

Agiles Projektmanagement – Scrum

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Warum Scrum?

Klassische Softwareprojekte:

- Eingeschränkte Agilität
- Komplette Analyse des Projekts vorher nicht möglich
- Probleme für Kunde und / oder Anbieter

Was ist Scrum?

- Agile Softwareentwicklung
- Selbstorganisation
- Verschiedene Rollen
- Meetings
- Artefakte
- Sprints
- Feedback nach jedem Sprint

Rollen

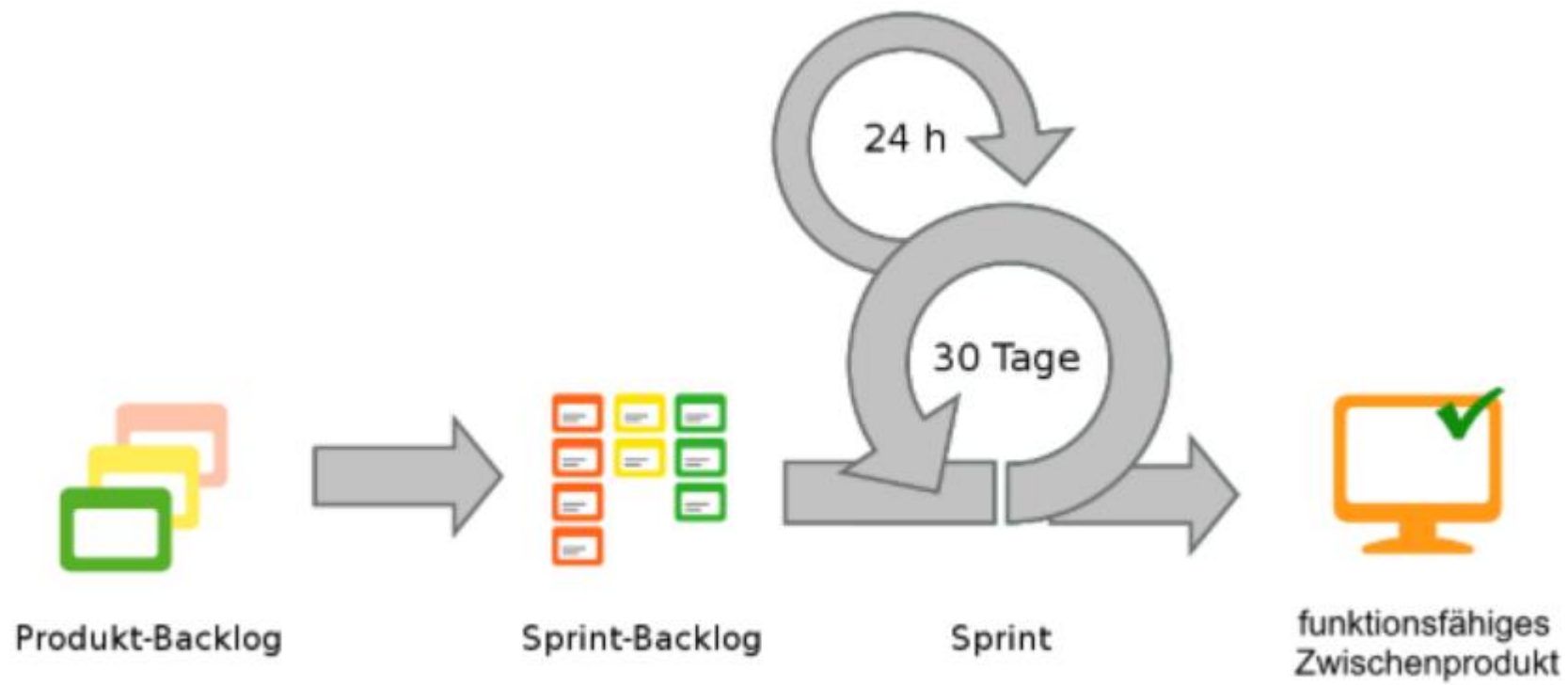
- Product Owner
 - Vertritt fachliche Auftraggeberseite
- Entwicklungsteam
 - Entwickelt das Produkt
- Scrum Master
 - Kein Projektleiter
 - Moderation von Meetings
 - Kommunikation im Team

Meetings

- Time Boxing
- Sprint Planning
- Daily Scrum
- Sprint Review
- Sprint Retrospective

Artefakte

- Product Backlog
 - Anforderungen
- Sprint Backlog
 - Anforderungen für den aktuellen Sprint
- Product Increment
 - Zwischenprodukt am Ende des Sprints



Paper

Software Evolution in Agile Development: A Case Study (2010)

