Scrum communication
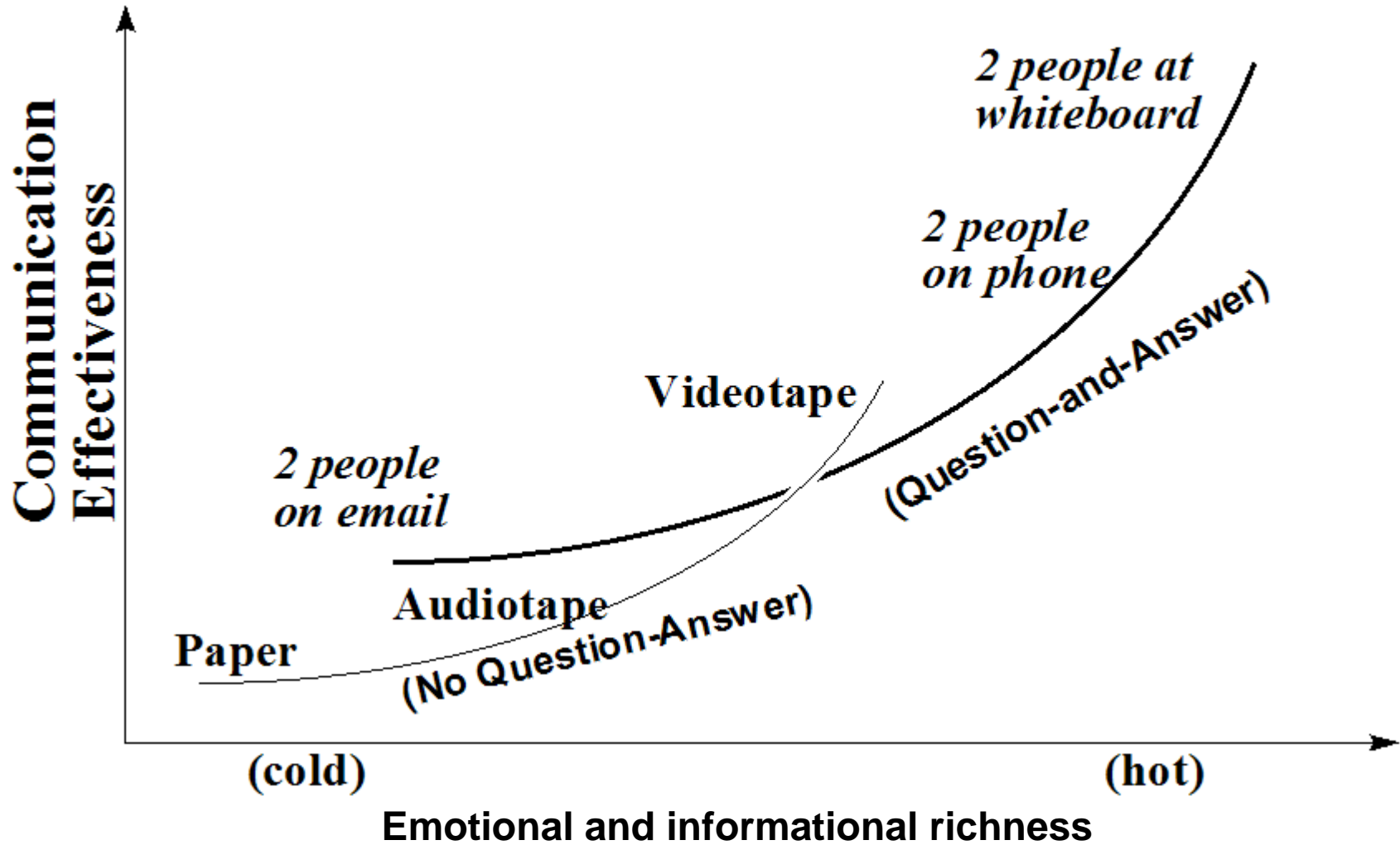
Marek Majchrzak, Andrzej Bednarz

Wrocław, 11.10.2011

Team communication: Effectiveness of different modes of communication

Team communication

Scrum communication

Daily Scrum Meeting

Source: http://www.xqa.com.ar/visualmanagement/2009/04/daily-scrum-against-the-board/

Scrum communication

Daily Scrum Meeting

- Same place, same time

- What I did, what I will do, any impediments, what did I learn ... -> everyone!

