## RIKON DIFFERENTTHINKSBETTER

# Scrum



Waterford Institute of Technology

#### Scrum

Scrum incorporates a range of principles and practices that allow organisations to deliver products swiftly, enabling fast feedback, continual improvement, and rapid adaptation to change. While this approach has predominantly been used for the development of software, its application has immense benefit in other domains. The three main components of this approach are its roles; artifacts, or sources of information; and activities. It is focused on iterative and incremental product development, conducted in time-boxed iterations called sprints, usually lasting between 2 and 4 weeks. The objective is to have developed a new working iteration of the product at the end of each sprint. Its success is a result of self-organising teams and recognition that product requirements will likely change continuously.

#### Using 'Scrum'

<u>Step 1:</u> Prior to the commencement of each sprint, a planning meeting is conducted where user requirements are estimated and ranked. A selection of user information is used as input for the following sprint, dependent on the time available.

Step 2: For each day of product development there is a brief meeting where team members state what they have done the previous day and what they will do the following day.

Step 3: At the end of each sprint, the aim is to have a working increment of the product.

Step 4: If problems arise during a sprint, requirements can be removed to ensure that the product is delivered in a timely manner rather than with the addition of all functionality described at the project outset.





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#### **Instructions for Use**

1. Prior to the commencement of each sprint, conduct a planning meeting to estimate and rank user requirements.

2. Conduct a brief meeting on each day of development where team members outline what they have done the previous day and what they will do the following day.

3. Aim to have a working increment of the product completed by the end of each sprint.

4. If problems arise during a sprint, remove requirements to allow the product to be delivered in a timely manner instead of with all functionality described at the project's outset.





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