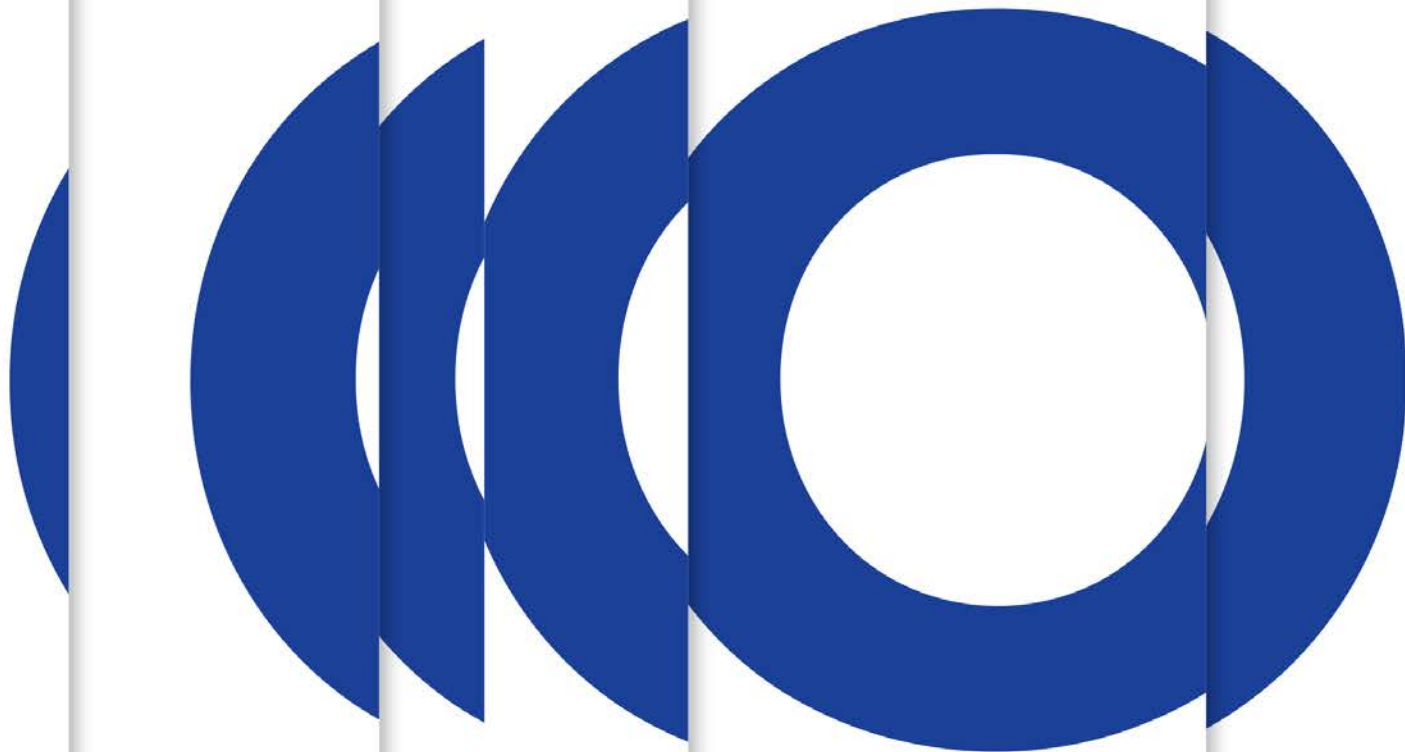


**EBU**

OPERATING EUROVISION AND EURORADIO



# EBU Webinar

Welcome! Event starts at **14:00 CET**

## **Agile and Scrum for Software Development**

# AGILE & SCRUM FOR SOFTWARE DEVELOPMENT

AURELIE BOITEUX

12/12/2017

# CONTENT

01 AGILE VALUES AND PRINCIPLES  
WHY AGILE?  
THE AGILE MINDSET  
SCRUM PILLARS AND VALUES

02 SCRUM  
OVERVIEW  
ROLES  
ARTIFACTS  
EVENTS

# AGILE VALUES

## WHY?

### **Answer to the new world**

- Be competitive
- Adapt to a changing environment
- Adapt to a complex environment

