

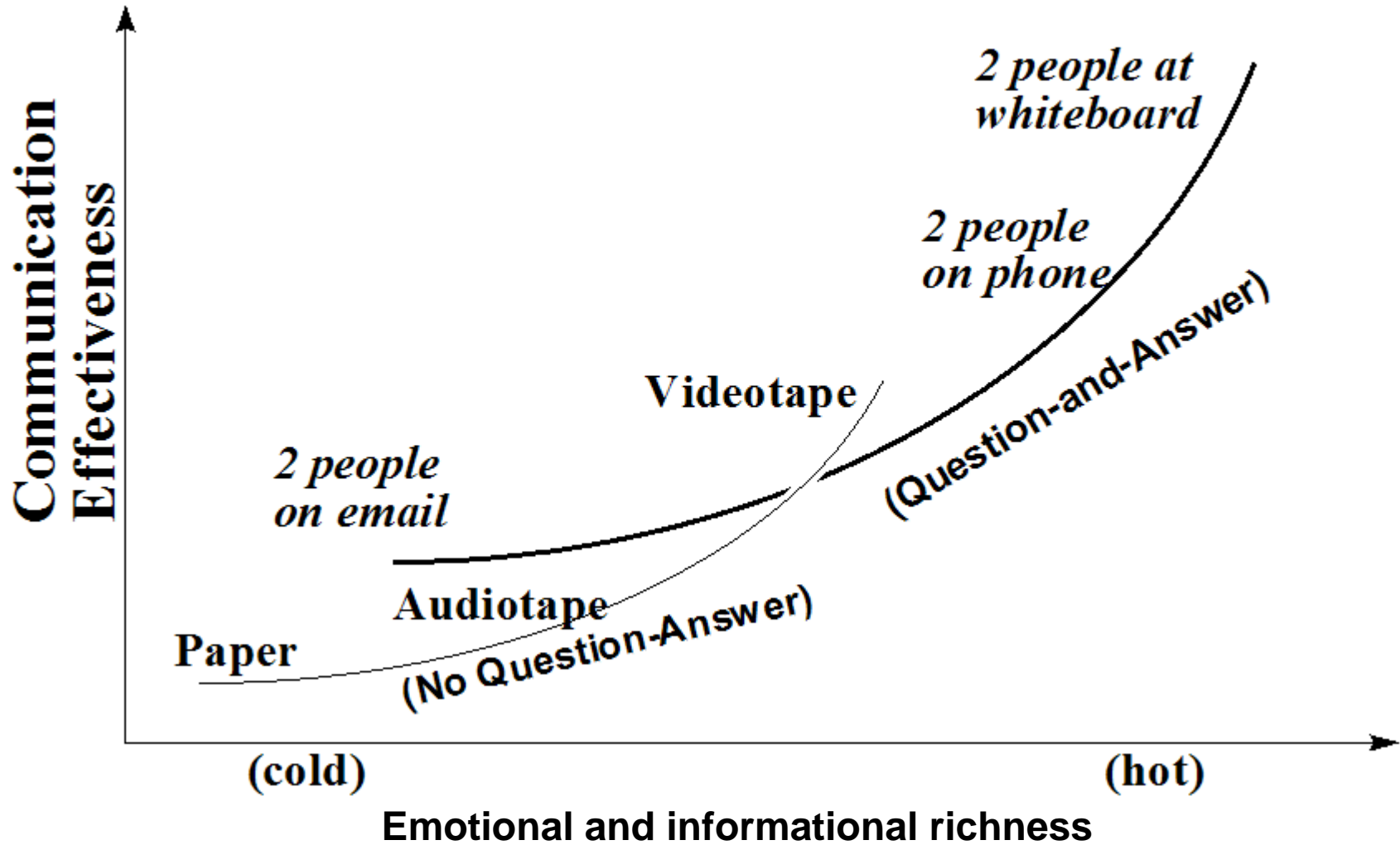
Scrum communication

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

