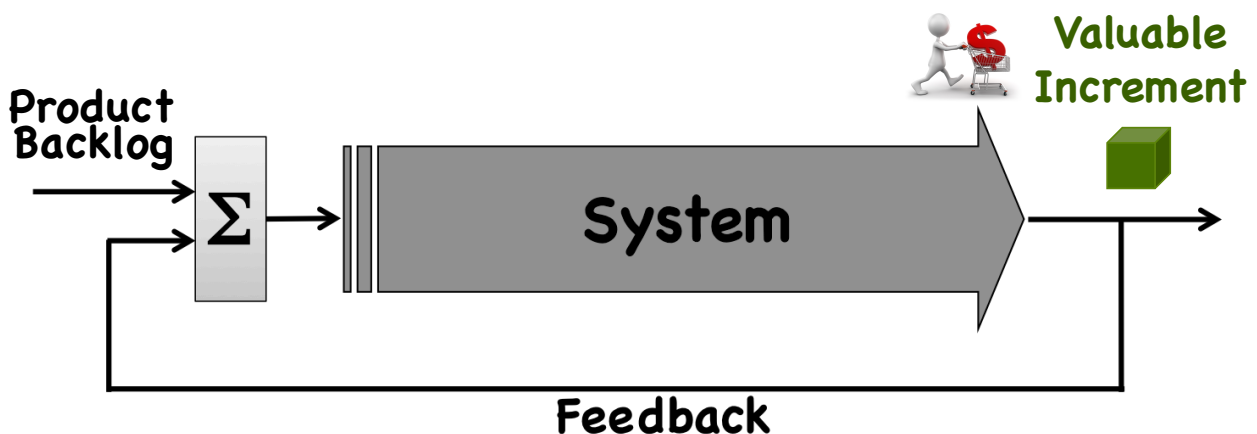Growing Product Ownership

Help!
(where should I start?)

> "If Scrum was to be reduced to one purpose, and one purpose only, that is the creation of a Done Increment in a Sprint."

Source: Gunther Verheyen, "Done is a crucial part of Scrum, actually"

Back to the basics: a system called 'Scrum'

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One team building a product

Product Backlog

Scrum Team

The Customer's Experience
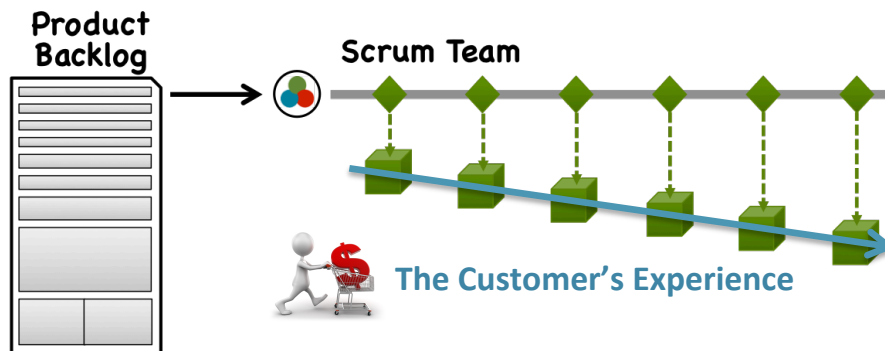
1. A team pulls work from one Product Backlog.

2. Each Sprint delivers a releasable Increment of product.

Multiple teams building a product

Product Backlog

Scrum Teams

The Customer's Experience
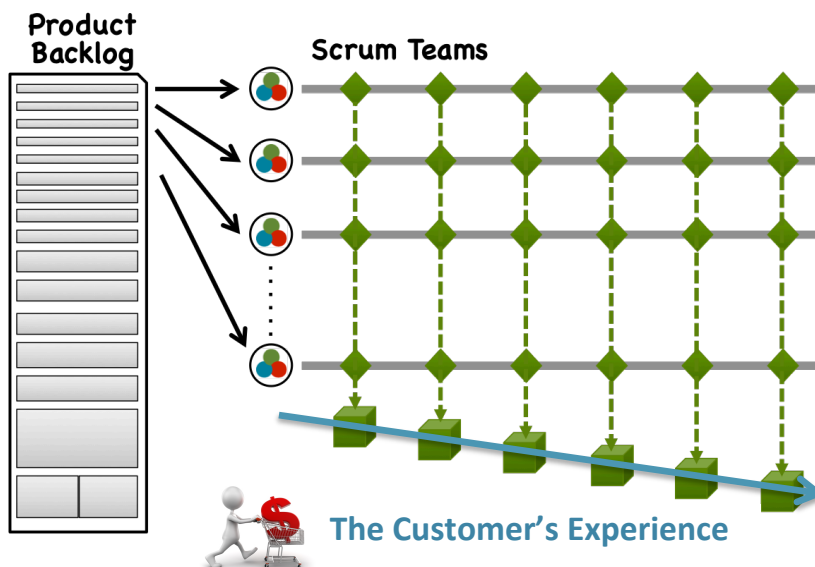
1. A product has one Product Backlog.