- Taskboard update -> sprint backlog update by everyone -> easy and readable

- Late comers -> can of coins

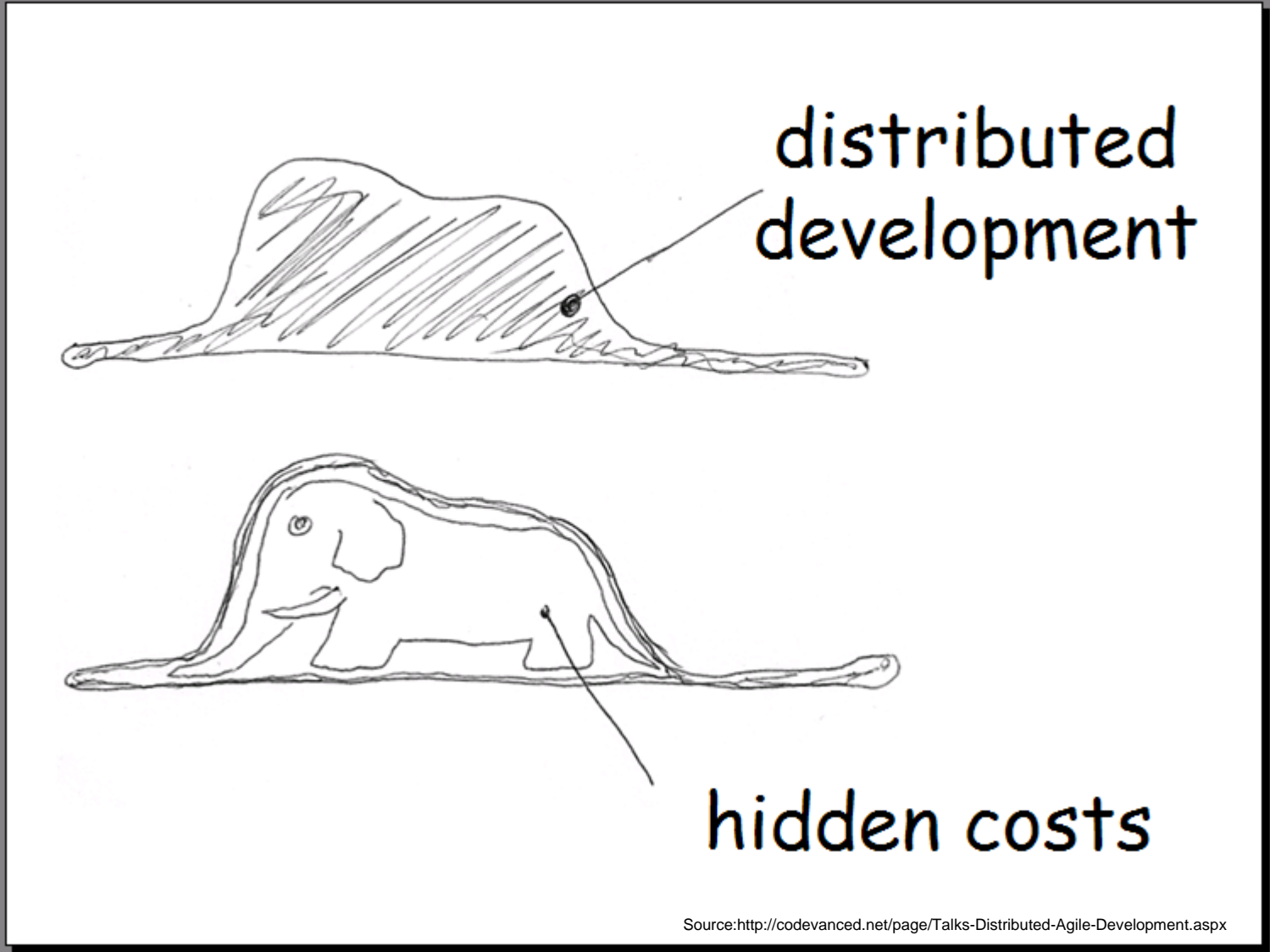- I do not know what to do ... -> wait a moment or pair-programming