### **The right product**

- Deliver what users need
- Deliver quality
- Shorter time to market

### **Increase teams performance**

- Engaged and happy team members
- Collaborative intelligence



# WHAT IS AGILE?

AGILE IS A  
MINDSET

DESCRIBED BY  
4 VALUES

DEFINED BY  
12 PRINCIPLES

MANIFESTED THROUGH AN  
UNLIMITED NUMBER OF PRACTICES

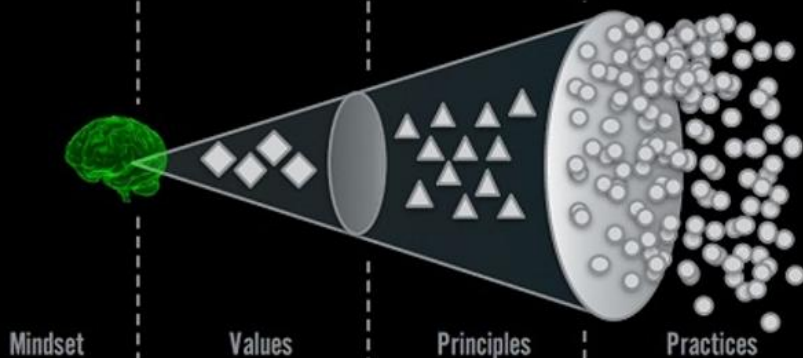


Image from Ahmed Sidky, Riot Games and ICAgile reproduced with permission  
Agile is a mindset, described by the four values and the twelve principles of the Agile Manifesto, and manifested through an unlimited number of practices, tools and processes. Implementing the practices, tools and processes without the Agile mindset, values and principles of the Agile Manifesto is not Agile.

# AGILE VALUES THE MINDSET

## People first

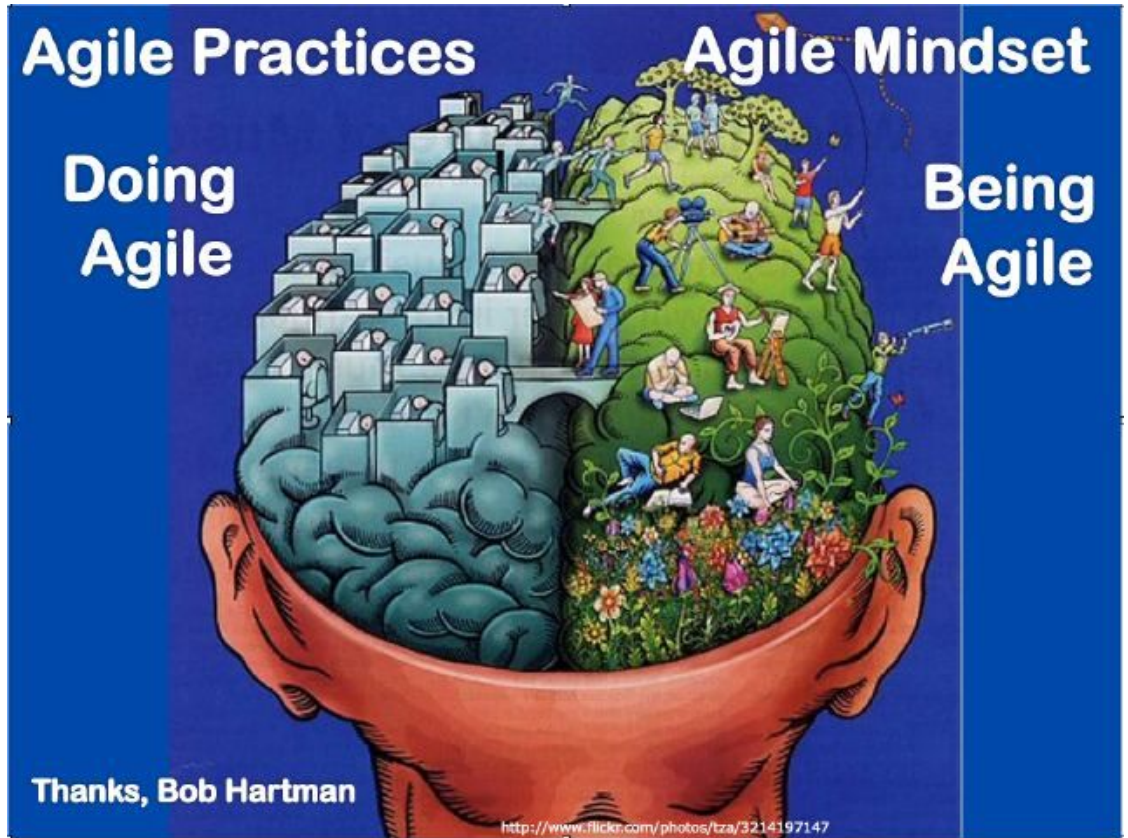
- Customer value
- Small teams
- Collaboration

## Success of the global

- Initiatives, creativity
- Can-do attitude
- Autonomy

## Continuous improvement

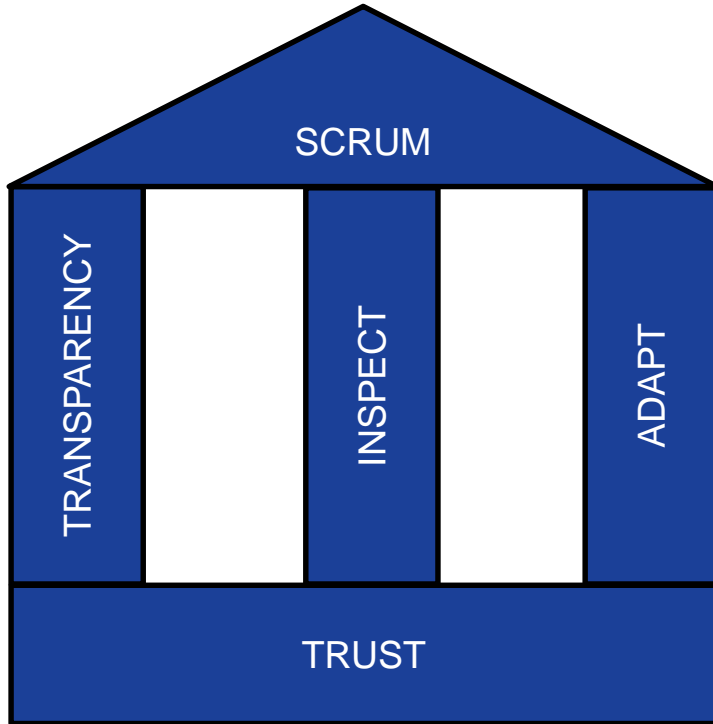
- Short cycles of working software
- Feedbacks