2. Multiple Teams create integrated Increments, that can wrap into releases.

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How Done are you?

1
MIN

On your current or latest project, how Done were you actually:

- Did you deliver an Increment?
  - Every Sprint?
- Was it releasable?
  - Every Sprint?

What stopped you?
Does your Scrum Master know?
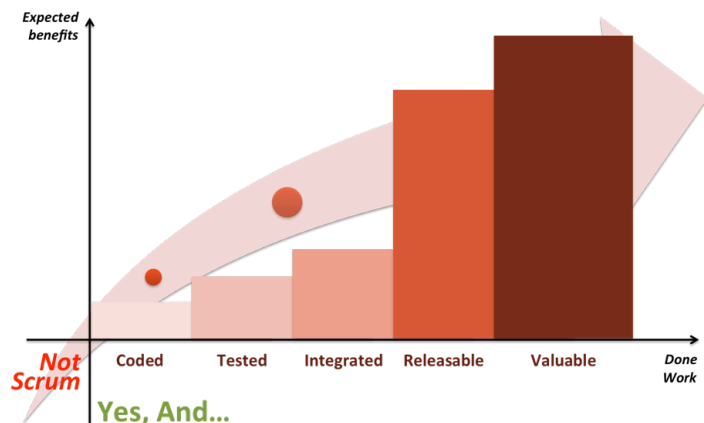***Management?***

The definition of Done provides transparency

1. What is the state of the Increment?
2. Is the Increment releasable, i.e. "ready for release"?

Expected benefits / *Not Scrum* / Coded / Tested / Integrated / Releasable / Valuable / Done Work / **Yes, And...**

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Who creates the definition of Done?

2
MIN

A. The development organization (or the Development Team if none is available from the development organization)

B. The Scrum Team, in a collaborative effort where the result is the common denominator of all members' definitions

C. The Product Owner as he/she is responsible for the product's success

D. The Scrum Master as he/she is responsible for the Development Team's productivity

A professional organization defines quality

"If the definition of "done" for an increment is part of the conventions, standards or guidelines of the development organization, all Scrum Teams must follow it as a minimum. If "done" for an increment is not a convention of the development organization, the Development Team of the Scrum Team must define a definition of "done" appropriate for the product."

READ
THE SCRUM GUIDE

http://www.scrumguides.org/scrum-guide.html#artifact-transparency-done

Which product had the best definition of Done?

1 MIN

Raise your hand:

Let's hope that their definitions of "Done" reflected their distinct product qualities.

What are you defining?

Development Standards	Product Qualities
• Pair programming	• Clean Code base
• (A)TDD	• Valuable functionality only
• Refactoring	• Architectural conventions respected
• User acceptance testing	• According to design/style/ usability guide
• Continuous Integration	• Documented
– Unit, deployment, build, integration, regression tests.	• Service levels guaranteed
• Performance testing	
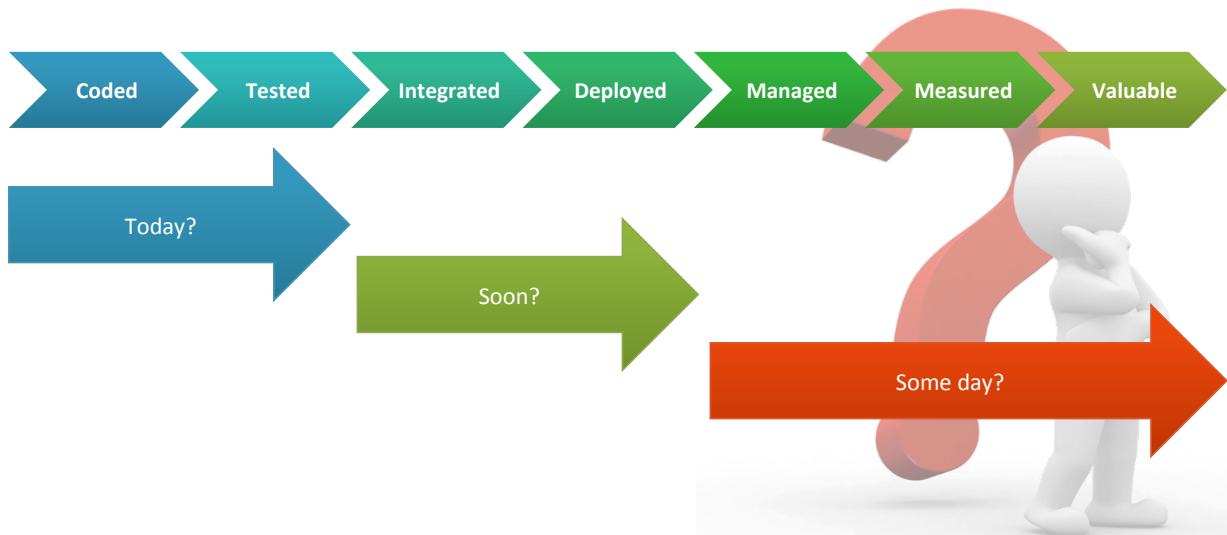
"Done is a crucial part of Scrum, actually."
– The key pillar for empirical development
– The basis of business agility
– Where a team's fulfillment and joy start