Source: Henrik Kniberg, Scrum and XP from the Trenches

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Team communication

- *Agile practises (TDD, pair programming)*

- *Day to day work -> all sit together*

- *Open communication -> everybody knows more*

- *ScrumMaster main task -> team „creation"*

- *Face-to-face at daily meeting*

- *Meet physically and socialized*

- *See same view of sprint backlog, sprint burndown and product backlog.*

- *Spontaneous meetings with whole team*

Source: Henrik Kniberg, Scrum and XP from the Trenches

Communication in distributed team

distributed development

hidden costs

Source:http://codevanced.net/page/Talks-Distributed-Agile-Development.aspx

Distributed team – proven practices

Instant messaging

Source:http://codevanced.net/page/Talks-Distributed-Agile-Development.aspx

Distributed team – proven practices

Source:http://codevanced.net/page/Talks-Distributed-Agile-Development.aspx

Distributed team – proven practices

Source:http://codevanced.net/page/Talks-Distributed-Agile-Development.aspx
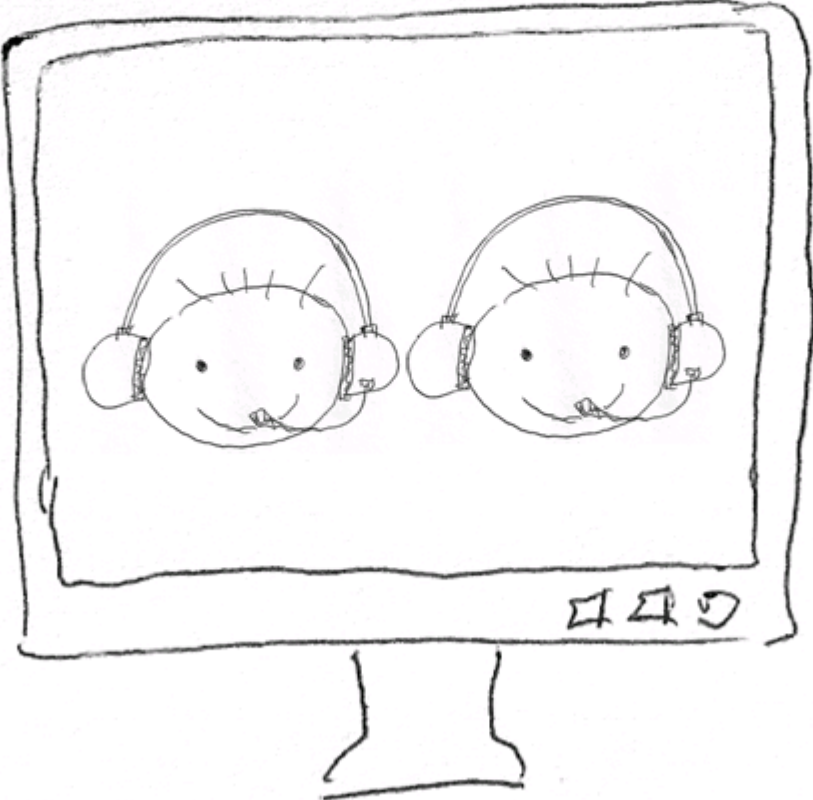
Distributed team – proven practices

Plan to travel

- seeding visits
- maintaining visits

Source:http://codevanced.net/page/Talks-Distributed-Agile-Development.aspx

Distributed team – proven practices

Mitigating distribution

- Group chats, frequent calls
- Desktop sharing, pair programming
- Continuous integration
- Unit tests
- Work items tracking (TFS, JIRA, etc)
- Short iterations
- Daily sync between teams (standups, etc)
- Open communication
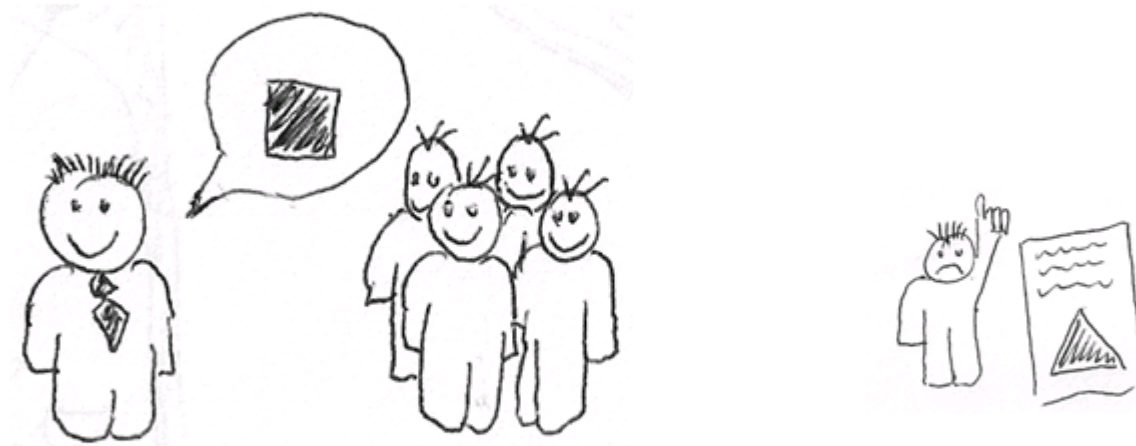- Travelling
- Organizing teams by functionality

