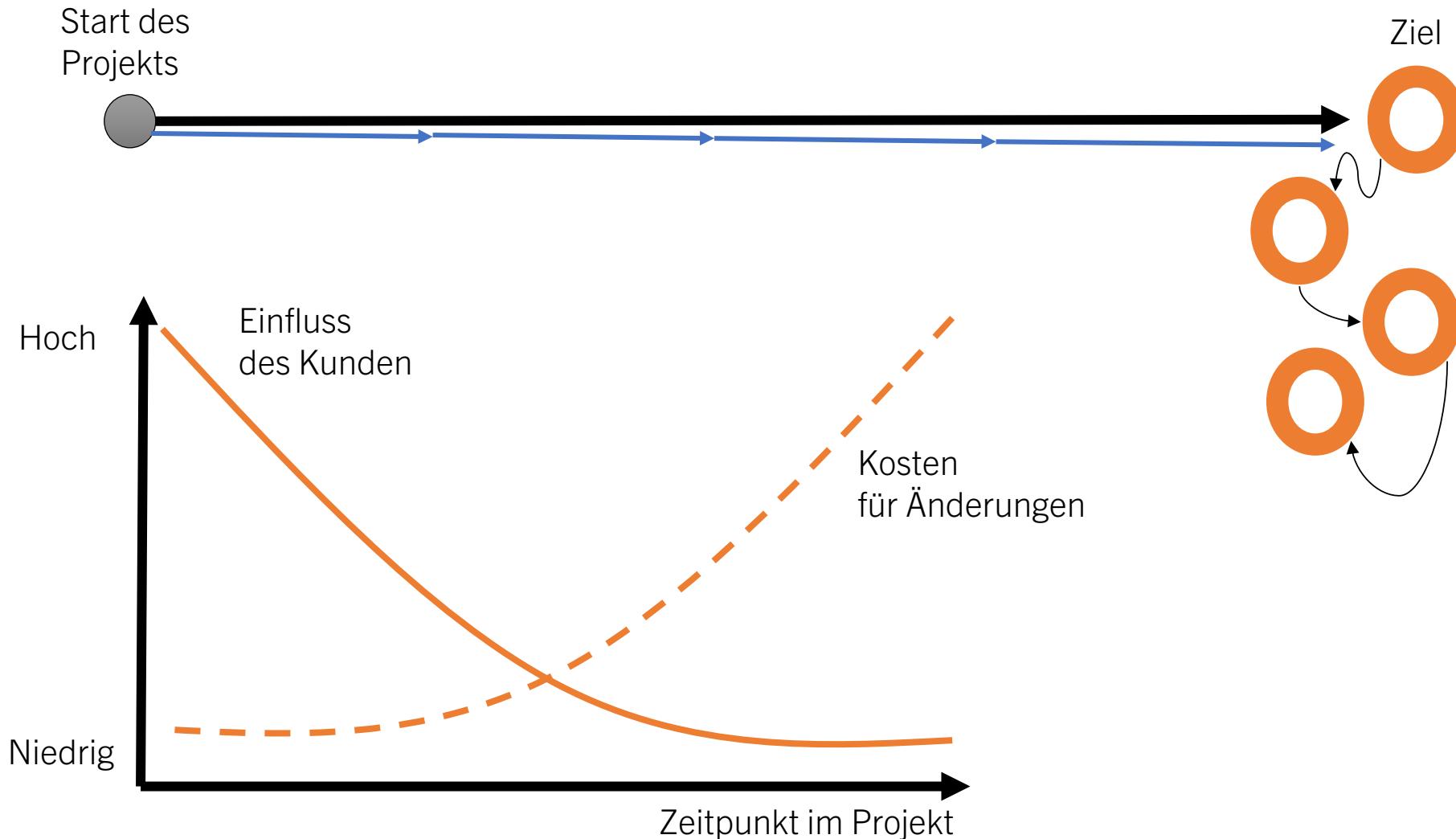


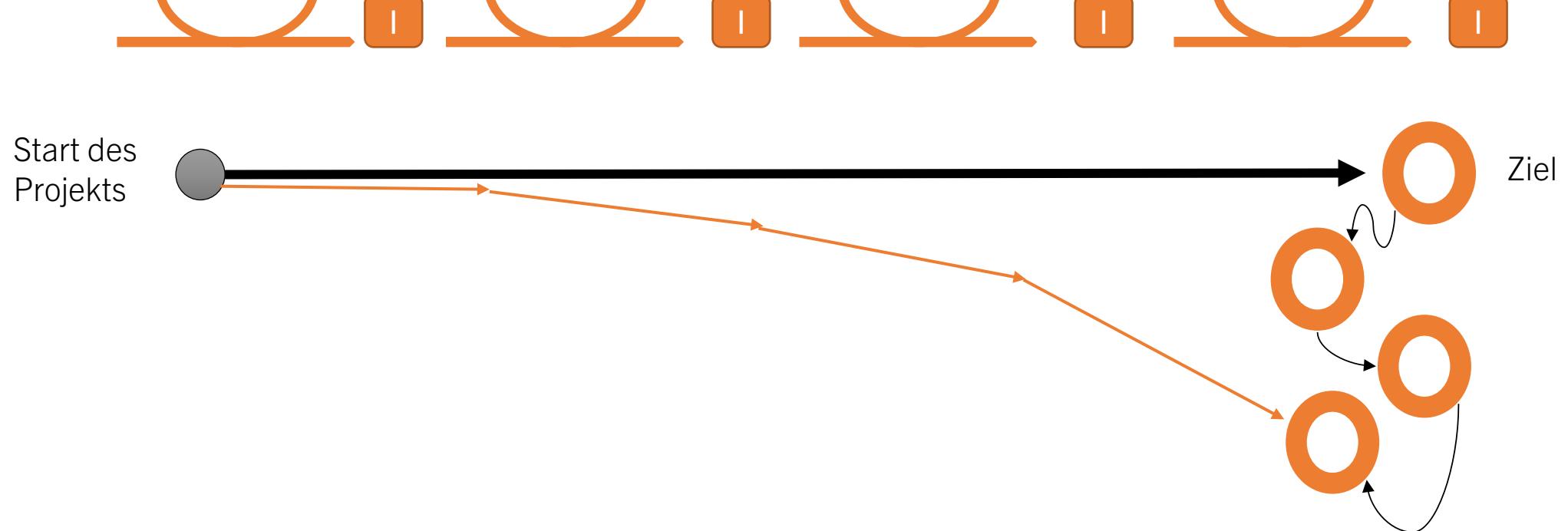
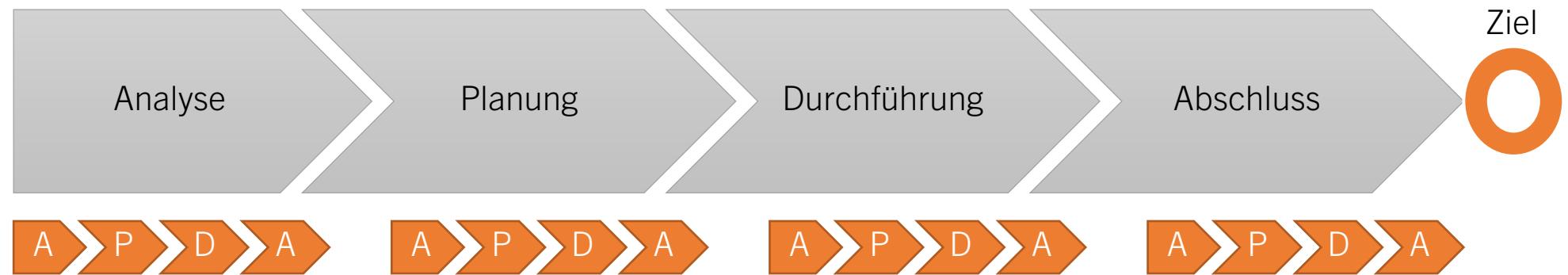
Klassisches Arbeiten



