



SCRUM OR NOT TO SCRUM

And how about remote teams?



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Jens Krumm

Managing Director

- process management
- project management
- international cooperation
- automotive specialist



TARGET E NEARSHORING SRL

Outsourcing partner for Software Developers and Architects



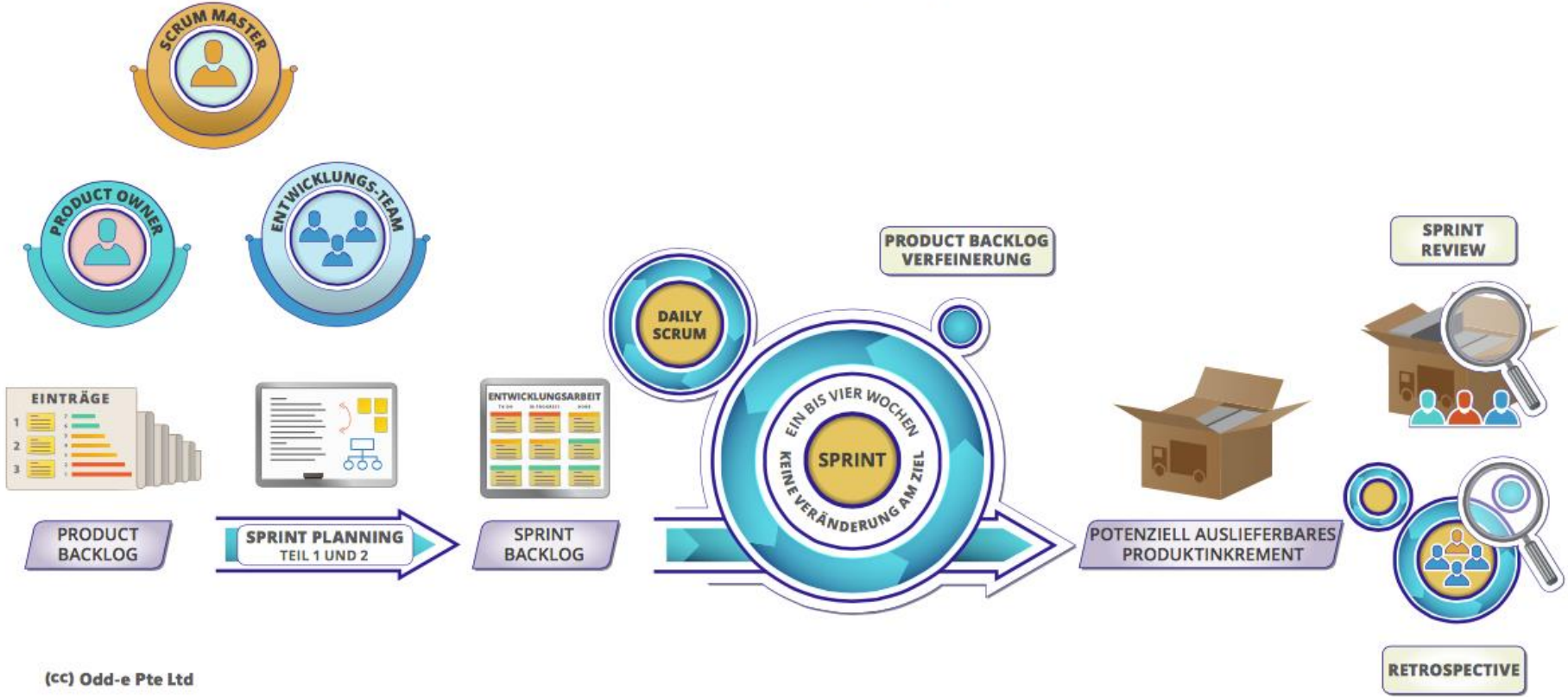
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SCRUM

TARGET-E

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SCRUM

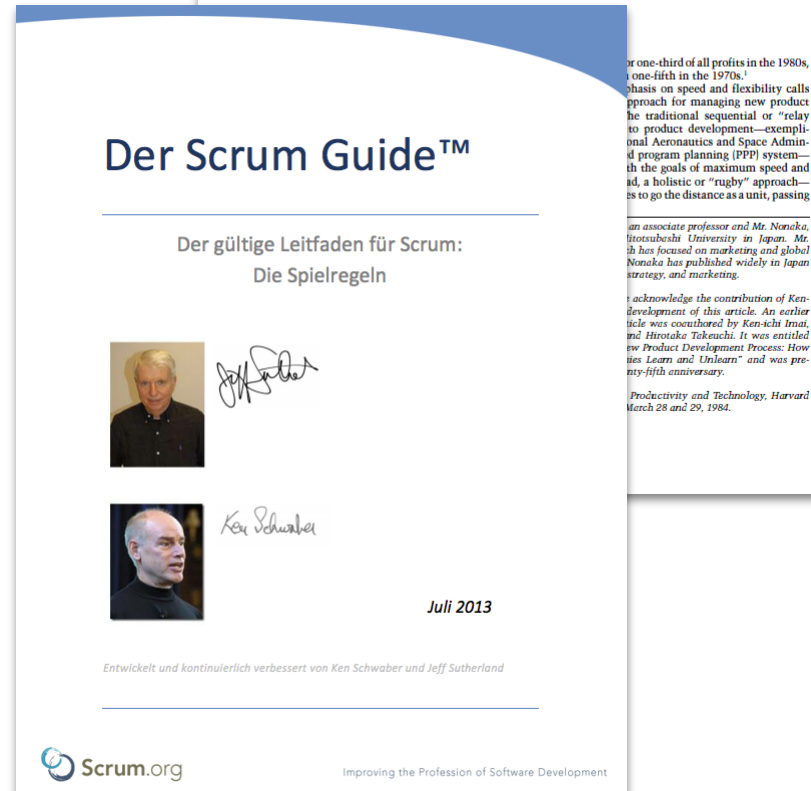


TARGET-E

SCRUM OR NOT TO SCRUM And how about remote teams?