Source:http://codevanced.net/page/Talks-Distributed-Agile-Development.aspx

Customer communication

Customer communication

Source:http://codevanced.net/page/Talks-Distributed-Agile-Development.aspx

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Customer communication

Agile Manifesto
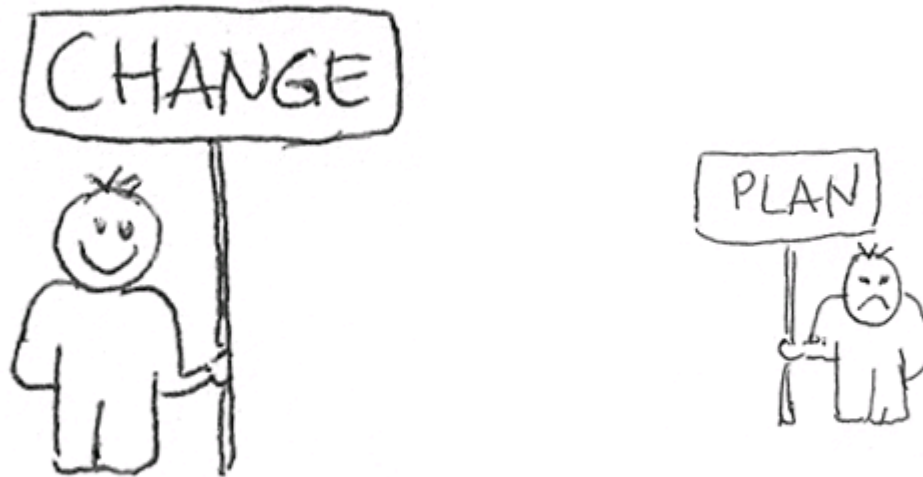
Responding to change over following a plan
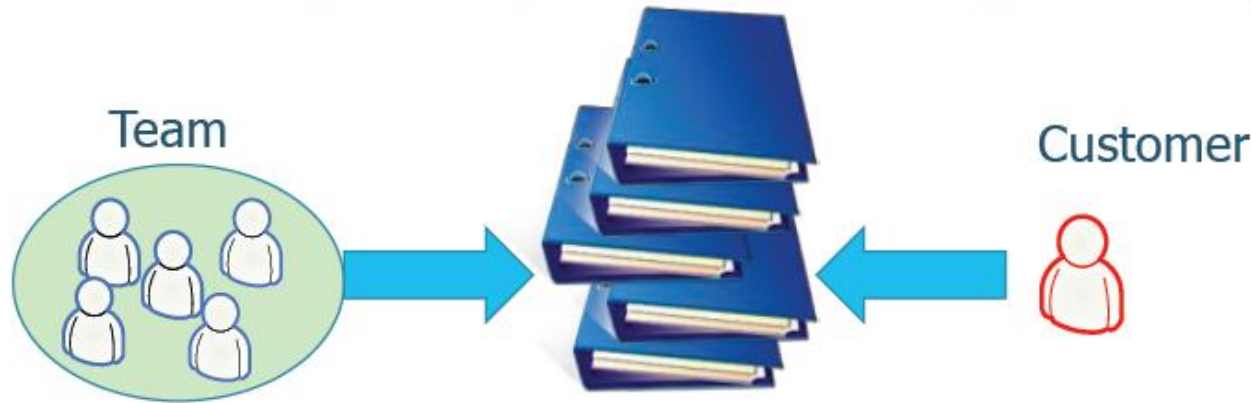
Customer communication
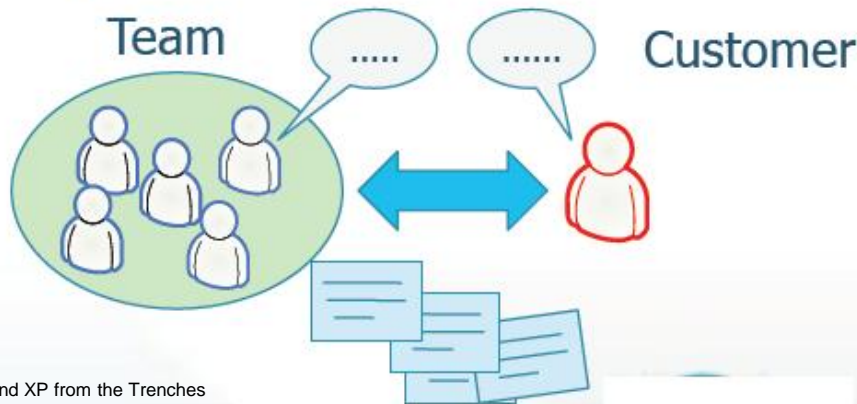