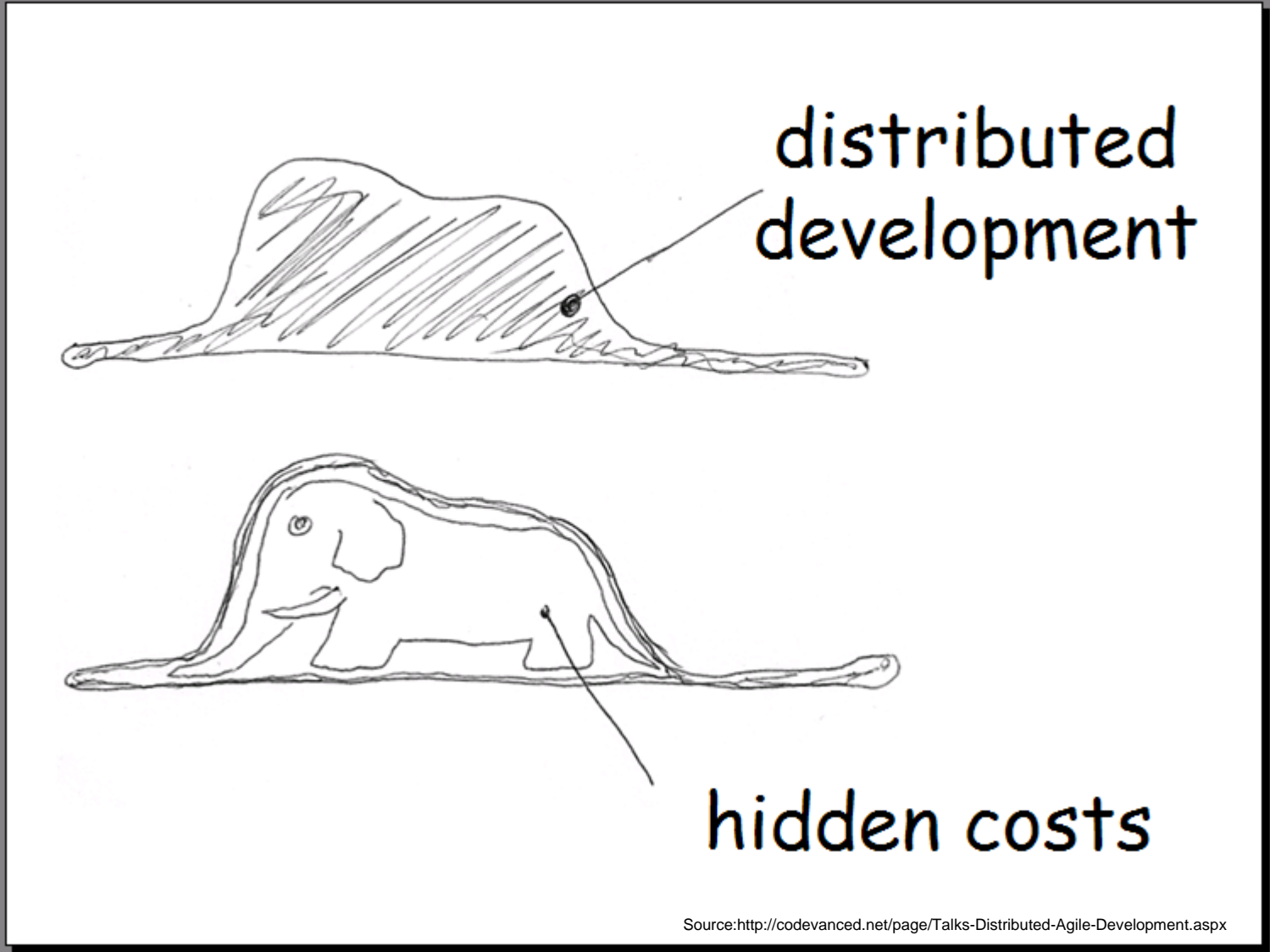
Source: Henrik Kniberg, Scrum and XP from the Trenches

