

CS-C2130 / CS-E4910

Scrum Master's Role in the Course Project

21.9.2022

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Agenda

16:15 Scrum Master's responsibilities in the course project, Jari Vanhanen

- Setting up Scrum
- Team building
- Problems

16:45 My role as the Scrum Master in the course project, Nikolai Denissov

17:00 break

17:15 Scrum Master's role in the Scrum Simulation, Ferrix Hovi

Responsibilities of the Scrum Master in the Course Project

- **Study, plan, teach and ensure the application of Scrum**
- **Prepare and lead the Scrum events**
- Manage team building
- Initiate discussions on any problems
 - if the team does not react to them
- Try to give tips on methods and tools
 - for architecture, testing, user requirements, teamwork etc.
- Work as a development team member
 - if the time budget allows (>5cr course version)

www.scrum.org/resources/blog

www.scrum.org/forum/scrums-forum

Setting up Scrum

- Motivate the use of Scrum to the developers
 - will help the project succeed
 - valuable to learn
- Explain the reasons for having the Scrum events and artefacts
- Involve the developers in planning how the team applies Scrum
- Document the decisions so that they
 - help the team members apply Scrum
 - help the PO understand her responsibilities
 - help the coach understand how you work

During the project, correct possible misconceptions of Scrum.

Is something difficult due to Scrum or due to the inherent complexity of real projects?

Setting up Scrum

- Sprint length
 - frequent feedback and status check vs. overhead from sprint change
 - equal effort vs. equal duration?
- Scrum events
 - Sprint planning, sprint review, sprint retro (sprint change)
 - Daily (“weekly”)
- Scrum artifacts
 - Product Backlog
 - Sprint Backlogs
 - Definition of Done

What did you learn from the CSM training about these?

What will you try in your project?

EES on We 2.11. 16:15-18

Exchanging experiences among the scrum masters about scrum adoption in their teams.

Setting up Scrum: Working with the PO

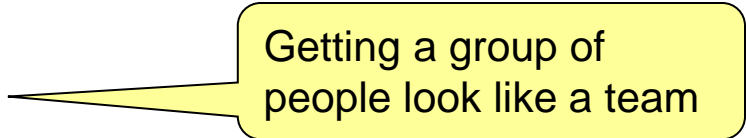
- Ensure that PO knows her responsibilities in Scrum and what that means in your project
- Prepare for the meetings with PO
 - Agendas
 - Converging the discussions
 - Someone writes down notes
- Try to get access to PO also during the Sprint
 - Further clarification of the chosen product backlog items
 - Feedback of completed items
 - Product backlog refinement to prepare for the next sprint planning

Setting up other Practices and Tools

- Communication channels
 - Students, PO, coach
 - Some rules for the use of communication channels
- Time tracking
 - Started from the first day of the project (~17.10.)
 - even earlier, if 25h is not enough before the project starts officially
 - team building events, studying tools and technologies ...
- Development environment

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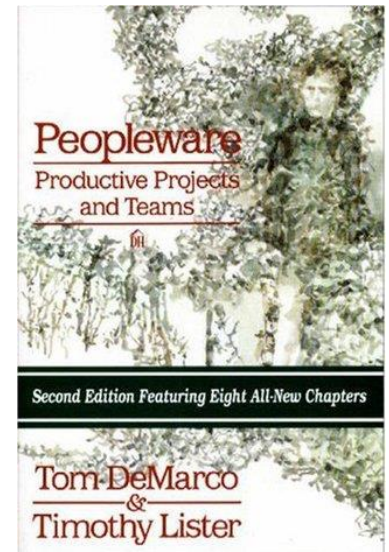


Getting a group of people look like a team

A Jelled Team (Dream Team)

*“A jelled team is a group of people so strongly knit that **the whole is greater than the sum of the parts**. The **production** of such a team is greater than that of the same people working in unjelled form. Just as important, the **enjoyment** that people derive from their work is greater than what you would expect given the nature of the work itself.”*

(DeMarco & Lister, 1999)



Characteristics of a Jelled Team

- A shared vision or goal
- A sense of team identity
- Competent team members
- A commitment to the team
- Mutual trust
- Effective and open communication
- Interdependence among team members
- A sense of autonomy
- A high level of enjoyment
- Small team size

Which will be difficult to achieve in your team, and why?

Good Teamwork Practices

- Good team name
- Team building activities
- Everybody participates in defining the common goals and planning of the tasks

- Informal and formal communication
- Accurate and unambiguous communication
- Check for understanding and agreement

- Open communication – raise (potential) issues immediately
- Constructive feedback

Being a Good Team Member

Discuss these with your team members in the beginning of the project.

- **Participate** actively
- **Remember:** team goals are your goals
 - the project can be successful only when everybody works towards common goals
- **Help** your fellow team members when they have problems or questions
 - ask if they need help even if they might not ask for that -> they are happy to help you when needed
- **Ask** help right away when you have problems or don't understand something
- **Give** feedback to your fellow team members and to your Scrum Master — also positive!
- **Think** about how you could make your project fun to work in 😊😊
- **Motivate yourself**

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Solving Problems

- Raise issues as quickly as possible – that way small problems do not become big problems
- Involve the team in solving problems
 - except if the problem is related to an individual
 - you could (at least first) discuss privately with him/her
- Escalation
 - Coach
 - Course teacher

Ask help also from the other Scrum Masters!

An Example of a Problem: Someone does not fully participate

- Talk/contact the person privately
 - Don't wait too long
- Try to understand the reason
 - Unclear tasks in Sprint backlog
 - Lack of confidence/skills to take responsibility of any tasks
 - and no courage to admit it / ask help
 - Busy with other commitments / unsuitable work times
 - Has not understood that ~225h of work is really required to pass
 - Lack of motivation
 - Other problems
- Many reasons are possible to fix

Perhaps doing something else than coding?

However, there will be drop-outs. Minimize the effect to the rest of the team.

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- **Work as a development team member**
 - if the time budget allows (>5cr course version)
 - make it clear when you are working in the Scrum Master role

Next Steps

- Choose your tentative number of credits (5-8)
 - Write it to the Google sheet (“Student List” –sub sheet)
- Topic selection
 - Send your Team “CV” to your favorite clients 6.-10.10.
 - Mention all your strengths, but don’t give unrealistic promises
 - Check the overlaps with other teams’ topic preferences
 - send the CV also to some Client that you will “certainly” get
 - Reserve 10-min meetings with the favorite clients on 12.10.
 - use the Google sheet (“Meetings after pitches”- sub sheet)
 - publish your team’s Zoom link (to be used, if some client is not on-site)
 - After the meetings, choose the client who seems to provide the best learning environment

Keep your topic prefs up-to-date!

Next Steps

- Scrum Simulation
 - Your goal:
 - Increase your developers' understanding of Scrum
 - Increase your understanding of the Scrum Master role
 - Getting all team members to know each other
 - Before the session, remind the developers to read about Scrum
 - Scrum primer / Scrum Guide
 - Scrum Simulation - Compact guide about Scrum events
 - Arrive 16:00, i.e., 10 min before the developers to prepare your work area
 - Project wall, pens, post-its
 - If this is your team's first meeting, encourage everyone to introduce themselves