The 59 Minute Scrum

We're going to spend the next hour running a simulation of the Scrum lifecycle in teams of 4 to 6 people.

Objective

Deliver a tourist brochure for martians visiting earth

Preparation

- Ensure you have stationary that might be useful for building a brochure: pens, coloured paper, stickers, scissors, glue, etc.

- In your team decide who is going to be the Product Owner and who will play the role of the Scrum Master. Others will represent the Development Team.

- Get a timer and make sure to stick to the times indicated whilst we run this activity.

Order the Backlog

Ask the Product Owner to order the Product Backlog based on his/her preference. This might be very random – that's fine(!).

Play

1. Sprint Planning Meeting (10 minutes)

From the Product Backlog, the Development Team should select the items they think can be achieved during a Sprint considering the order provided by the Product Owner. The whole team writes a Sprint Goal together on an index card.

The Development Team decides how the work will be delivered. They create a Sprint Backlog – a plan containing tasks that must be completed to achieve the agreed increment. You may want to estimate your tasks to ensure that they are achievable within the 14 minutes available.

2. Sprint – Day 1 (7 Minutes)

The Development Team works on the Product Backlog guided by the Sprint Backlog and adjusts where necessary. Stop working when the time is up.

emergn

The 59 Minute Scrum

3. Daily Scrum (5 minutes)

Stop and reflect on the first part of your Sprint. Gather the Development Team together; each member answers the three questions to coordinate the work (What was accomplished on the first day? What will be done in the second day? What obstacles are in the way?). Adapt your plan for the second day of the Sprint to meet the Sprint Goal.

4. Sprint – Day 2 (7 minutes)

The Development Team continues to work on the Product Backlog.

5. Sprint Review (10 minutes)

Your Sprint is now over and it's time to inspect the increment that you have delivered. Look at your initial Sprint Backlog, see what tasks have been completed and what, if anything, didn't make it. The Development Team should then demonstrate to the Product Owner the brochure that has been created and seek feedback.

6. Sprint Retrospective

Now reflect on your Sprint, consider what worked well and what didn't work. Talk about what you would have done differently if you were to do another Sprint.

emergn

The 59 Minute Scrum

Product Backlog	Order
Create cover art, brand, and/or logo	
Define major topics for Martian tourism	
Describe "Art Interests in Europe" tour	
Describe a tour based on photosynthesis	
Outline a "7 Wonders of the World" expedition	
Set prices for the tours	
Outline warning messages (gravity, oxygen, fungi, etc.)	
Suggest clothing options	
Explain travel options to/from Mars	
Describe a "Human Sports" tour	
Outline refund policy	
Suggest related services	
Define advertisers	
Define a 12-month campaign	
Set-up how to get more information	

emergn