

North Carolina State University
MBA 590-603 / BUS 590-602 — Spring 2010
Module #4, Homework #1
Homework for the Lecture “Introduction to Scrum”

Homework 1: A collection of assignments for the lecture “Introduction to Scrum”

Due date: As specified in the “Module #4 Overview and Instructions”

1 Homework overview

This module presents the Agile practice called *scrum*. Scrum is a project management technique for iterative development. An earlier module introduced iterative development, and it is summarized in Figure 1. Scrum is used by a development team, and it provides a framework for carrying-out iterative development for a new release (version) of a system.

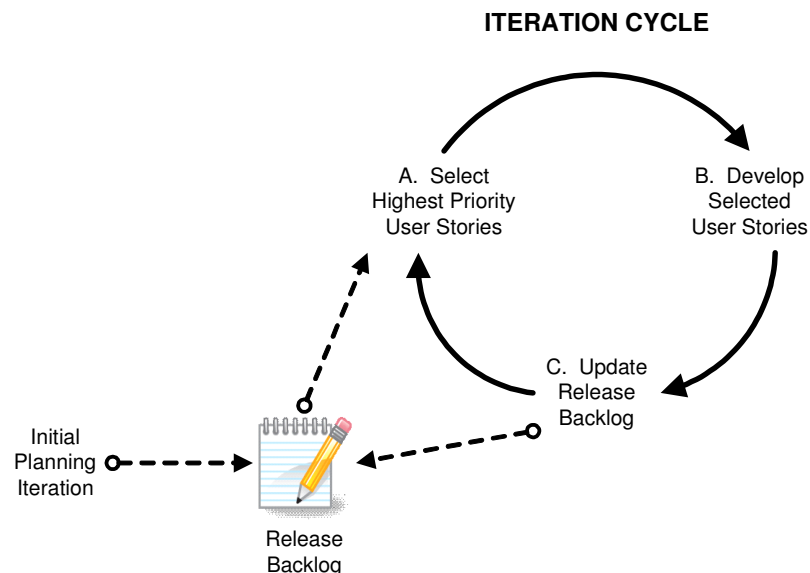


Figure 1 : Iterative development

This homework assignment provides an introduction to scrum. It focuses on how scrum works, and it presents the basic scrum framework. There is a second homework assignment on scrum, and it will provide further details on using scrum, as well as a scrum case study.

In summary, the tasks and deliverables for the present homework assignment are:

- Section 2: Watch Dr. Rivera’s scrum lecture, and write-up a description of each of the scrum roles, artifacts and meetings.
- Section 3: Study the “Scrum on a page” document, and answer the questions given here.
- Section 4: Watch the video of a scrum team, and answer the questions given here.

2 Scrum introduction

Watch Dr. Rivera's lecture that introduces scrum. Write-up a description for each of the scrum roles, artifacts and meetings, as they are presented in the lecture. It's recommended that you write-up these descriptions as you watch the video. (The video player's pause and back-up features are needed here.) Answers will not be provided for this section, as they can be obtained directly from the lecture.

- The lecture is posted with this module, and it is titled "Lecture: Introduction to Scrum--VIDEO".
- Just one slide is used for this lecture, and it is in the slide-set from Module #3 ("Introduction to Agile and Lean"). It is slide #24.

The lecture refers to the "Scrum on a Page" document, and it is posted in the Module's "References" directory. The document includes a diagram that illustrates how often the scrum processes occur (see the column "Sprint Process"). The diagram may be a helpful aid in learning about scrum.

3 Scrum summary

Study the "Scrum on a Page" document, and especially the diagram that illustrates how often the scrum processes occur.

In the document, you're only responsible for understanding topics that are presented in the lecture. Also, our course's terminology is a little different than the document's. What the document calls an "increment" is what we call an "iteration". What the document calls a "version" is what we call a "release".

Answer these questions related to the frequency and order of scrum processes. Your answers regarding frequencies should be of the form "once per. . ."

1. How often is the scrum process, as a whole, used?
2. How often are sprint planning meetings held, and when are they held?
3. How often are daily scrum meetings held, and when are they held?
4. How often are sprint review meetings held, and when are they held?

4 Scrum team video

For this part of the assignment you'll watch a video about a scrum team in Belgium. The video highlights their scrum activities in developing a system. For our course, the purpose of the video is to visually illustrate what a scrum team and scrum project look like.

When a software-engineering author advocates a particular development approach, it is usually based on his personal development experience. To determine if an author's approach will work

in your environment, you'll often need to assess the differences between your development environment and the author's.

To better understand the scrum-use shown in the video, I contacted the project's leader, Bruno Sbille. He very kindly provided us with access to the video by putting it on YouTube. He also sent a link to a web-page that describes the systems they developed. That web-page also has links to those systems:

<http://brunosbille.com/?p=439&lang=en>

First, check-out Bruno's web-page and the systems they developed, and then watch the video. Next, answer the following questions. You're only responsible for the scrum material in the video that is also covered in the lecture. The video is here; it is six minutes:

http://www.youtube.com/watch?v=aWIZbp3w_yg

5. From Bruno's web-page: What systems did the scrum team develop? (A brief answer is sufficient.)
6. From the video: What are the three questions asked of each team member at the daily scrum?