face-to-face communication
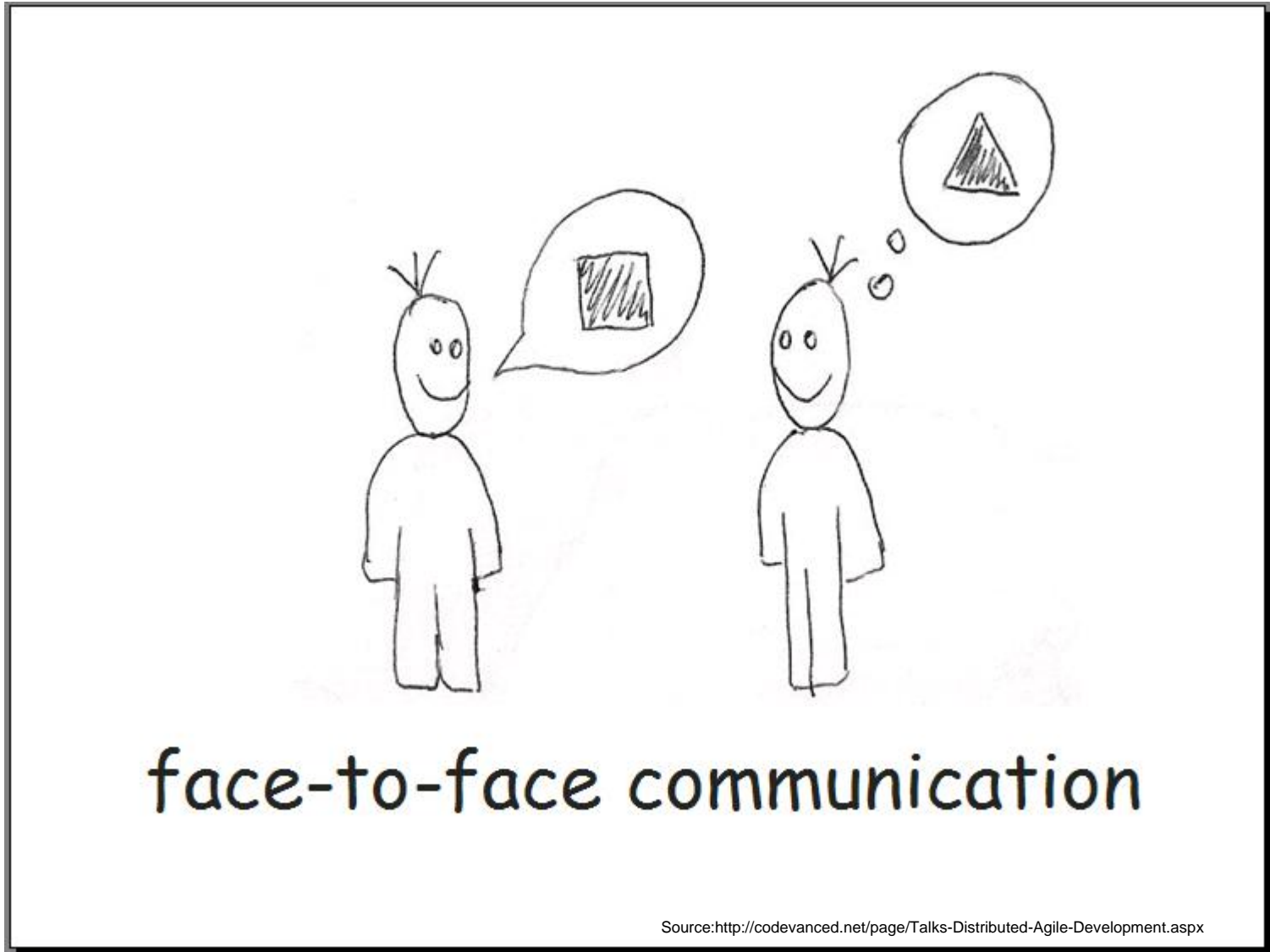
Customer communication