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Scrum provides a bounded environment for action

A Scrum Studio
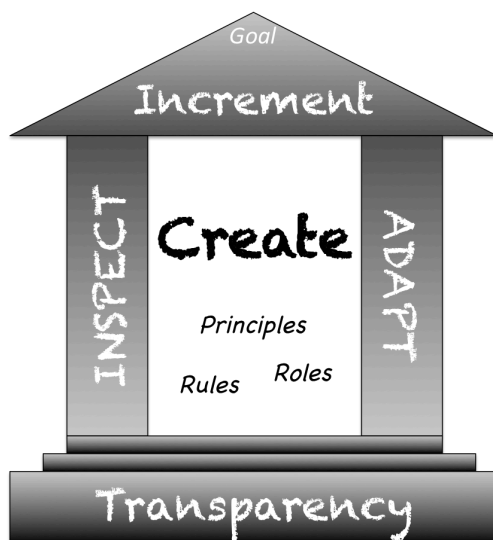
A contained, yet integrated, part of the organization where software development fully employs Scrum

- A physical or a virtual area
- Value over utilization
- Stable product teams
- Tooling and infrastructure
- Facilities and resources

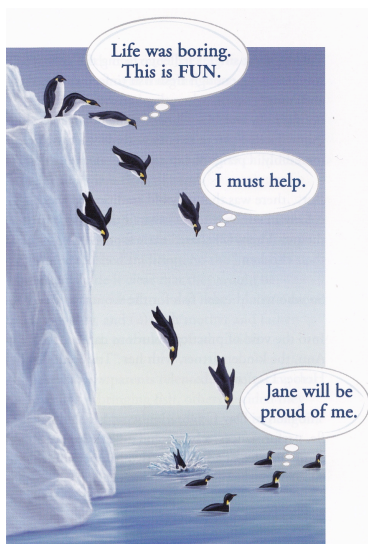*A center of innovative and creative software and people development.*

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The future present of Scrum encompasses many challenges.
What if we would be **enacting Scrum**?

About

> Life was boring. This is FUN.
>
> I must help.
>
> Jane will be proud of me.

Gunther Verheyen
Independent Scrum caretaker
- eXtreme Programming and Scrum since 2003
- Professional Scrum Trainer
- Shepherded Professional Scrum at Scrum.org
- Co-developed Agility Path, Nexus and the Scaled Professional Scrum framework at Scrum.org
- Author of "Scrum – A Pocket Guide (A smart travel companion)" and "Scrum Wegwijzer (Een kompas voor de bewuste reiziger)"

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Scrum.org The Home of Scrum

90% Agile teams use Scrum

PSM Over 53,693 Professional Scrum Masters

OPEN Over 748,912 Assessments

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PSPO Over 6,916 Professional Scrum Product Owners

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Nexus™ Guide
The Definitive Guide to Nexus:
The exoskeleton of scaled Scrum development

NEXUS IS FREE & OFFERED IN THIS GUIDE

August 2015

PSE

PSP   SPS

PSM   PSPO   PSD

Scrum OPEN   PRODUCT OWNER OPEN   DEVELOPER OPEN   NEXUS OPEN
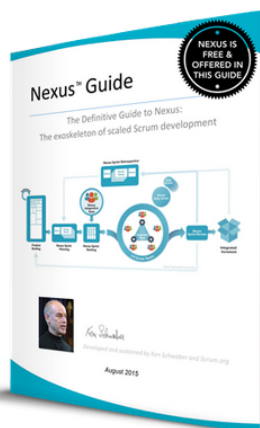
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SCRUM PULSE
A free monthly webcast by Scrum.org Professional Scrum Trainers addressing common challenges faced by the software profession.

"The future state of Scrum will no longer be called 'Scrum'. What we now call Scrum will have become the norm, and organizations have re-invented themselves around it."

Source: Gunther Verheyen, "Scrum – A Pocket Guide (A Smart Travel Companion)", 2013

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THANK YOU