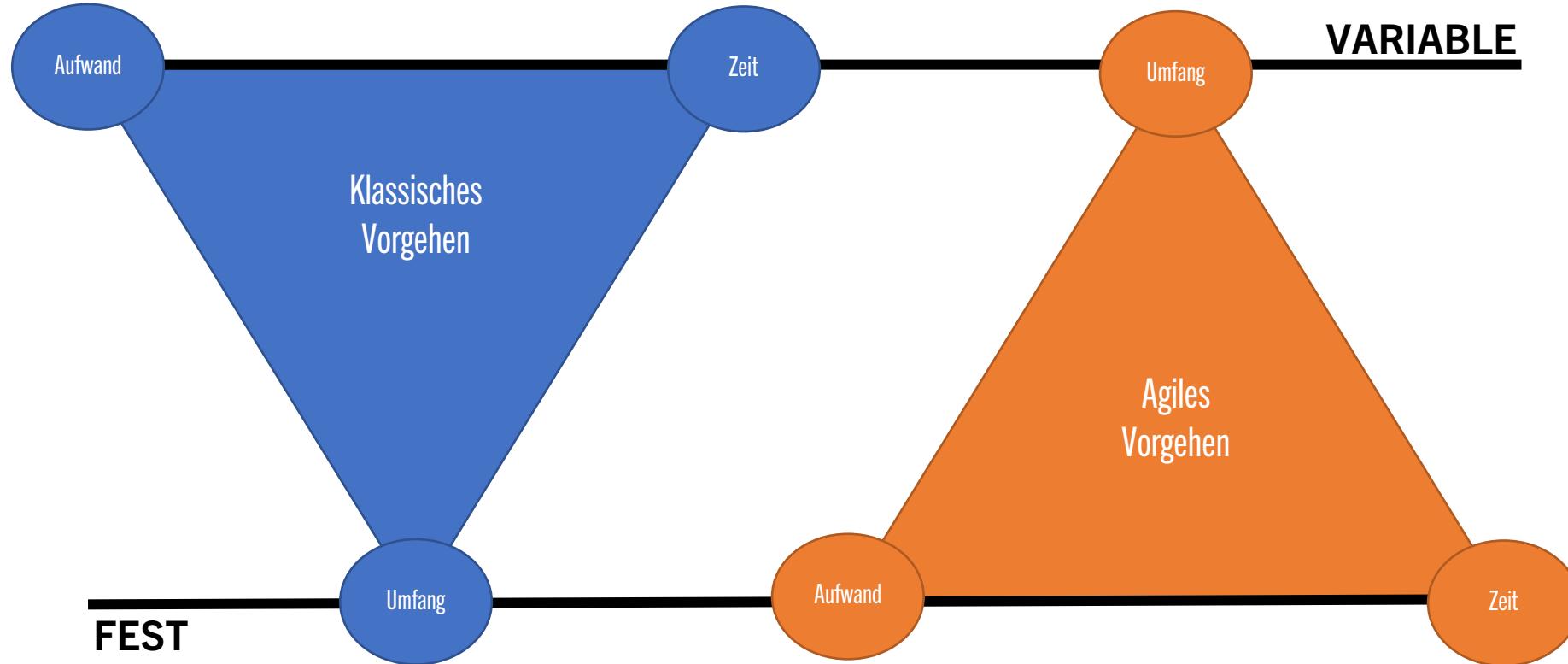
Probleme mit dem Klassischen Arbeiten



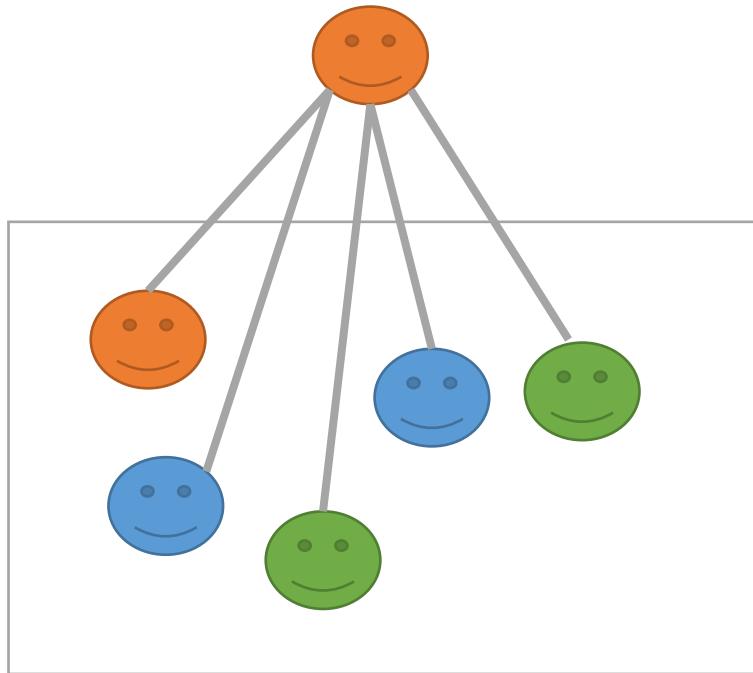
Agiles Arbeiten



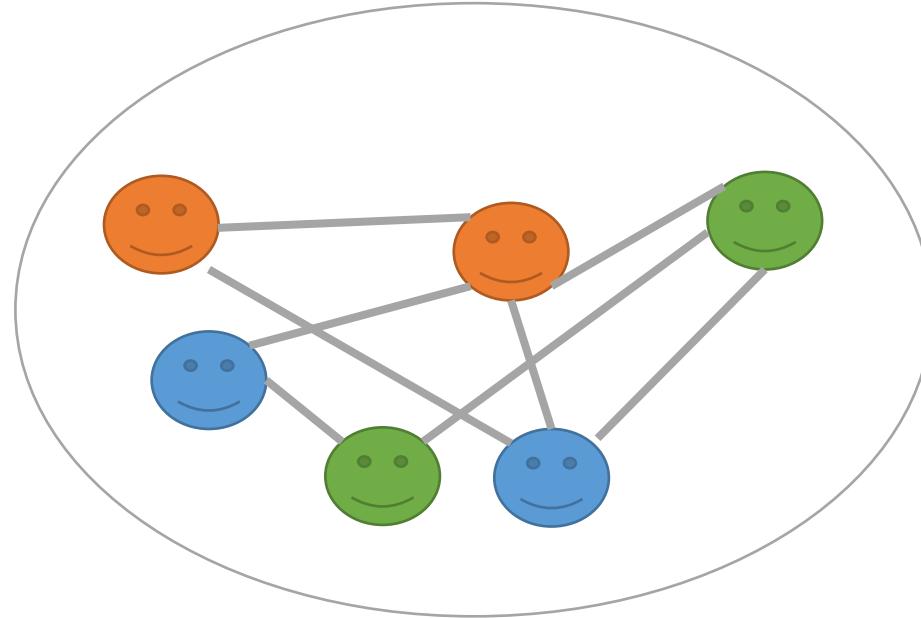
Umfang variable



Das agile Team



GRUPPE

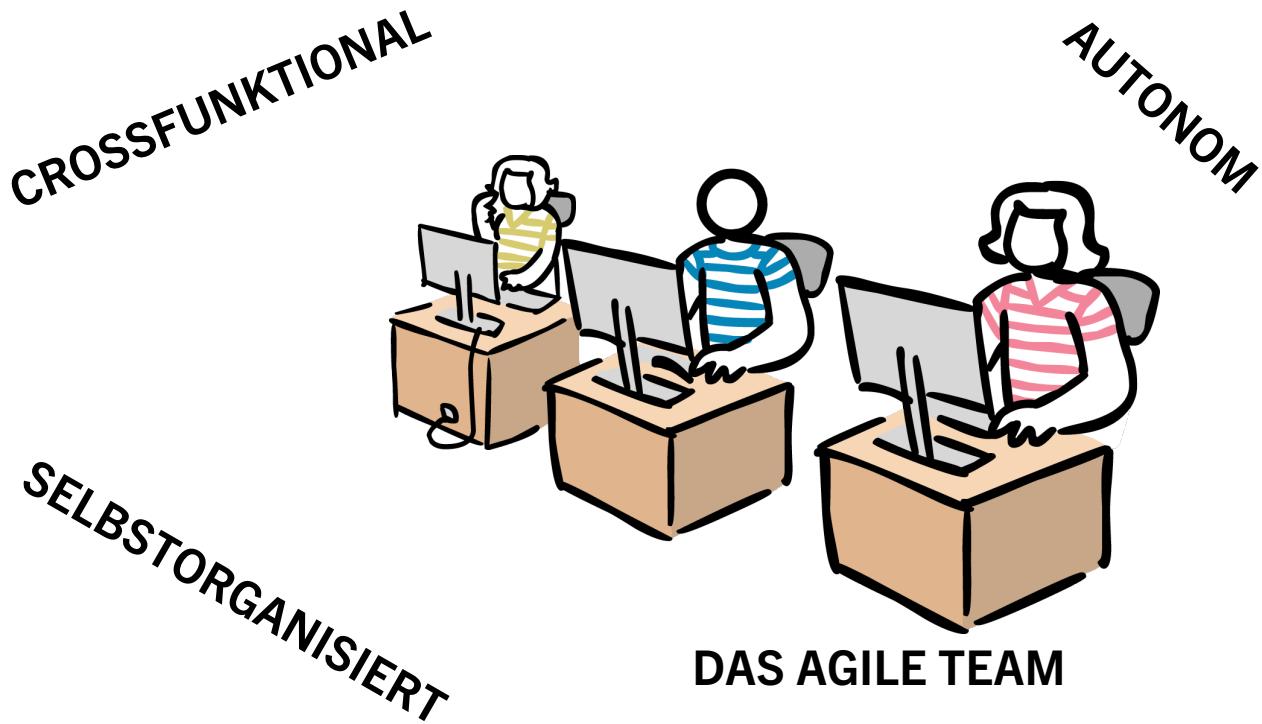


TEAM

PRODUKTIVITÄT IM TEAM

1. Sicherheit und Vertrauen
2. Zuverlässigkeit
3. Struktur und Klarheit
4. Sinn der Arbeit
5. Wirkung der Arbeit sichtbar

Selbstorganisation, Autonomie und Crossfunktionalität



Und an die Kunden
denken!