<https://www.forbes.com/sites/stevedenning/2016/09/08/explaining-agile/#3d4e215301b8>  
<https://www.agileconnection.com/article/what-does-it-mean-have-agile-mindset?page=0%2C0>  
<http://agilemanifesto.org/>

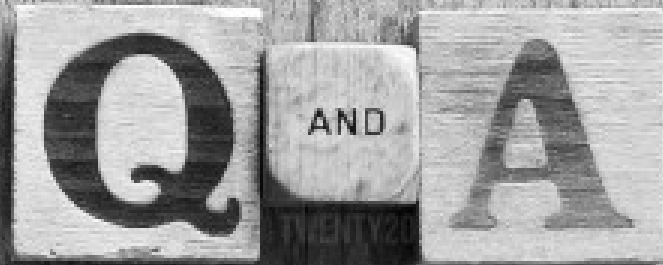
# AGILE VALUES AND PRINCIPLES

## SCRUM PILLARS AND VALUES

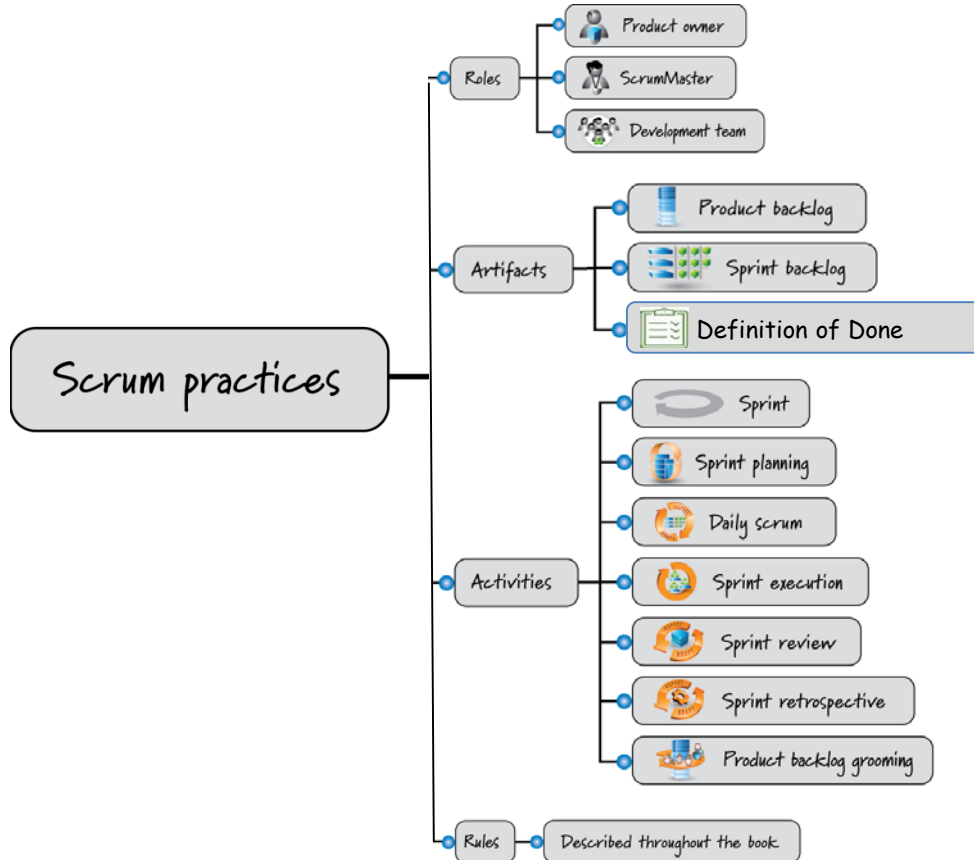




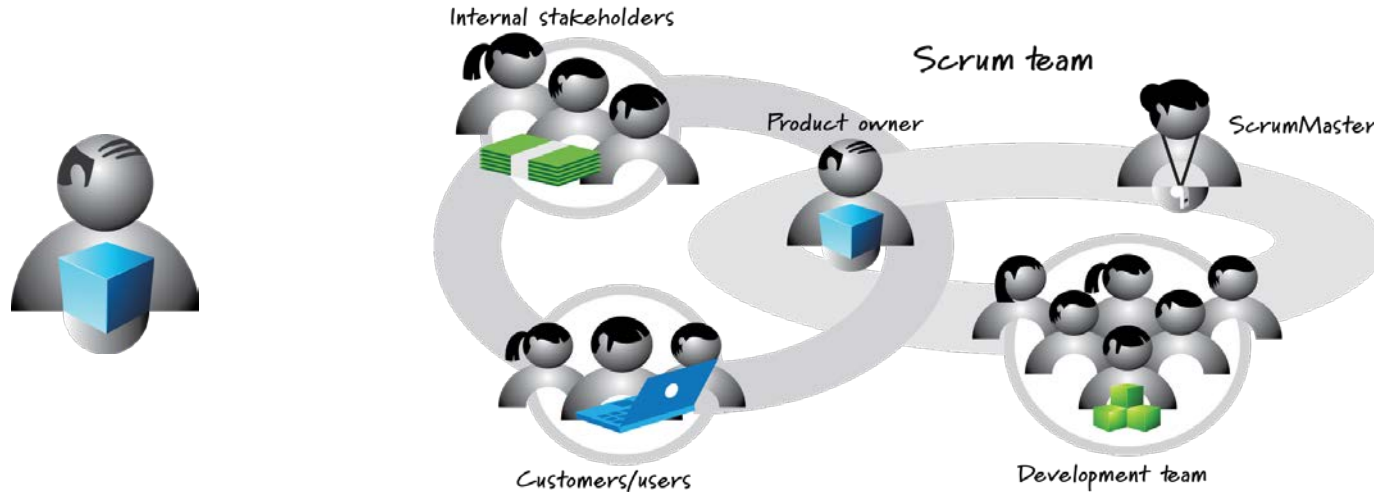
ANY QUESTIONS ON  
AGILE VALUES AND  
PRINCIPLES ?



# SCRUM - OVERVIEW



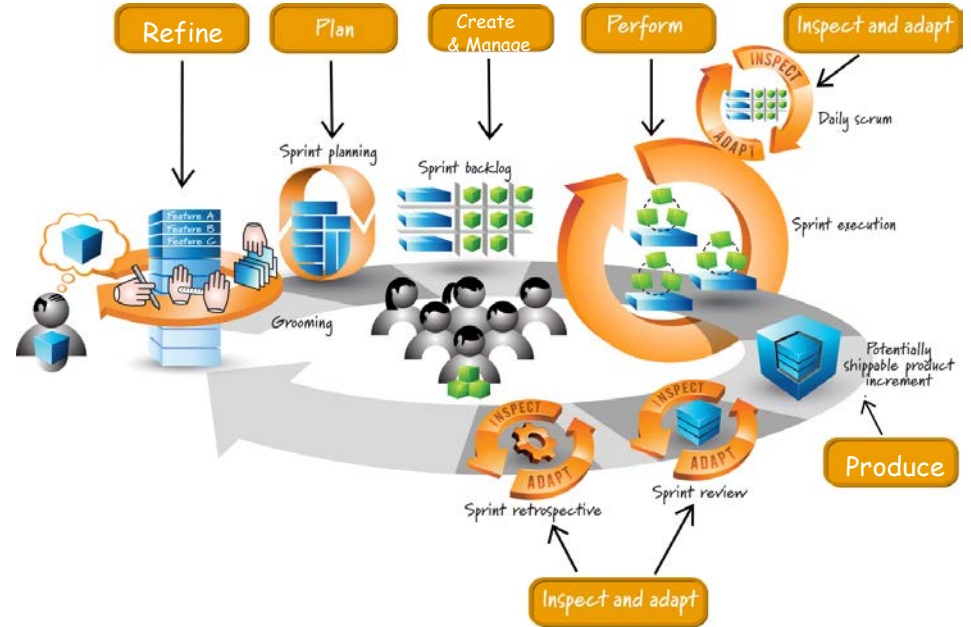