Traditional way: "requirements engineering"
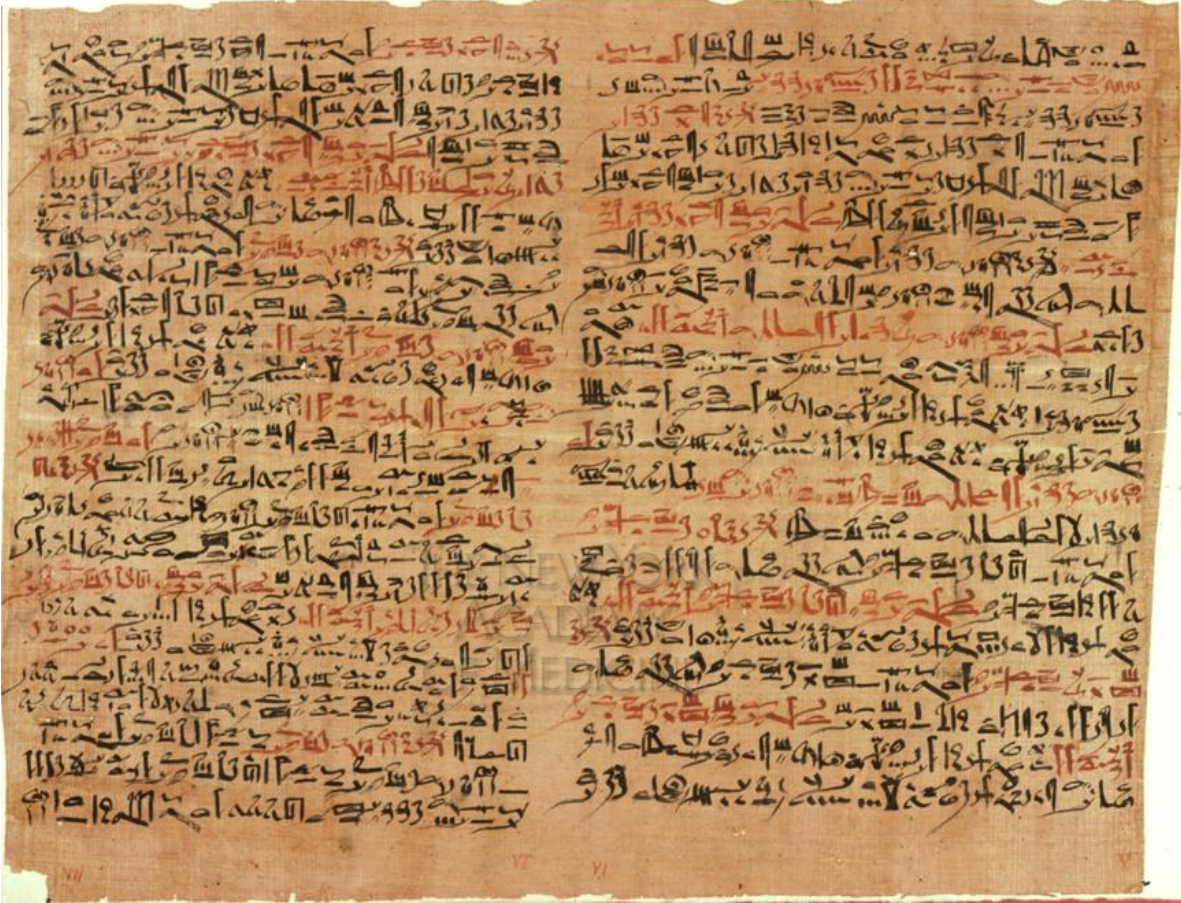

Agile way: Collaboration

Principle #4:
Business people and developers must work together daily throughout the project.

