

Scrum 2.0: The New Direction

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Preview

- What do I mean by Scrum 2.0?
 - The 2011 Scrum Guide
- The Big Changes
 - Terminology
 - Tone
 - Techniques
 - Tactical Changes to the Scrum Framework
- Transitioning to Scrum 2.0



Terminology Changes...

- The Team -> **The Development Team**
- Scrum Time-boxes -> **Scrum Events**
- Dev Team “commits” -> Dev team “**forecasts**”
 - “Forecasts” the amount of work to be completed
- Product Backlog is “Prioritized” -> Product Backlog is “**Ordered**”
 - “Order” affected by: Priority, Risk, Necessity, Value



Tone Changes

- New Title for the Guide

The Scrum Guide

The Definitive Guide to Scrum: The Rules of the Game

- More “rules” oriented
 - “...the game of Scrum is simple to understand, but difficult to master...”
- Each component is essential... Partial implementations are not Scrum(or are “incorrect”)
- More emphasis on Servant Leadership by SM
- Chickens and Pigs metaphor removed



Technique Changes

- Removed
 - User Stories/Use Cases
 - Undone Work
 - Release Planning
- “Abstracted” Out
 - Sprint Backlog
 - Sprint Burndown
 - Release Burndown



Techniques Removed

- User Stories/Use Cases (from optional tip)
- Section on “Undone Work”
- Release Planning



Techniques “Abstracted” Out...

- Sprint Backlog
 - Old: Product Backlog Items + Sprint Backlog Items
 - **New: Product Backlog Items + Plan to deliver**
 - Work must still be decomposed into small units
 - The “Sprint Backlog Item” concept has been removed



Techniques “Abstracted” Out...

- Old:
 - Concept: Sprint Burndown
 - Dev Team graphs remaining Sprint work (typically hours) plotted against time remaining, daily
- **New:**
 - **Concept: Monitoring Sprint Progress**
 - Dev Team sums remaining work, daily
 - Monitor via tracking/trending, daily
 - Dev team can project likelihood of completion, daily
- Important: Burndowns/Burnups are still ok



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Some examples of Sprint Monitors

- Burn (down/up) task hours (traditional – still ok!)
- Burn Story Points
 - Works best with smaller stories(1-5 days)
- Burn Story Count
 - Works best with micro-stories(1-3 days)



Techniques “Abstracted Out”

- Old:
 - **Concept: Release Burndown**
 - PO Graphs remaining Release work plotted against time remaining, each sprint
- **New:**
 - **Concept: Monitoring Progress Towards a Goal**
 - PO tracks remaining work towards a goal at each Sprint Review
 - PO assesses work completed in recent Sprint vs. likelihood of achieving goal by goal date
 - PO presents this info to stakeholders at each Sprint Review
- Important: Burndowns/Burnups are still ok



Tactical Scrum Framework Changes

- Backlog Grooming now required
 - Time-box: 10% of Sprint
 - 1 day for a 2 week Sprint
 - usually focuses on the PBI's for the next Sprint
- Retros: Retro Action Plan now required
- PO can delegate duties
 - But PO still responsible for all duties
 - Subtle change -> Possible Big Impact



Transitioning to Scrum 2.0 ...

- Are you already doing Scrum 2.0?
 - Already utilizing all of the components(events, roles, artifacts)?
 - Already doing Backlog Grooming?
 - Retro Action Plan?



Transitioning to Scrum 2.0

- Possible Transition Plan
 - Terminology Changes
 - Fill in any missing components
 - Backlog Grooming
 - Retro Action Plan
 - Previously missing components
 - Experiment with “Abstracted Out” Techniques

Questions?

- For more info, see:
 - <http://www.Scrum.org/ScrumGuides>
 - <http://www.ScrumCrazy.com>
 - Series of articles on Backlog Grooming
 - Why do Product Backlog Grooming?
 - What does Product Backlog Grooming Look Like?
 - Tips for Effective Backlog Grooming
 - Article: Best Practice – Make Retro Action Items Highly Visible