# SCRUM – THE PRODUCT OWNER



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- Represents interests of stakeholders and customers
- Is responsible to manage, prioritize and present the Product Backlog to the team
- Maximize the work of the team by creating independent functionalities that answer to a customer need

# SCRUM – THE DEV TEAM

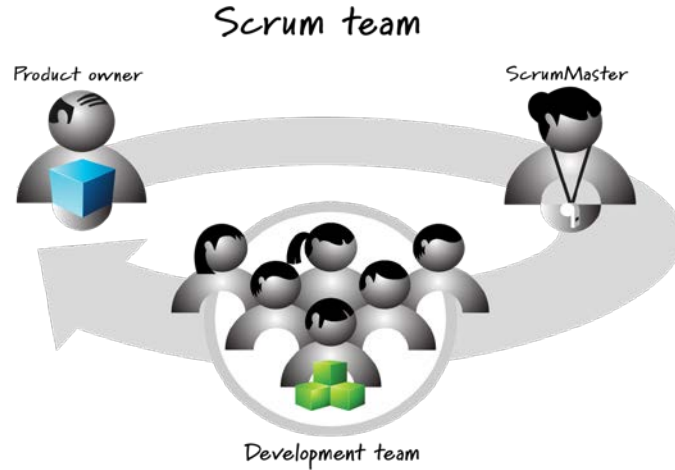


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- Is self organized, cross functional and co-responsible
- Creates and manages the sprint backlog, commit on a sprint scope
- Produces a Done increment with the highest quality