Source: Henrik Kniberg, Scrum and XP from the Trenches

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Communication artefacts

Communication artefacts

- *Corporate dashboard*

Tariff Tool team, sprint 15

Sprint goal:
Release of Product Management

Sprint backlog: (estaminates in parenthesis)
- Telco Interface Server integration (14)
- Taxation calculations (6)
- Customization introduction (1)

Estaminated velocity: 21

Schedule:
- Sprint period: 2007-10-26 to 2007-11-09
- Daily scrum: 9:30 – 9:45 in the team room
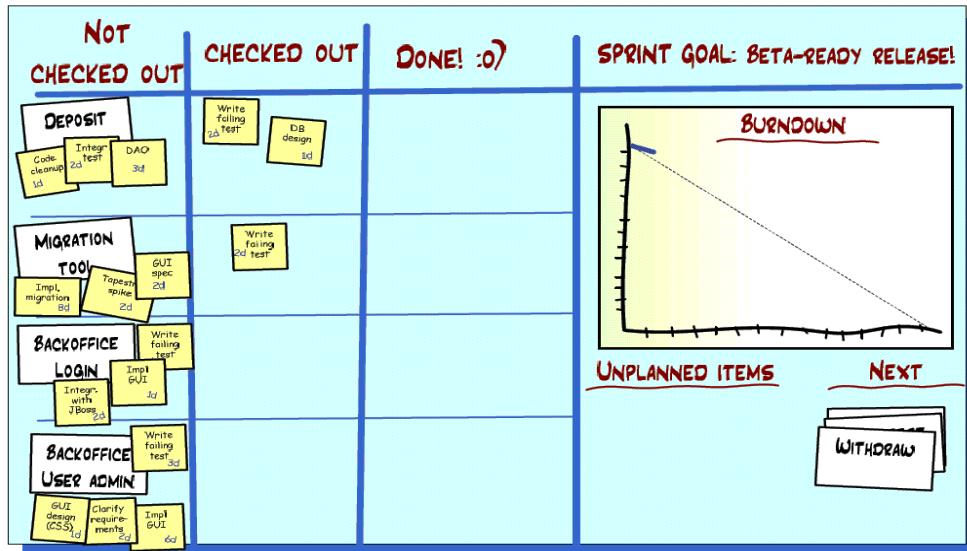- Sprint demo: 2007-11-09 13:00; in 54B.206

Team:
- JJ
- AK
- MM
- MK
- GD

Communication artefacts

- **Sprint backlogs -** paper, www, Issue Tracker, Excel

Sprint backlog – day 1

Step Name (id)	Linked Status	Transitions (id)
Open (1)	Open	*Start Progress* (4) >> In Progress *Resolve Issue* (5) >> Resolved *Close Issue* (2) >> Closed
In Progress (3)	In Progress	*Stop Progress* (301) >> Open *Resolve Issue* (5) >> Resolved *Close Issue* (2) >> Closed
Resolved (4)	Resolved	*Close Issue* (701) >> Closed *Reopen Issue* (3) >> Reopened
Reopened (5)	Reopened	*Resolve Issue* (5) >> Resolved *Close Issue* (2) >> Closed *Start Progress* (4)

	A	B	C
1	Step name	Linked status	Transisions
2	Open	Open	Start porogress
3	In progress	In progress	Stop progress
4			
5			

