



# SCRUM for students

An aerial view of a red running track with white lane markings and starting blocks. The track curves to the right. Lane numbers 1, 2, 6, 7, and 8 are visible. A large red circle is overlaid in the center of the track.

Scrum is a  
way for teams  
to work  
together to  
develop a  
product



Scrum is a  
way for students  
to work  
together to  
acquire  
competences

1

# small pieces

one small piece at a time

encourage creativity

enable teams to respond to feedback and  
change

# 2

## scrum team

self organizing

cross functional

product owners – need for next 30 days (or less)

development teams – build **and show** ... then po choose next step

scrum master – ensure this process happens smoothly as possible

*... the product is build !*

Those performing the work and those accepting the work product  
must share a common definition of **Done**

A close-up photograph of a chessboard. A white king piece is lying on its side on a dark square. A black pawn piece is standing upright on an adjacent light square. The background is a blurred chessboard pattern.

productivity  
flexibility  
creativity

# 2

## scrum team product owner

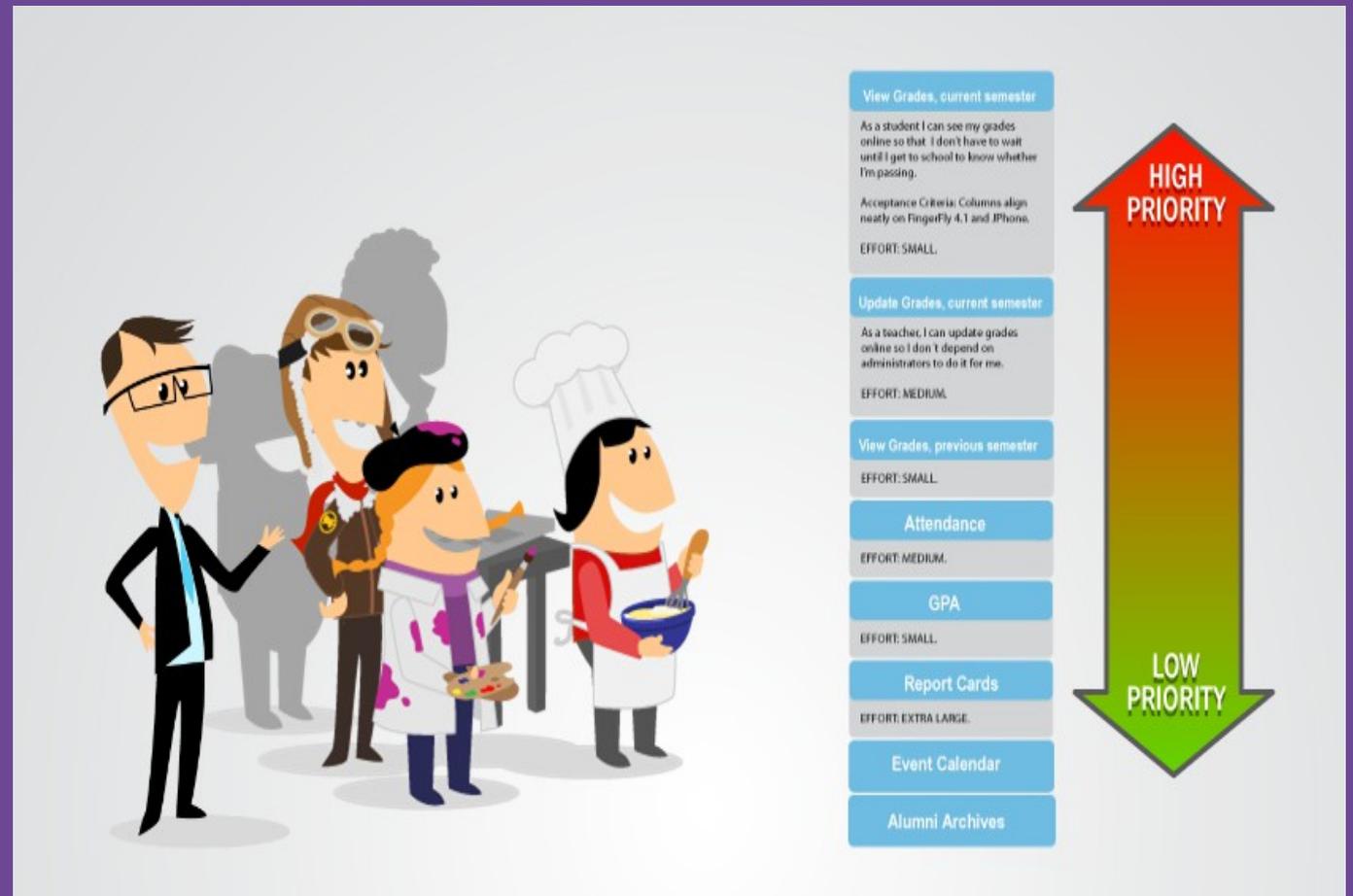
### product owner

maximize the value of the product

is one person

manage the **product backlog**

# product backlog



# 2

## scrum team development team

### development team

do the work for delivery potentially releasable increment « done » product at the end of a sprint

3 à 9 persons

self-organizing – cross-functional

no titles, no hierarchy, no sub-team

*... one developer is just part of team*

2

scrum team  
scrum master

scrum master

ensure scrum team understand scrum

**servant-leader**



# the heart of scrum

# 3

# sprint

one month or less

no change during sprint may endanger **sprint goal**

« done » useable, potentially releasable increment  
product is build



# 4

# sprint planning

*what can be delivered ?*

## sprint planning

time-boxed, 8 hours for 1 month sprint

sprint goal: what can be delivered in the increment

how the work  
needed be  
achieved ?



*next sprint is based on: product backlog, projected capacity of development team and past performance*

# 5

## daily scrum *stand up daily*

15 minutes time-boxed (stand up) meeting

synchronize activity and create plan for **next 24h**

fix technical problems



the development team is responsible for daily scrum

not scrum master  
not product owner



# in the classroom

*Pierre Bettens*

# in the classroom

product owner



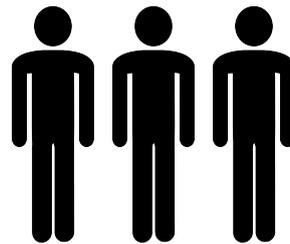
teacher

scrum master



student

development  
team



students

# in the classroom

product backlog  
meeting



*now*

sprint length

$\pm 2$  weeks

stand up daily scrum

each 2 hours  
10 min



scrum is : lightweight,  
simple to understand

... difficult to master

## Slides for bachelor students at **HEB-ÉSI**

*I want try to use modern business  
methodology in the classroom*

### **Credits**

This slides are made with LibreOffice on a linux box.  
Both are open source software

### **Images and photos**

Chris Graef – Lens of mind – Kmeron – fabrice d – Dima Yagnyuk – Marie Coons –  
Luke Anthony Firth

from The Noun Project, 500px or DeviantArt

### **Links**

Scrum Training Series — Scrum.org

**Pierre Bettens** (pbt) – <http://esi.namok.be> — <http://blog.namok.be>