# SCRUM – THE SCRUM MASTER

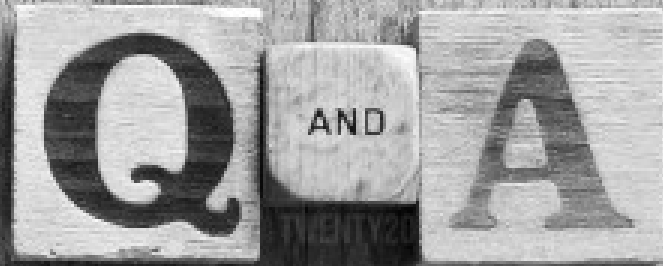
*Coaches and facilitates*



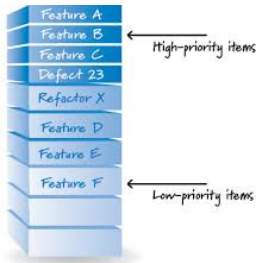
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- Builds the team and help everyone to maximize the product value
- Helps everyone to apply agile
- Ensures that Scrum is well followed
- Protects the team from outside interferences and solves impediments that the team cannot resolve

ANY QUESTIONS ON  
SCRUM ROLES?



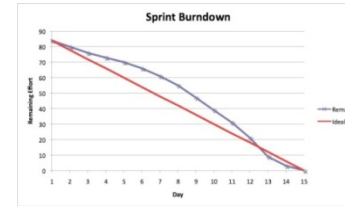
# SCRUM – THE ARTIFACTS



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## Product backlog

- List of prioritized features



## Burndown chart

- Total remaining effort for the sprint of the team work
- Follow-up the sprint, transparency, adapt quickly



## Sprint backlog

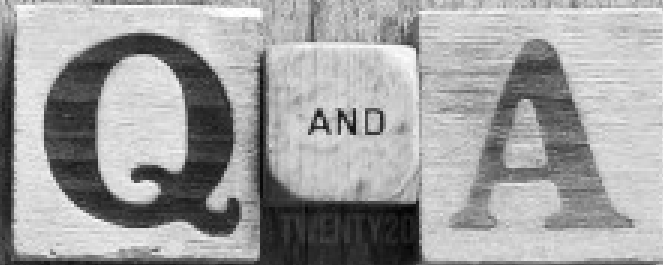
- List of technical tasks to realize the features
- Technical debt tasks
- Bugs
- All work done in the scope of the project



## Definition of Done

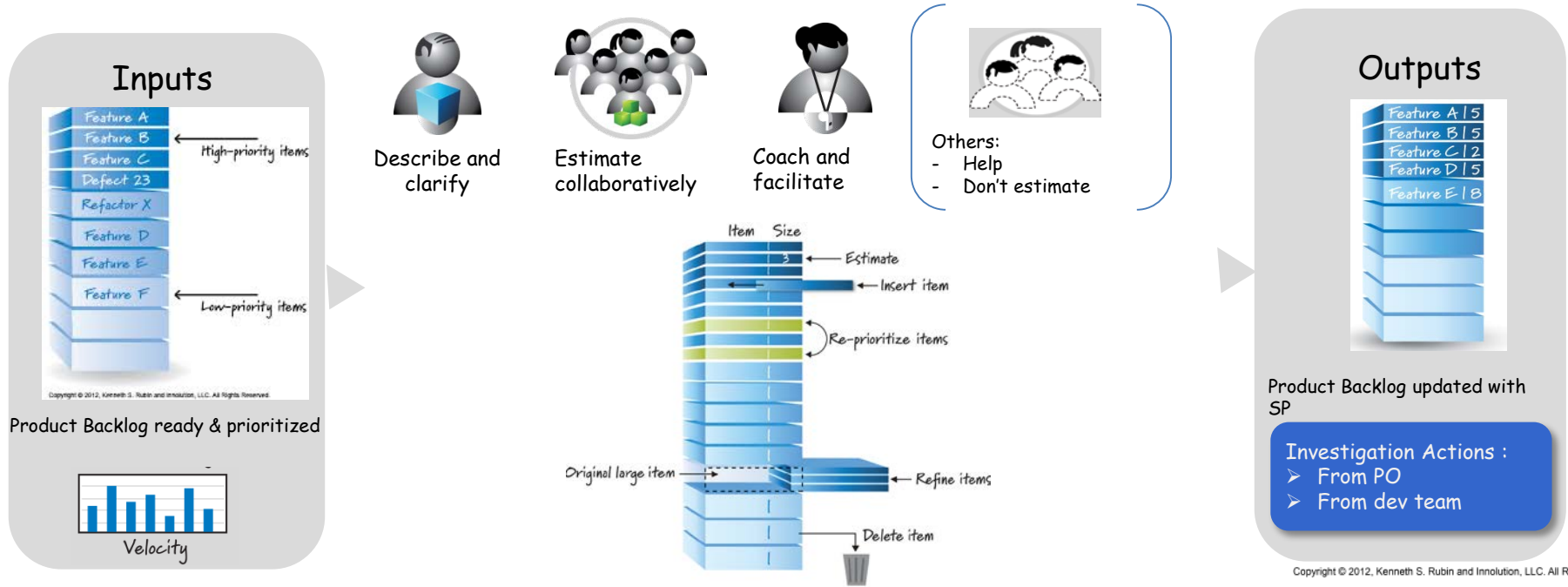
- Checklist with steps to check that a feature is finished (ie. Ready to go to production)

ANY QUESTIONS ON  
SCRUM ARTIFACTS?