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Communication artefacts

- *Product backlog template*

  Microsoft Office
  cel 97-2003 Workshe

- *Sprint backlog template*

  Microsoft Office
  cel 97-2003 Workshe

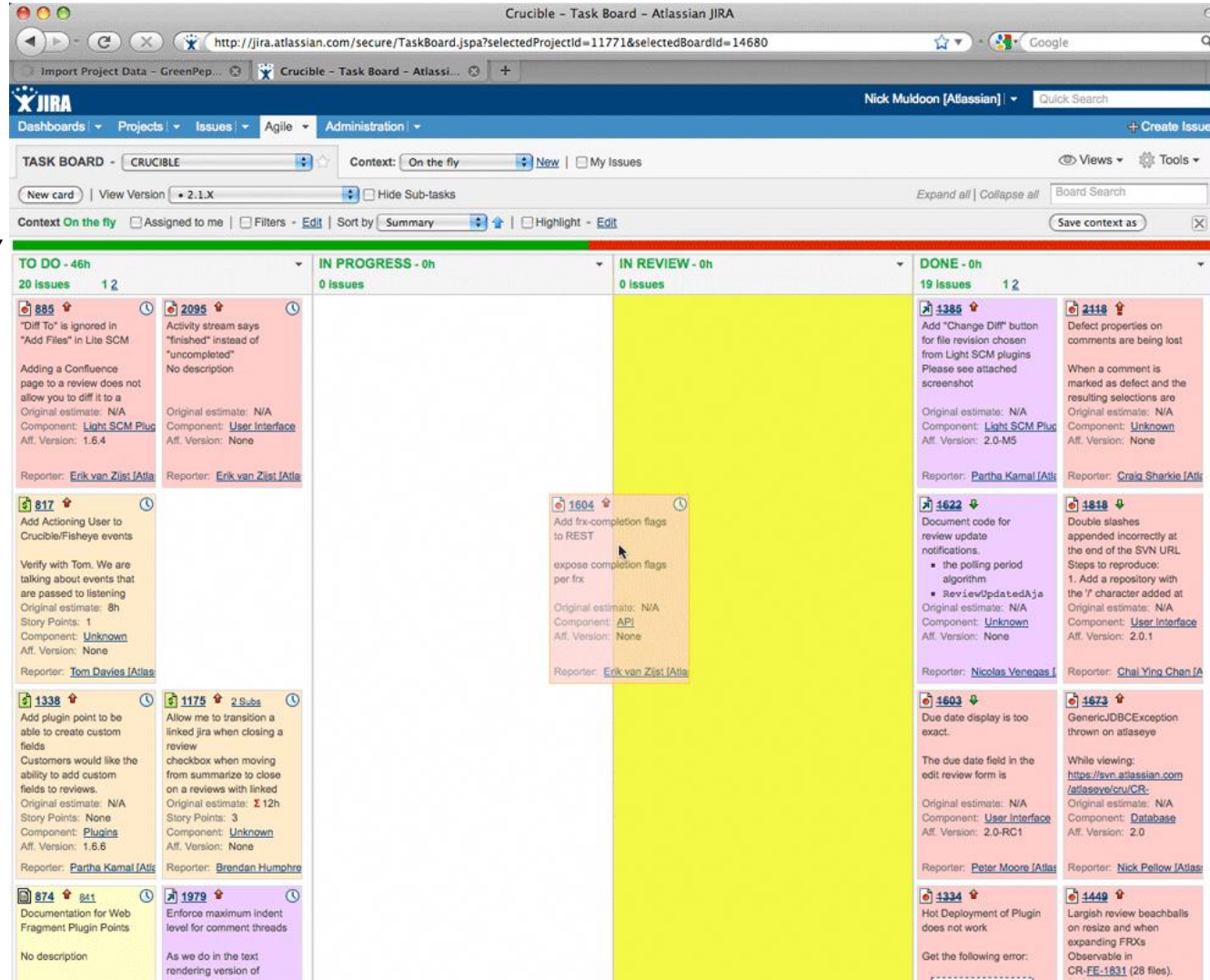# JIRA with Greenhoper

- *Manage bugs, features, tasks, improvements or any issue*

- *A clean and powerful user interface that is easy to understand for both business and technical users*

- *Map your business processes to custom workflows*

- *And many more ...*

Agilefant

- *Useful user workload graphs*

- *Tasks can be easily assigned to more than one user*

- *Possibility of logging work like in Jira*

- *Stories can be moved from one sprint to another without artificial limitations*

- *Readable burn down graph*

#09_Scrum communication.pptx

Sources & References

1. *Henrik Kniberg, Scrum and XP from the Trenches,*
   http://www.infoq.com/minibooks/scrum-xp-from-the-trenches
2. *Jira and Greenhoper*
3. *AgileFant*

Vielen Dank für Ihre Aufmerksamkeit!