Agile Begriffe

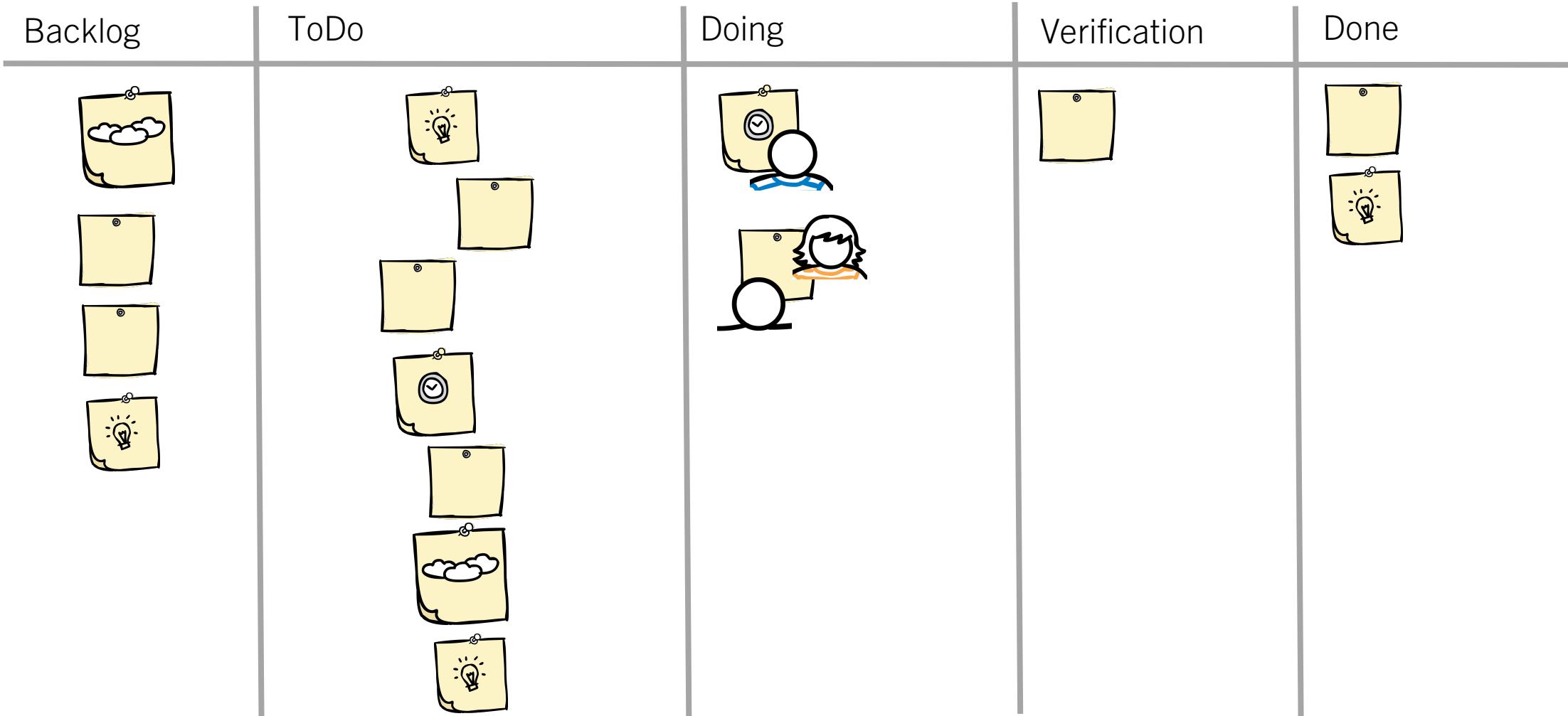
Agile Methoden / Prozesse

Agile Praktiken / Techniken

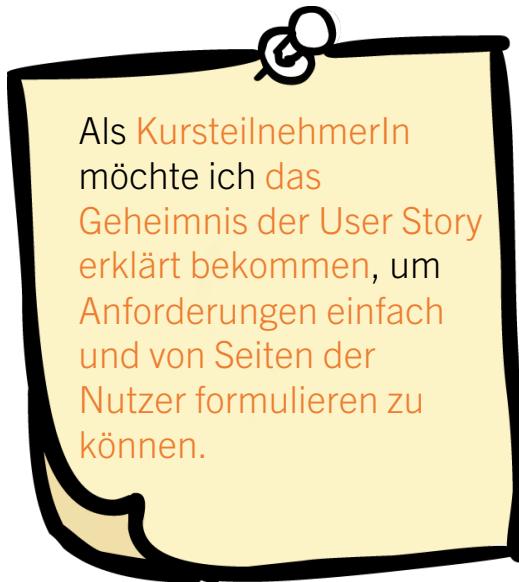
Agile Prinzipien

Agile Werte