# SCRUM – THE SPRINT GROOMING (WHAT?)



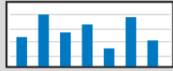
- Before planning (max sprint-1)
- High priority features
- Relative estimations (SP)

# SCRUM – THE SPRINT PLANNING (HOW?)

## Inputs



Estimated Product Backlog



Velocity / Capacity



Technical debt & retrospective tasks



Definition of Done



- Create sprint backlog
- Estimate & commit collaboratively

Sprint planning



Available to answer questions

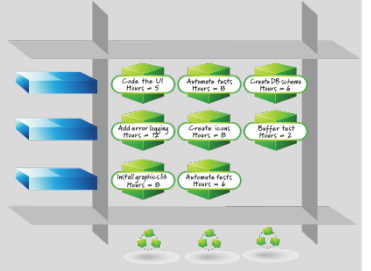


Coach and facilitate



Others:  
- Help  
- Don't estimate

## Outputs



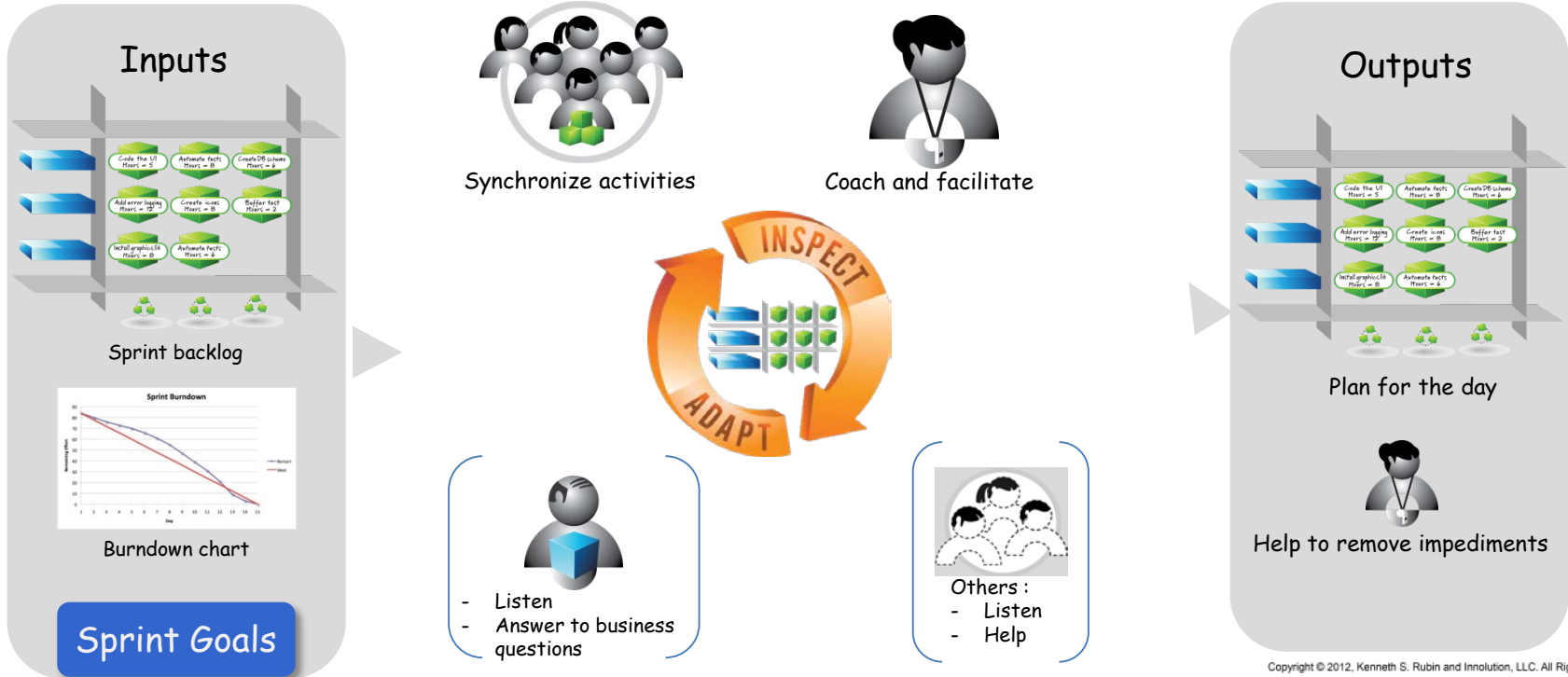
Sprint backlog created

Sprint Goals

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- Definition of Done representation
- Stories sub tasks & retrospective tasks & technical debt tasks & other related to the project if needed by the team
- Sprint goals negotiation between PO and dev team