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



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



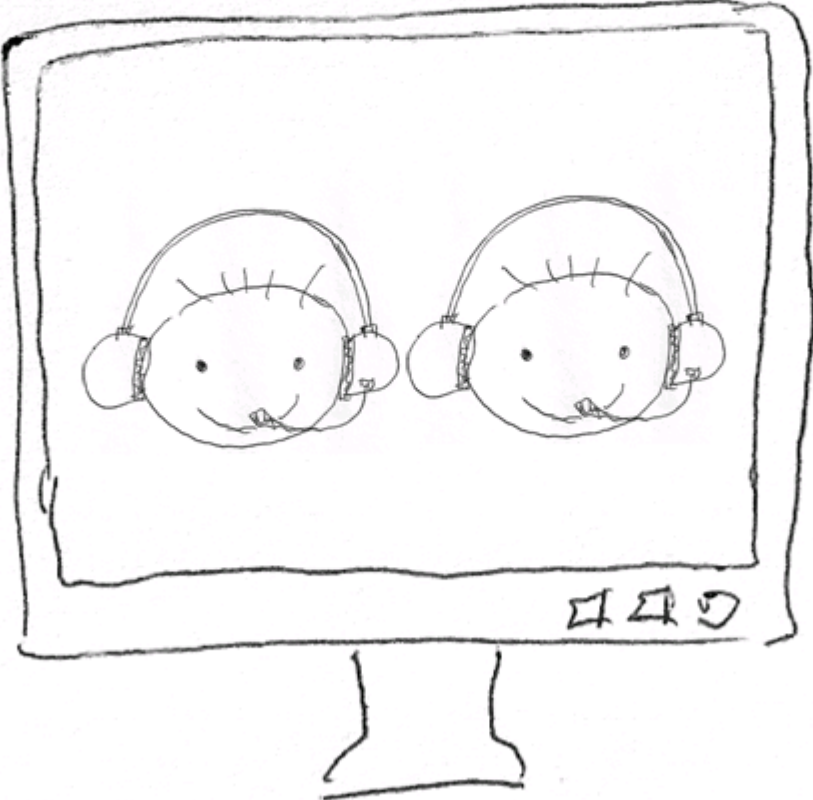
Voice communication



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

Distributed team – proven practices

Desktop sharing



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>

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>

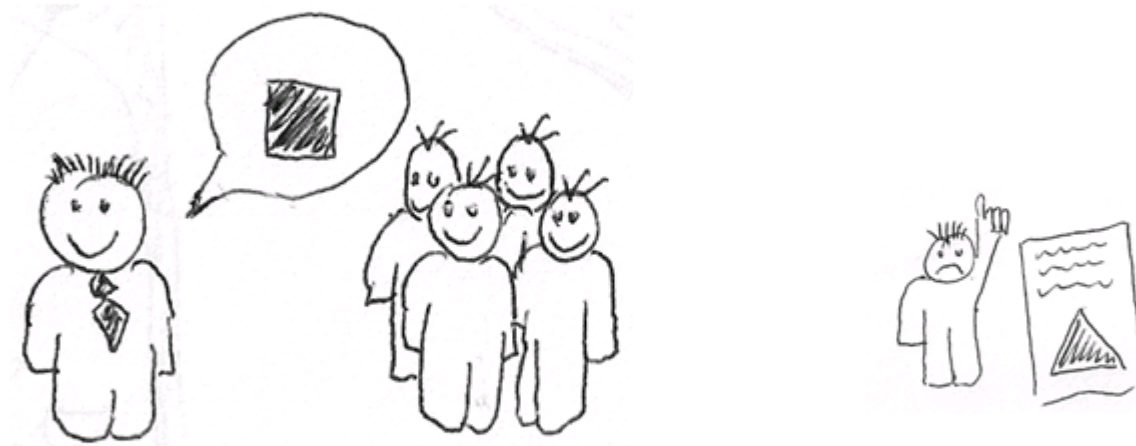
Customer communication



Source:<http://mohamedrefaie.blogspot.com/2011/10/remember-its-all-about-customer.html>

