

# AGILE METHODS: SCRUM

*Goal: Develop new products in teams that quickly respond to change*

Agile methodologies value collaborating with customers, being quick to respond to change, and software that works over complete documentation and sticking to plans. Scrum is an Agile framework with its origins in software development, which can be applied in other contexts as well. At the core of Scrum are small teams that manage the development process of new products themselves with the help of a set of feedback routines. Projects are timeboxed: they are divided into several Sprints of 1 to 4 weeks, which allows for incremental development of a product. The process is managed by the Scrum Master, while the Product Owner is responsible for the content. The Scrum Master enables the team to carry out their work and keeps the team focused without ordering individuals to carry out specific tasks. The Product Owner connects the team and the stakeholders and is responsible for managing the scope of the project.



### How can I use it?

- 1** **During the Sprint Planning** meeting, the Development Team determines which items from the Product Backlog will be implemented and how these will be implemented. The Product Backlog is specified and managed by the Product Owner.
- 2** **Stand-up meetings** take place every day to discuss the progress made by the team during in the last 24 hours and the tasks that will be carried out next.
- 3** **Within one Sprint**, the team aims to create a functional version of a product.
- 4** **The Sprint Review** is used by the team to review the current product in a collaborative session with stakeholders.
- 5** **The Sprint Retrospective** is used to review the process during the past Sprint. What went well? What could be improved?