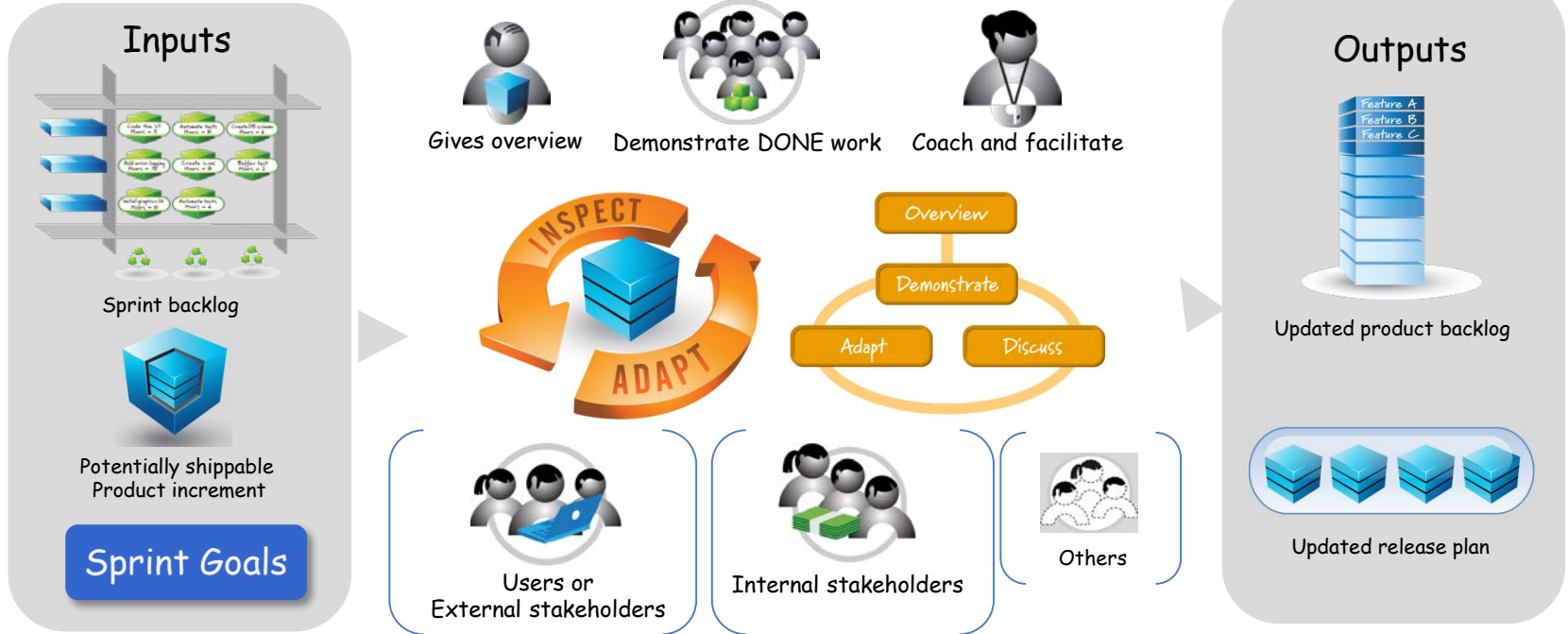
# SCRUM - THE DAILY SCRUM



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- Identify impediments that could prevent the sprint success
- Collaborative plan for the day
- Not a status report