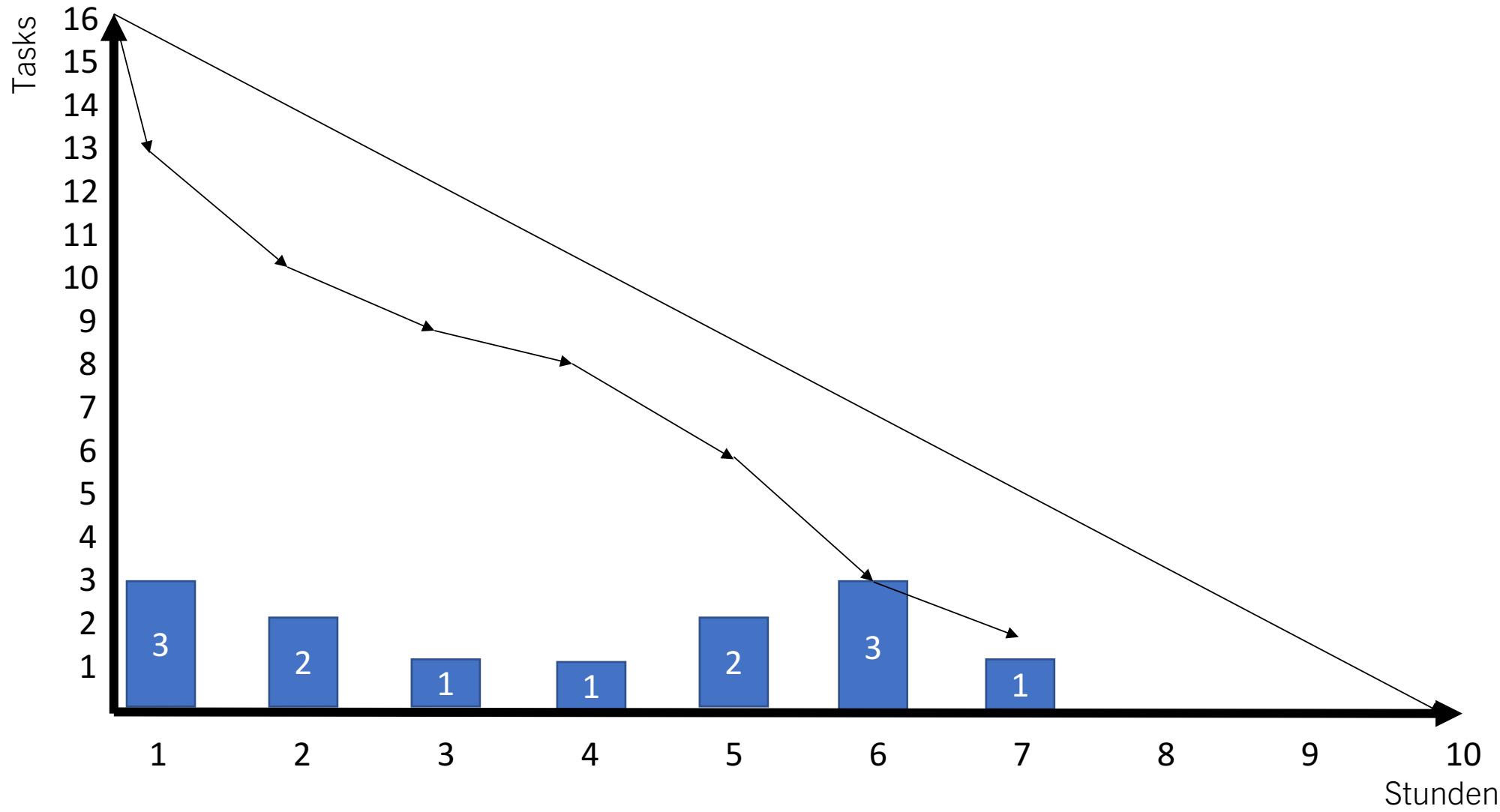
Das Taskboard



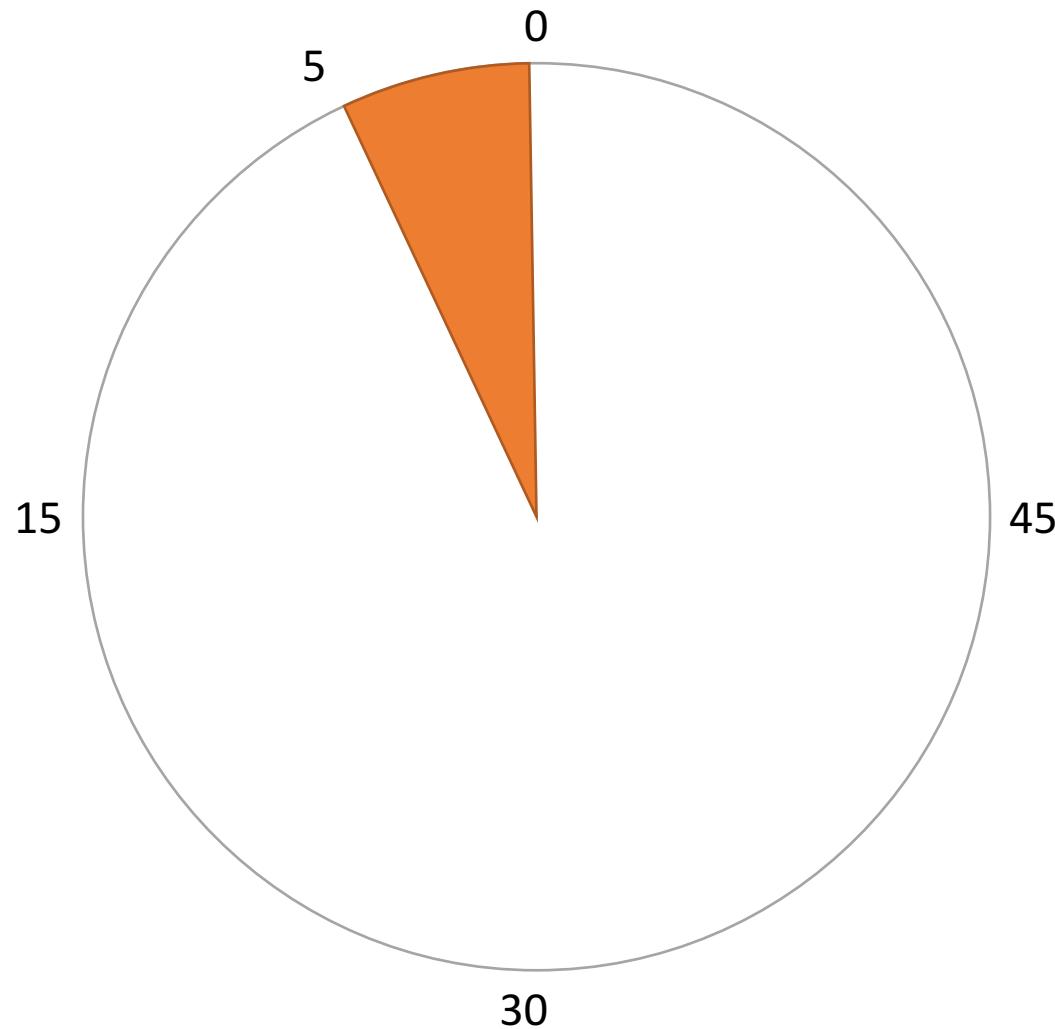
User Story



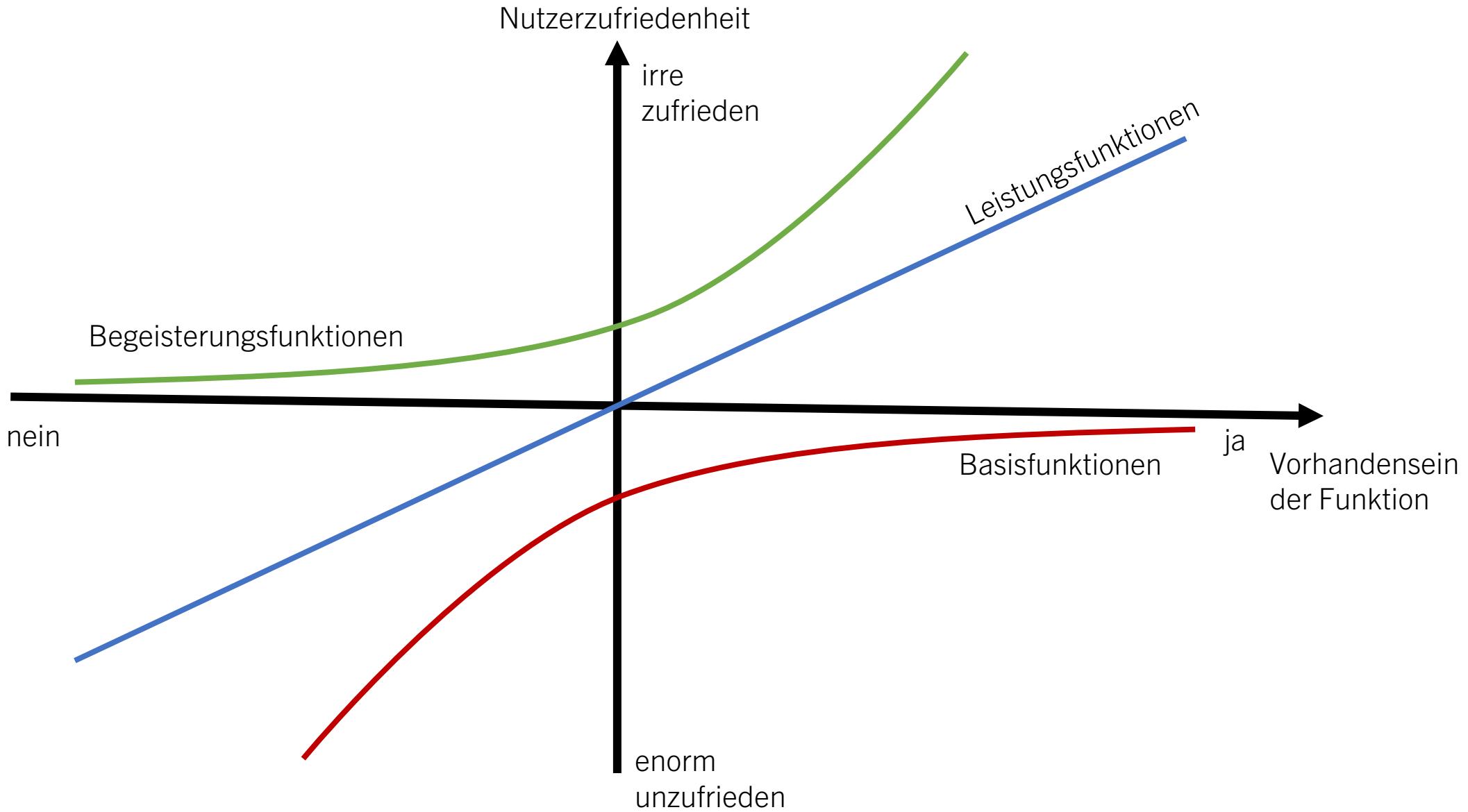
Burn-Down-Chart