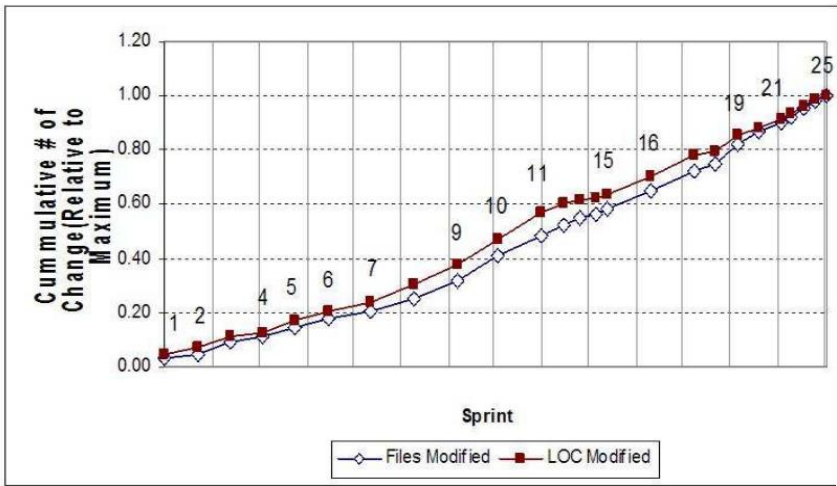


Figure 3. Law #1 - Changes in Files Relative to Maximum

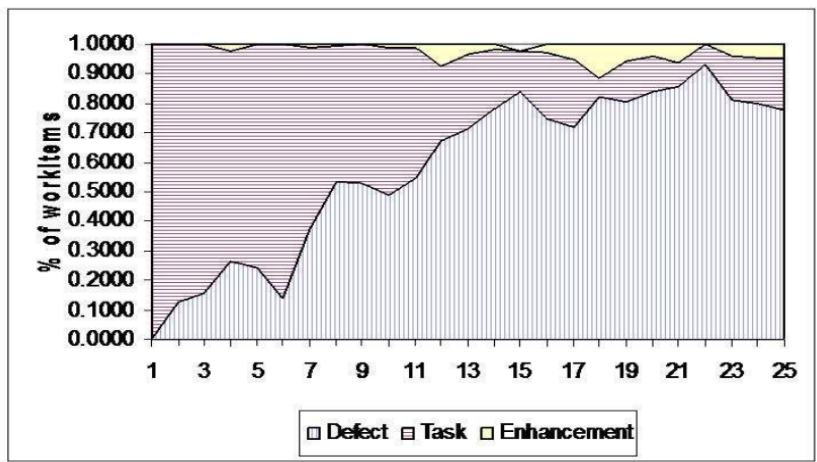


Figure 11. Law #7 - Distribution of Work Item Types across Sprints

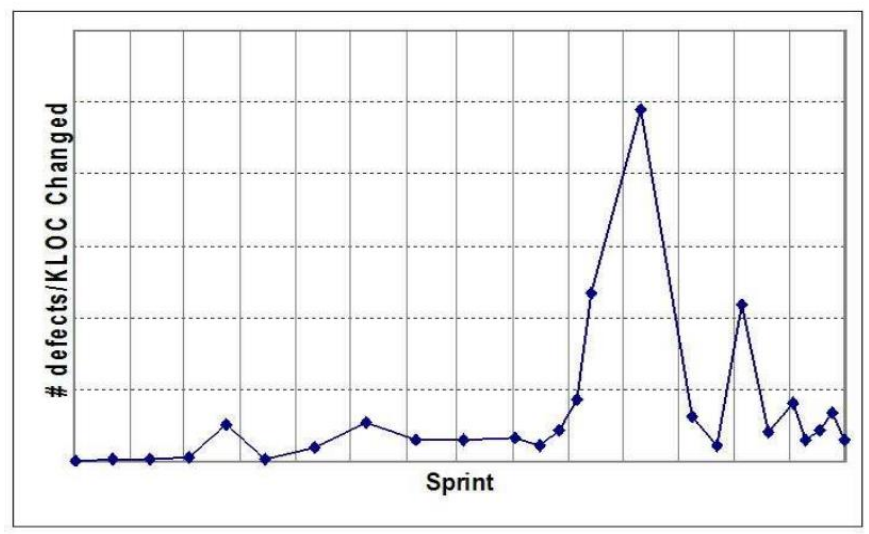


Figure 12. Law #7 - Defect Density across Sprints

**Ambient Surfaces: Interactive Displays in the
Informative Workspace of Co-located Scrum
Teams (2016)**



Figure 1. Left: The installation setup of both Ambient Surfaces in a common room on the ground floor; printers, whiteboards and the stairway to the upper level are in this area as well. Right: A custom visualization showing a build summary for a specific Jenkins job.

Konferenzen

- Agile on the Beach, Falmouth, UK, July 5-7 2017
- Agile Crete, July 13–15 2017, Heraklion, Greece
- Agile Prague, September 11-12 2017, Prague, Czech Republic

Quellen

<http://www.scrumexpert.com/scrums-conferences/>

<http://projektmanagement-definitionen.de/glossar/scrums/>

<http://scrums-master.de/>

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