Customer communication

Agile Manifesto

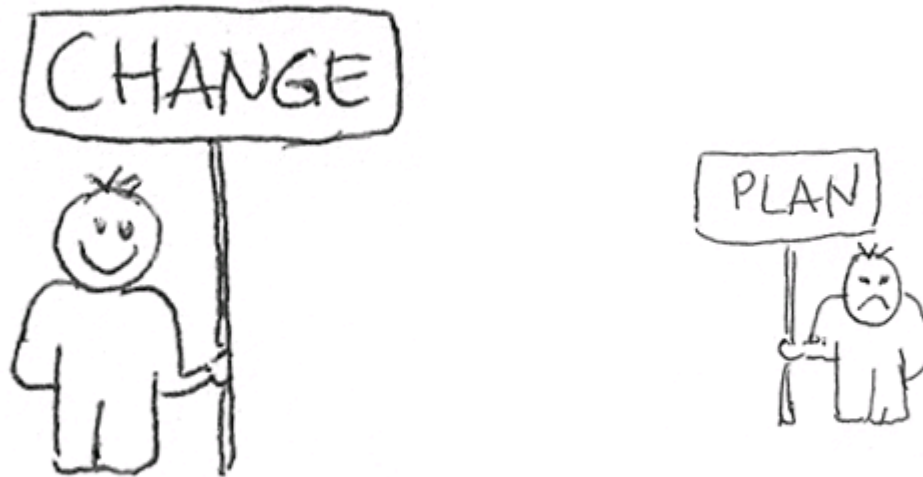


Customer collaboration over contract negotiation

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

Customer communication

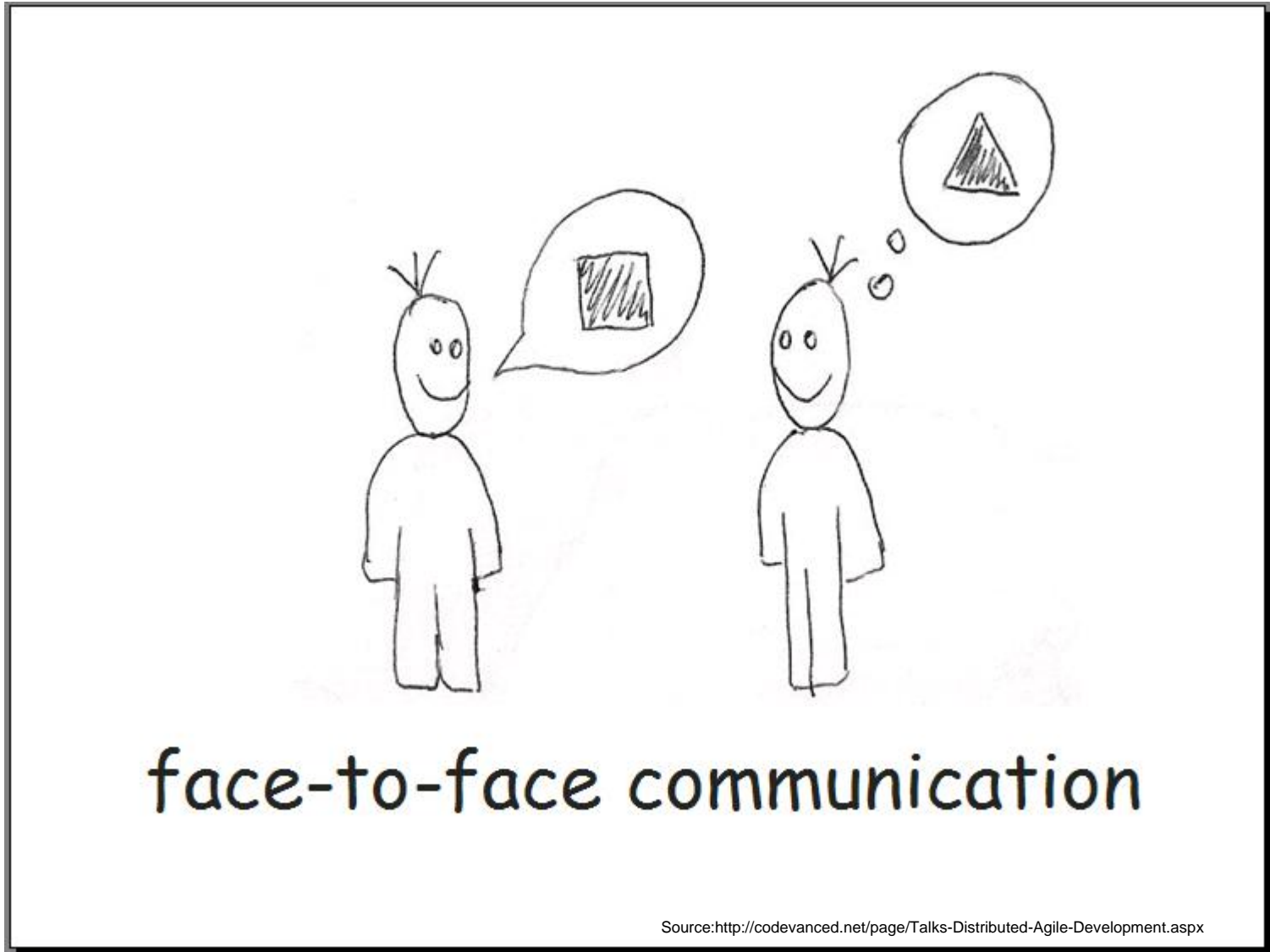
Agile Manifesto



