Use Scrum. Get Things Done.

We applied Scrum, an agile framework for solving complex projects, to redesign business systems, establish a content management infrastructure, and expand our KnowledgeBase.

Engineering Professional Development • Learning Design and Technologies Team

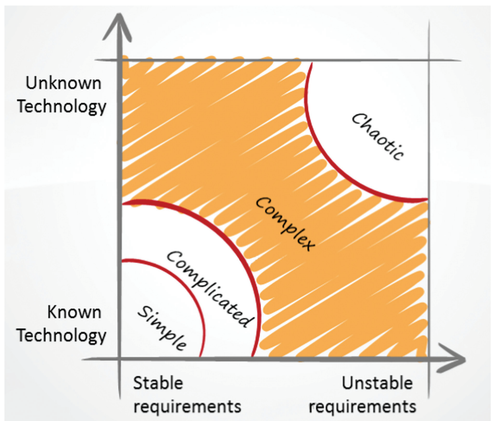
Start

- Handed a complex project that appeared unmanageable
- Needed to accomplish additional work with fewer resources

Define the Problem

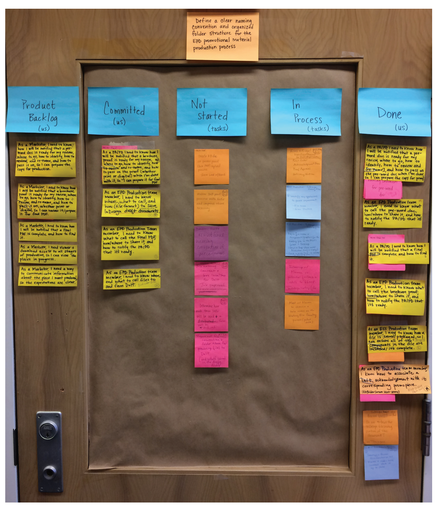
Assign Roles

Define Project Goal



Plan

- ✓ Assemble self-managed, interdisciplinary teams
- ✓ Think of solutions from the end-user's perspective
- ✓ Gather requirements and clarify *Acceptance Criteria*
- ✓ Identify *Tasks*
- ✓ Estimate effort
- ✓ Make *Sprint Commitment*



Create User Stories

Conduct Sprint Planning Meeting

Execute the Sprint

Attend Daily Scrums

Run Sprint Review

Engage in Sprint Retrospective

Release Minimal Viable Product

Reorganize and Reprioritize User Stories

Finish

- Processes transformed and transparent
- Improved communication
- Standardized workflows
- Increased efficiencies

Execute

- ✓ Team members define the "how"
- ✓ Iterative, short time blocks allow for continuous feedback and adaptation
- ✓ Increased flexibility allows the team to be more responsive to change
- ✓ Frequent, brief check-ins keep the team on track
- ✓ Low-tech tools keep it simple

Evaluate

- ✓ Gain agreement on "done-ness"
- ✓ Reflect upon what went well and what can be improved
- ✓ A *Minimal Viable Product* is released early and often

Scrum relies on short sprints that help break down big projects into manageable pieces. A *ScrumMaster* defines the problem with the *Product Owner,* then works with the *Team* to define goals, get feedback, and develop solutions.