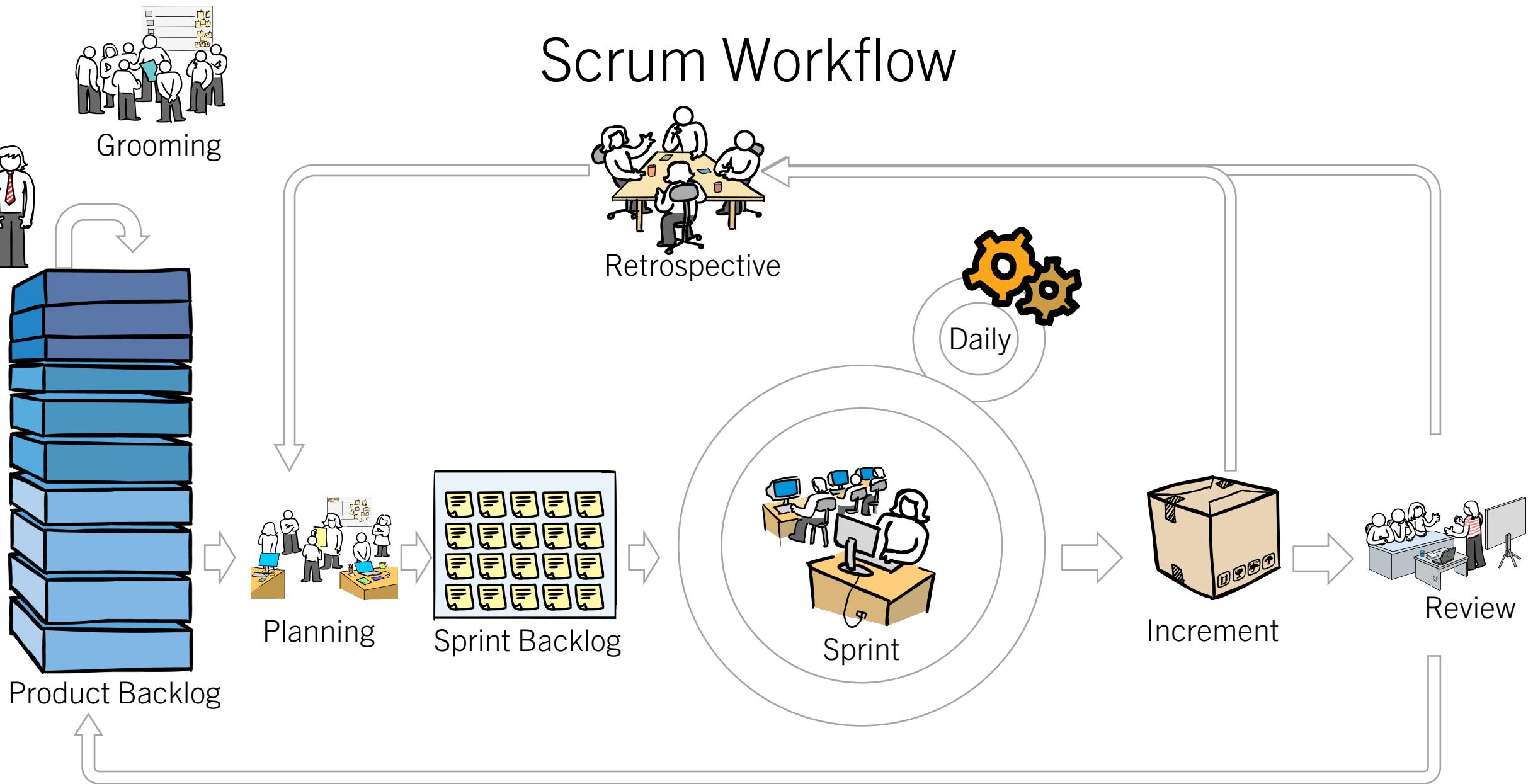


Time Boxing & Moderierte Meetings



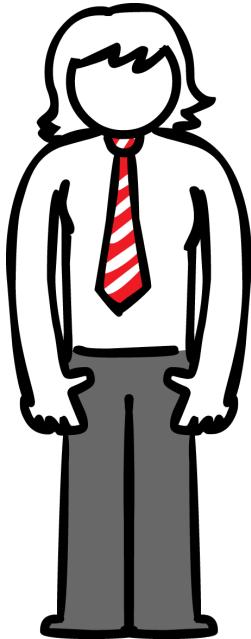
Kano-Analyse





Verantwortung in Scrum

WIRTSCHAFTLICHER ERFOLG



Product Owner (PO)