Responding to change over following a plan

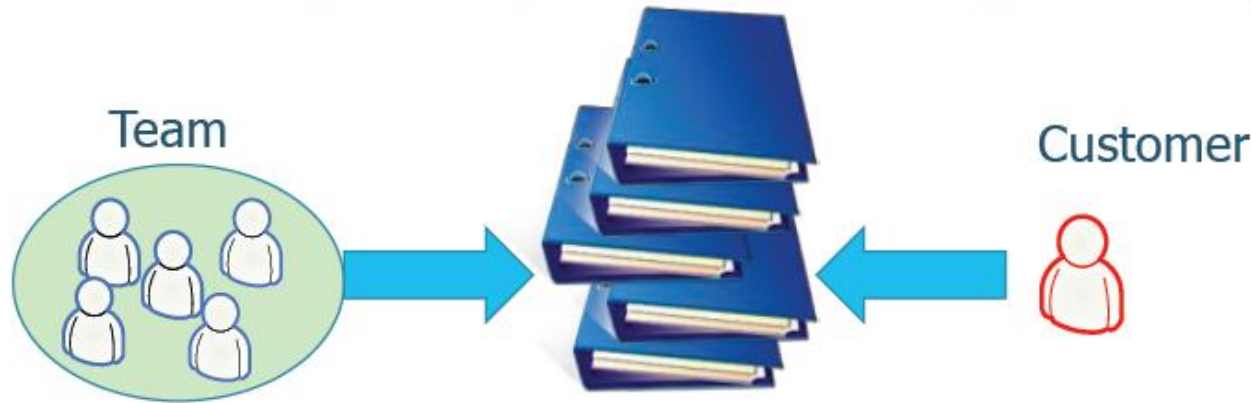
Source:<http://codevanced.net/page/Talks-Distributed-Agile-Development.aspx>

Customer communication

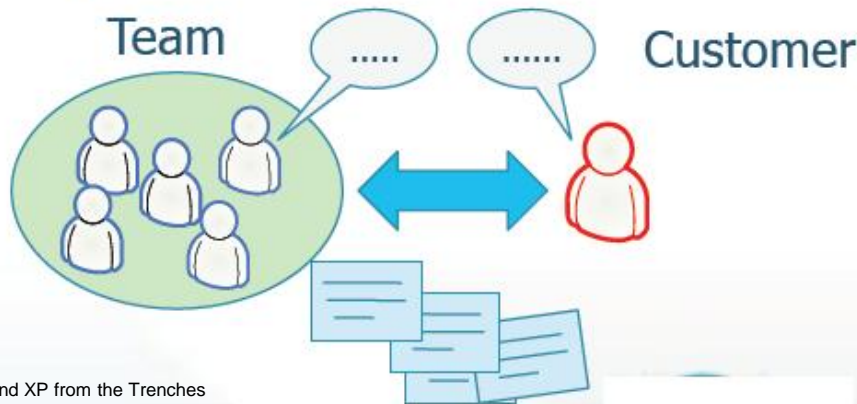


Customer communication

Traditional way: "requirements engineering"