Higher success rate of IT projects
because of...

- Focus on business value
- Cooperation with customer
- Reduction of communication losses
- Clear and short rules
- Performance increase in team



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SCRUM

3 ROLES
SCRUM MASTER
PRODUCT OWNER
DEV TEAM

5 EVENTS
SPRINT PLANNING
DAILY SCRUM
SPRINT
SPRINT REVIEW
RETROSPECTIVE



PRODUCT
BACKLOG



SPRINT PLANNING
TEIL 1 UND 2

3 ARTEFACTS
PRODUCT BACKLOG
SPRINT BACKLOG
INCREMENT

SPRINT
EIN BIS VIER WOCHEN
KEINE VERÄNDERUNG AM ZIEL



POTENZIELL AUSLIEFERBARES
PRODUKTINKREMENT

SPRINT
REVIEW



RETROSPECTIVE



SCRUM OR NOT TO SCRUM
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Some experience

- Team starts to improve significantly
.... after 4-5 sprints
- Customer starts to understand complexity of stories
.... after 4-5 sprints
- Recurring short development cycle with deliverable product
keeps development focus
- Agile background allows to adopt and integrate changes



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WHERE TO SCRUM



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Agile Project supported by customer

Dev-Team with at least 3 persons

Project runs „months“





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Complete project specification / classic waterfall project

Dev-Team with at least 3 persons

Project runs „months“



“Scrum but“
classic project to the outside
Scrum inside with only internal PO



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Dev-“Team“ only 1 or 2 persons

Short overall project time of some weeks



Scrum does not make sense
Too much overhead, not enough time to improve,
no real team



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BUT....



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Focus on business value

- Define possible target groups
- Define tasks not in a technical way
- Business value focused tasks allow easier prioritization

(+) Customer describes what he really needs

(+) Dev-Team can use their expertise

(+) Result better fits the project target



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Estimation poker

- Human can estimate relative but not absolute
 - > compare tasks with each other
 - > don't think in hours / days but in relative „values“
- Estimate all together (Dev-Team with customer)
 - (+) Common understanding of task
 - (+) Common understanding of complexity
 - (+) different viewpoints reduce risk of misestimation



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Short „sprints“ with Go-Live ready product

- Milestones that result in deliverable product
- Approval in regular periods

(+) Keeps focus on result

(+) reduces stress at project end

(+) target still in mind of everybody



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Retrospective

- Project review after the project
 - Milestone retrospective
- > what went fine, what went wrong
-> how to get rid of the „wrongs“
-> strengthen the good things
- (+) higher motivation
(+) possibility to learn from mistakes
(+) better project velocity



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WHAT ABOUT REMOTE TEAMS???



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Remote team means...

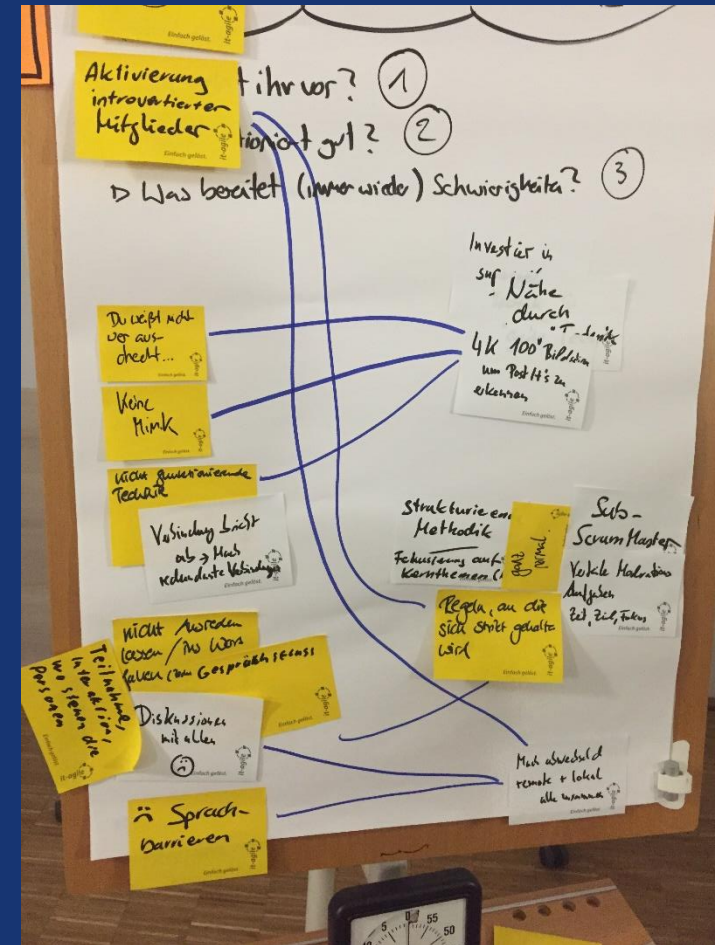
...you just can go in the room next door

- More complex communication
- Intensifying individual „drawbacks“
- danger of hiding
- Complexity of team building

Ideas...

- Invest in remote communication (Hardware, bandwidth)
- Rotation of people (offsite / onsite)
- Focus on strong methodology

In case of even distributed teams double the roles into „assistant“ subroles



THANK YOU FOR YOUR ATTENTION





Jens Krumm
Managing Director

TARGET E NEARSHORING SRL
Str. Țebei, nr. 21
400305 Cluj-Napoca
România

www.target-e.com
info@target-e.com
+40 740 65 09 55