**OPTIMALE ANWENDUNG DER
PROZESSE**



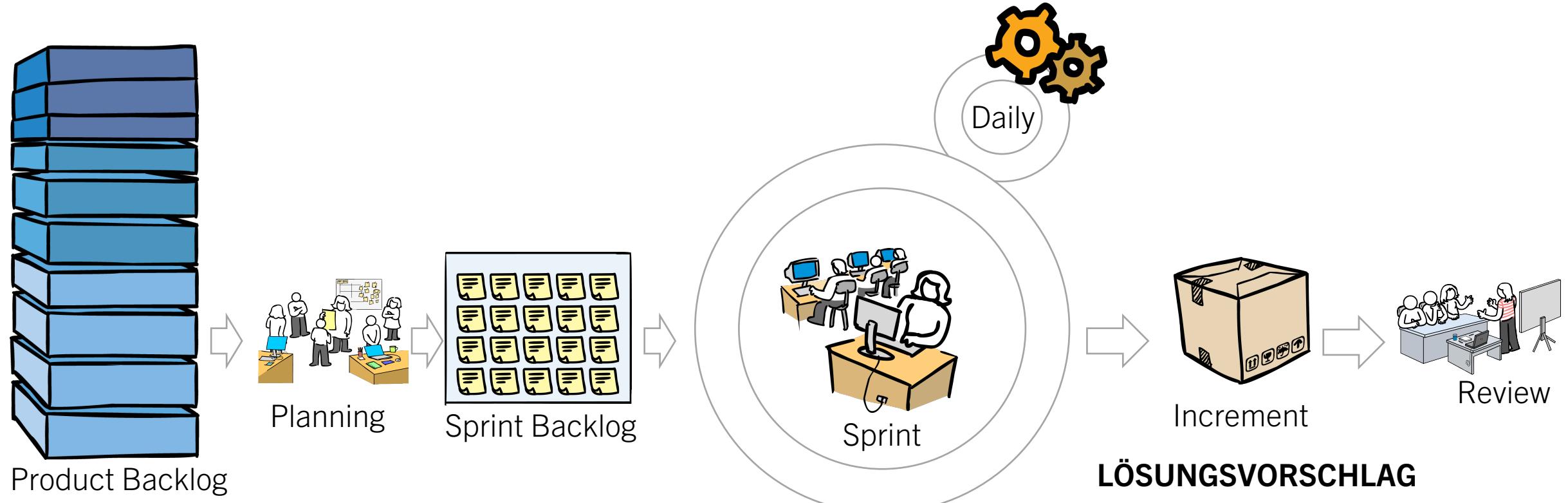
Scrum Master

TECHNISCHE QUALITÄT



Team

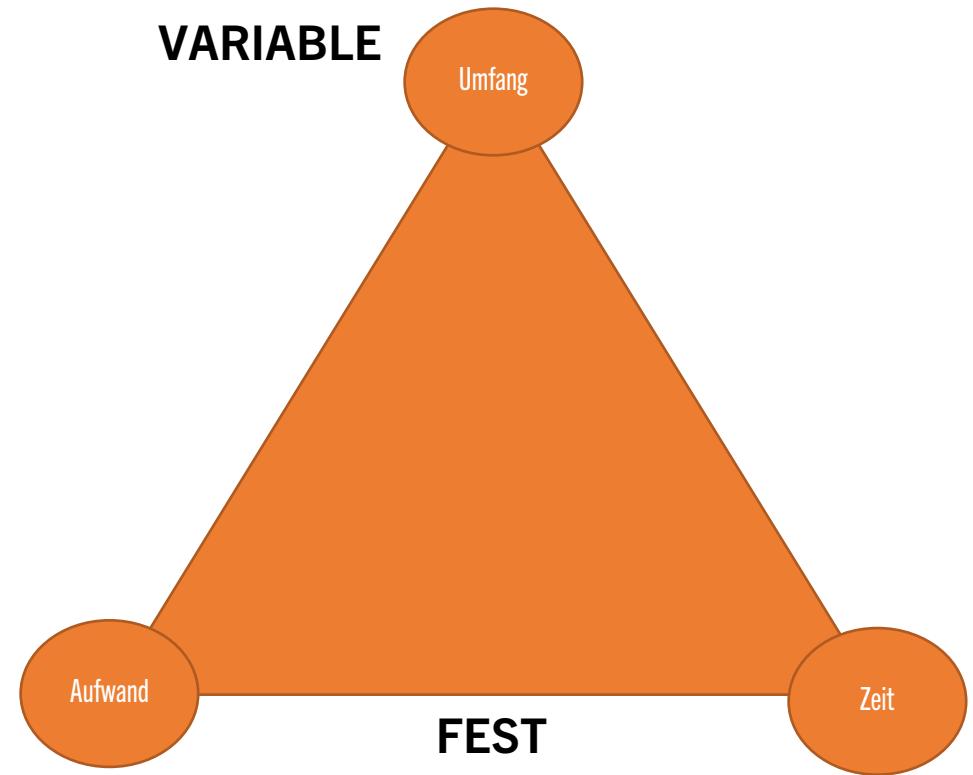
Scrum bedienen



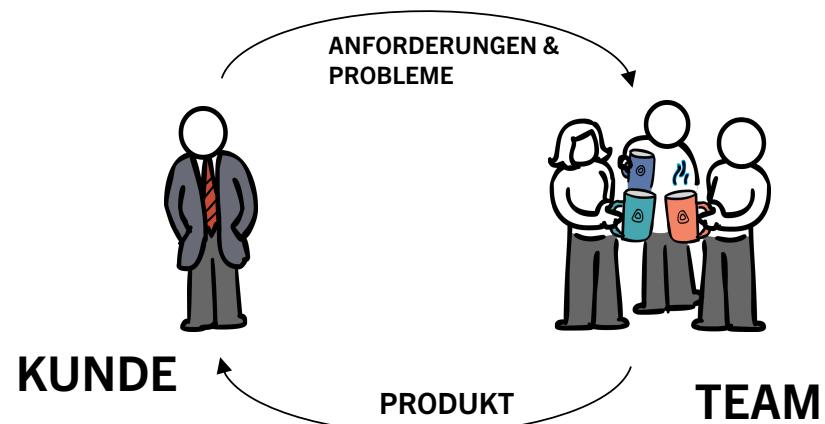
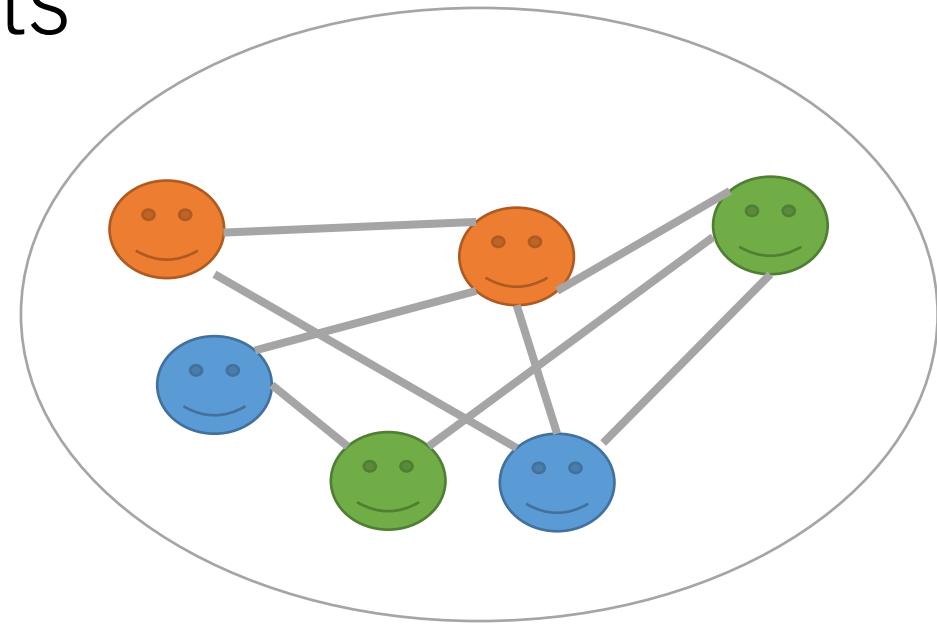
WAS?
PRIORITÄT