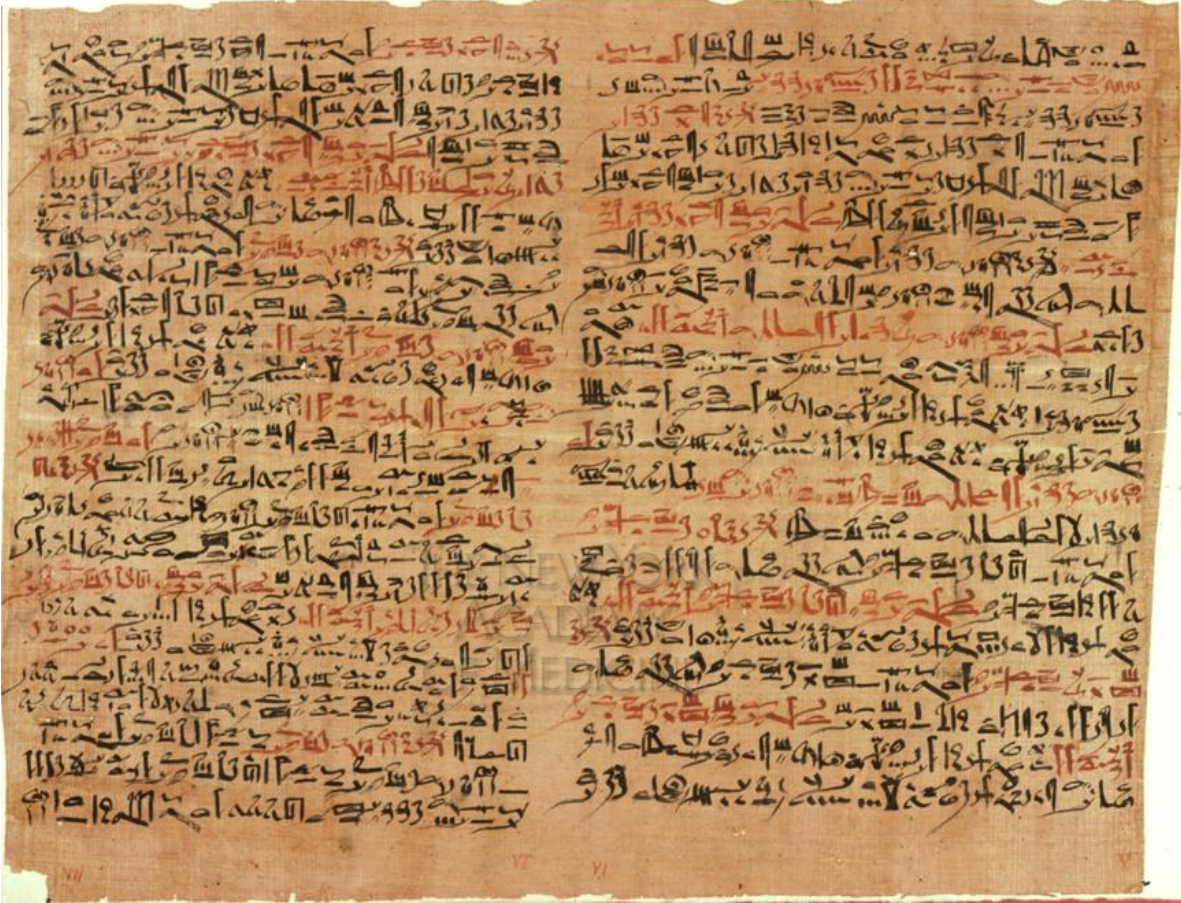
Agile way: Collaboration



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

Source: Henrik Kniberg, Scrum and XP from the Trenches

Communication artefacts



Communication artefacts

- **Corporate dashboard**

Tariff Tool team, sprint 15

Sprint goal:

Release of Product Management

Sprint backlog: (estimates in parenthesis)

- Telco Interface Server integration (14)
- Taxation calculations (6)
- Customization introduction (1)

Estimated 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

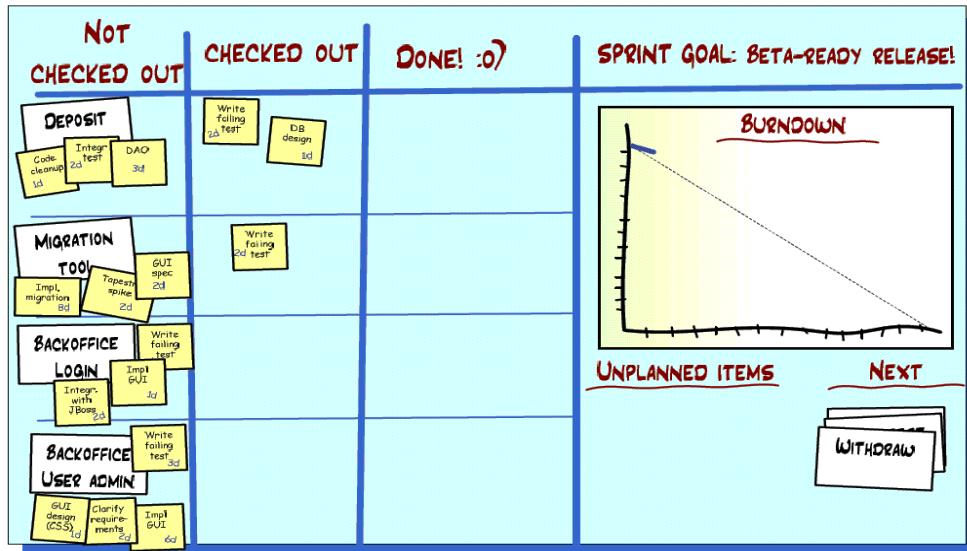
Team:

- 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	Transitions
2	Open	Open	Start progress
3	In progress	In progress	Stop progress
4			
5			

