EP02





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The New New Product Development Game

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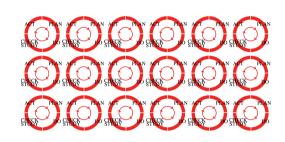
study's factor, facesty competitive world of commercial new poolest development, poor and fiteshilty are constat. Companies are creasingly realising that the old, sequential approach to developing new products imply work got the job done. Instead, companies in Japan de the United States are using a bolicia conclud—sin in the half are passed within the terms ar is more as a axis to phe field.

This holistic approach has six characteristics bulles instability, self-seganising project teams, occulapping development phases, "multicoming," subde entrol, and seganizational transfer of learning. The six pieces fit together like a ginese panels, forming a fast firsthale process for new product designment, but mit important, the new approach can set as a change agant: it is a vehicle for introducing constive, market-driven ideas and presenses in an anti-field equational set.









SCRUM FRAMEWORK



SCRUM

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About the creators of Scrum

Jeff Sutherland Jeff is the co-creator of Scrum and a leading expert on how the framework has evolved to meet the needs of today's business...

Ken Schwaber Ken Schwaber co-developed the Scrum process with Jeff Sutherland in the early 1990s to help organizations...





SCRUM is a framework, a canvas, a template, a process.

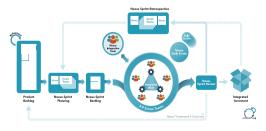
All users decide what to do next



SCRUM FRAMEWORK

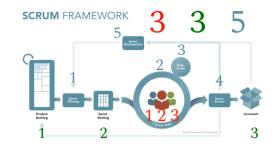


NEXUS[™] FRAMEWORK









ROLES (3) A/ ScrumTeam

1/ PO : Product Owner 2/ Development team (Équipe de travail) 3/ SM : Scrum Master

B/ NOT in the scrum team Sponsor, stakeholder (parties prenantes)

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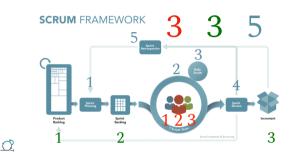
ARTEFACTS (3) Product Backlog (Kanban board) SPRINT BACKLOG Increment (piece of product)

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EVENTS (5) SPRINT Sprint Planning Daily meeting (15mn) Sprint Revue Retrospective



Daily meeting (daily scrum)

Same place, same time No device... Backlog ? 15mn max / 1mn minimum Generally standup meeting The whole working team Remote if needed

SCRUM PILLARS Transparency Inspection Adaptation SCRUM VALUES Commitment Focus Openness Courage Respect

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The Scrum Guide™	Purpose of the Scrum Guide
The Seruth Guide	Definition of Scrum
The Definitive Guide to Scorent: The Rules of the Game	Uses of Scrum
	Scrum Theory
	Sorum Values
	The Scrum Team
	The Product Owner
	The Development Team
	The Scrum Master
	Scrum Events
	The Sprint
	Sprint Planning
	Daily Scrum
	Sprint Review
bernique est automé de facer content les boueiles est off transmert	Sprint Retrospective
	Scrum Artifacts
	Product Backlog
	Sprint Backlog
	Increment
	Artifact Transparency
	Definition of "Done"



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Question 1 of 80

 $\ensuremath{\text{True or False:}}\xspace$ Scrum is a methodology that tells in detail how to build software incrementally.

$_{\odot}$ True

False

Question 1

Question 2 of 80

A Scrum Master is introducing Scrum to a new Development Team. The Development Team has decided that a Sprint Retrospective is unnecessary. What action should the Scrum Master take?

(choose the best answer)

Comply with the decision of the self-organizing team.

Who is responsible for clearly expressing Product Backlog Items?

 The Scrum Master, or the Scrum Master may have the Development Team do it.

3 The business analyst who represents the Product Owner in the

- 2 Begin facilitating productive and useful Sprint Retrospectives.
- Call a meeting between the Development Team and senior management.
- 4 Consult with the Product Owner to see how he/she feels about the situation.

Question 2

Who can abnormally terminate a Sprint?

(choose the best answer)

- 1 The Development Team or its members.
- 2 The Product Qwner.
- 3 The Stakeholders.
- 4 The Scrum Master

Question 3

What activities would a Product Owner typically undertake in the phase between the end of the current Sprint and the start of the next Sprint?

(choose the best answer)

- Refine the Product Backlog.
- There are no such activities. The next Sprint starts immediately after the current Sprint.
- Work with the QA departments on the Increment of the current Sprint.

Update the project plan with stakeholders.

Question 4

Every Development Team should have:

(choose the best answer)

- ¹ One Lead Developer and no more than 8 other members.
- At least one representative from each major software engineering discipline (like QA, Dev, UX).

³ The competencies and skills needed to deliver a Done Increment in a Sprint.

Question 5

4 The Scrum Master.

Question 6

(choose the best answer)

2 The Product Owner.

Development Team.