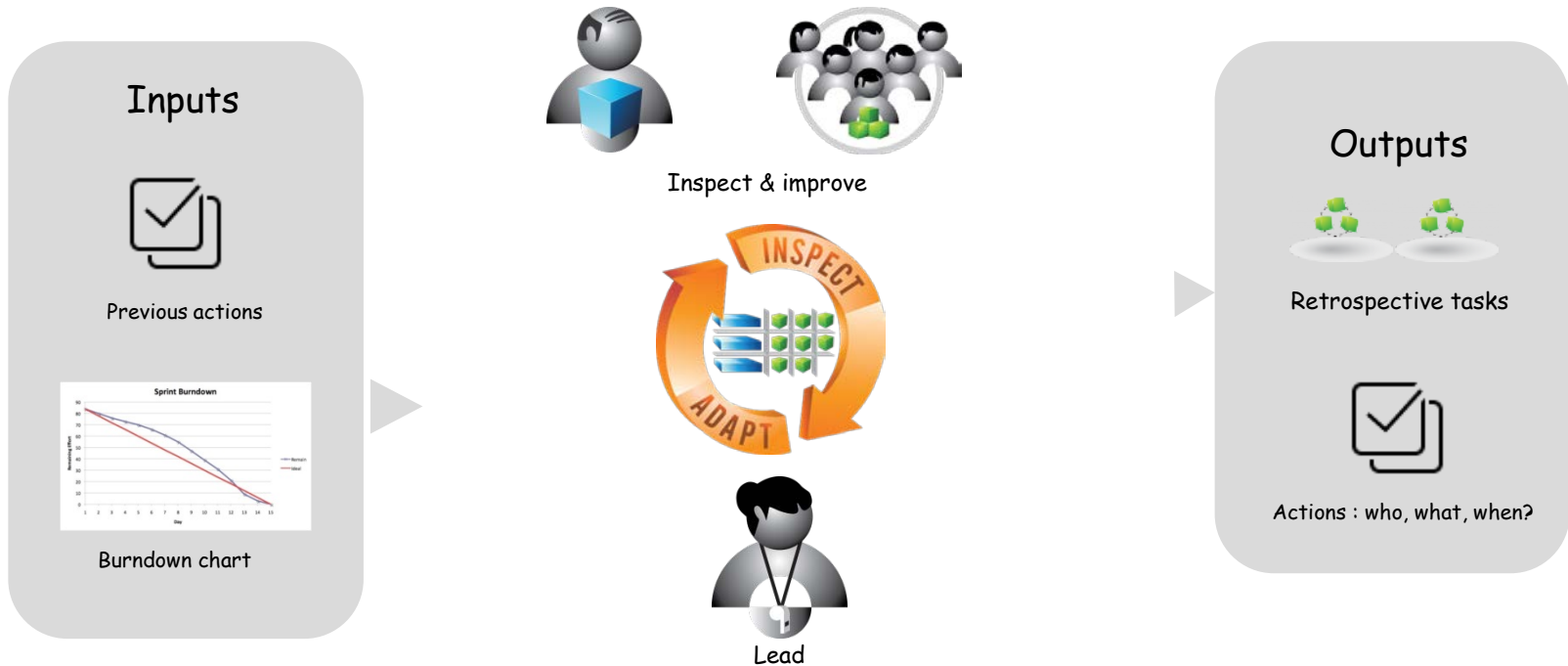
# SCRUM – THE SPRINT REVIEW



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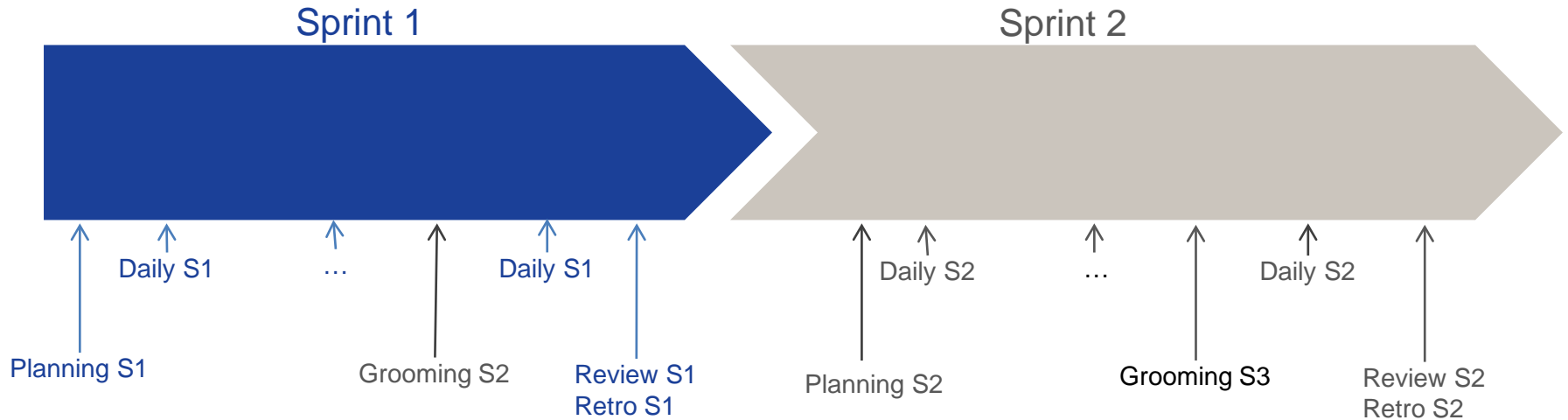
- PO invites stakeholders to participate
- Dev team shows only «Done» stories
- PO gets feedbacks from users and/or stakeholders and gives vision of the product

# SCRUM – THE SPRINT RETROSPECTIVE

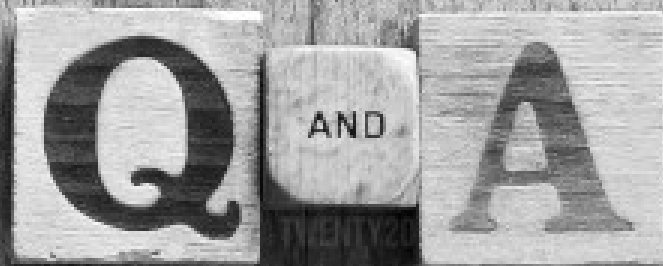


- Continuous improvement
- Team collective work
- Small actions on process or team to realize in the next sprint

# SPRINT TIMELINE



QUESTIONS ?



THANK YOU !

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