Communication artefacts

- ***Product backlog template***



Microsoft Office
cel 97-2003 Workshe

- ***Sprint backlog template***



Microsoft Office
cel 97-2003 Workshe

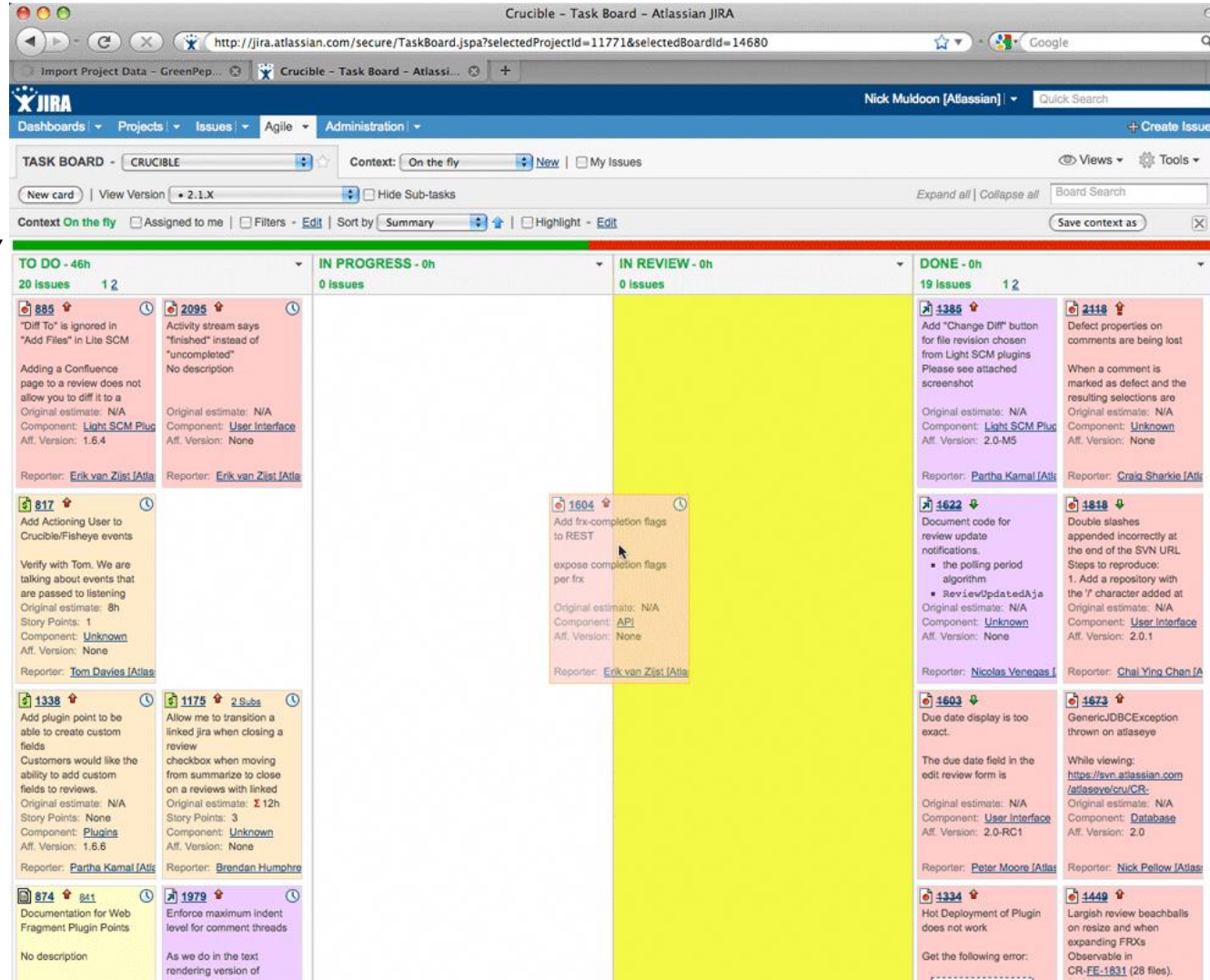
JIRA with Greenhopper

- **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

Agilefant

Reko Jokelainen [logout](#)

★ Create new >

- Agilefant
 - Enzo 1.0
 - Enzo 1.1
 - Enzo 1.2
 - Maranello
 - Support
 - Maranello Architecture
 - Maranello QA
 - Maranello GTI
 - Spider
 - Spider GTI
 - Wishlist
 - Sprint 1
 - Sprint 2
 - Sprint 3
 - Sprint 4
 - Sprint 5
 - Sprint 6
 - Sprint 7: Release
 - Testarossa
 - Testarossa GTI
 - California
 - California GTI
 - Recycle bin
- ATMAN
- ESPA
- Sekalaiset
- SoberIT / SPRG
- Ö-MAPPI

Daily Work Backlogs Dev Portfolio Timesheets Administration

> Agilefant

Agilefant

Details Edit >

Agilefant

The Finnish Ferrari(TM) for Business-Focused Backlog Management

Agilefant is a working proof-of-concept prototype tool for studying, elaborating, concretizing and empirically validating how business strategies and long-term product development planning can be linked with managing agile software development work through development portfolio management.

Product roadmap display one year

Timeline @ SIMPLE

Project Iteration Theme

Projects Create new >

St. Name	Project type	Iter. info	Assignees	Start date	End date	Actions
Enzo 1.0	Software development	0 / 5	0	2007-05-21	2007-06-20	
Enzo 1.1	Software development	0 / 5	0	2007-06-21	2007-07-25	
Enzo 1.2	Software development	0 / 3	0	2007-08-13	2007-09-08	
Maranello	Software development	0 / 13	9	2007-09-04	2008-03-31	

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!