FEEDBACK

VARIABLE

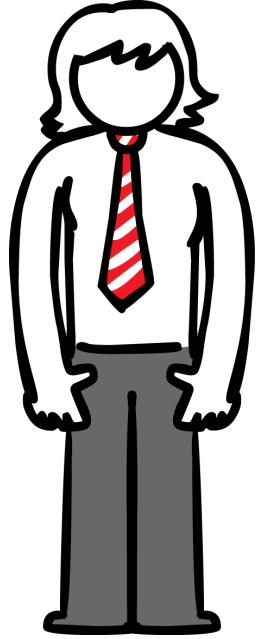


ScrumBots



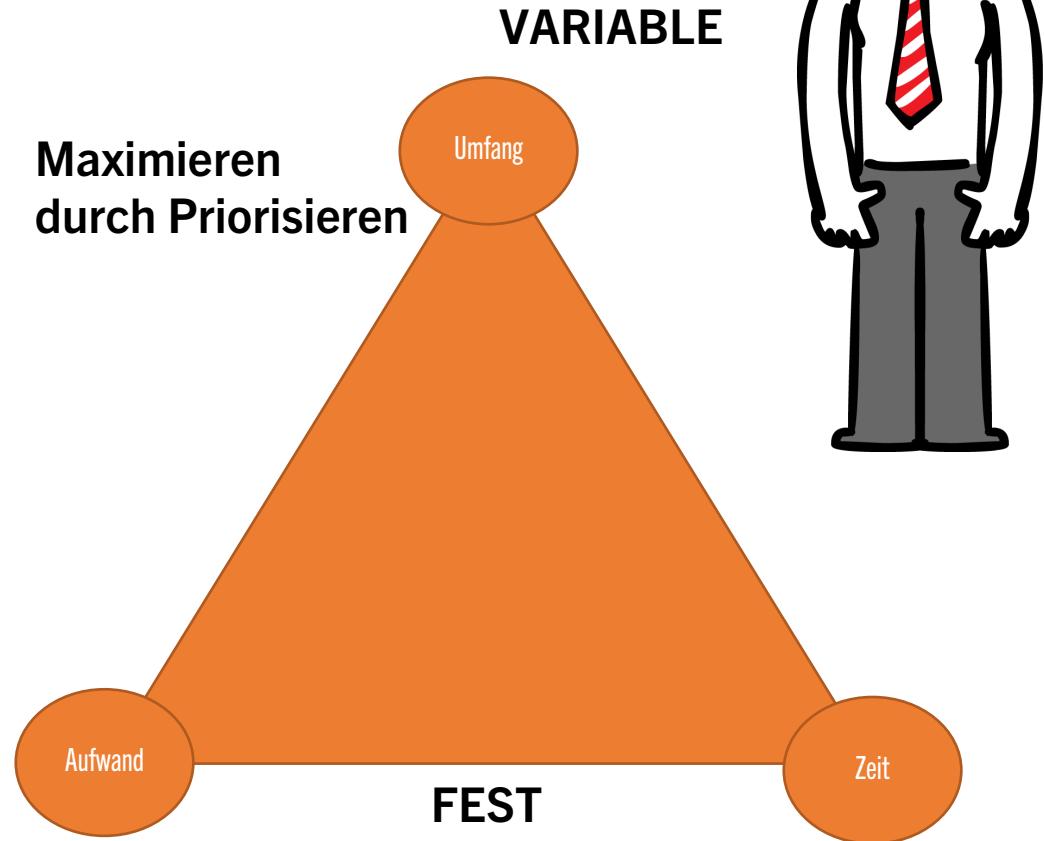
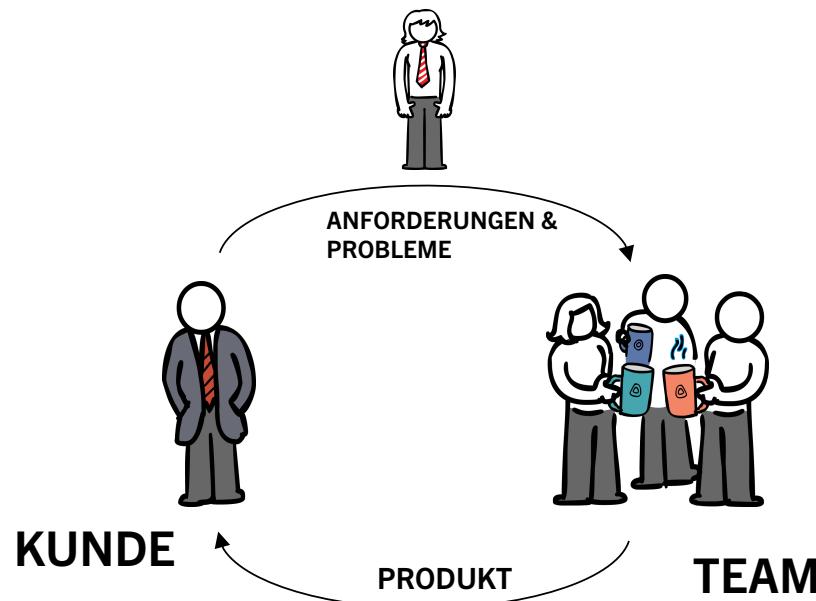
Product Owner 1/2

- Fachexperte
- Schnittstelle zwischen Team, Kunde und Nutzer
- Erstellt und pflegen das Product Backlog
- Priorisiert Anforderungen
- Nimmt an folgenden Events teil
 - Sprint Planning
 - Backlog Grooming
 - Review



Product Owner 2/2

- Das **RICHTIGE** umsetzen!
- Visionär
- **KEIN** Chef



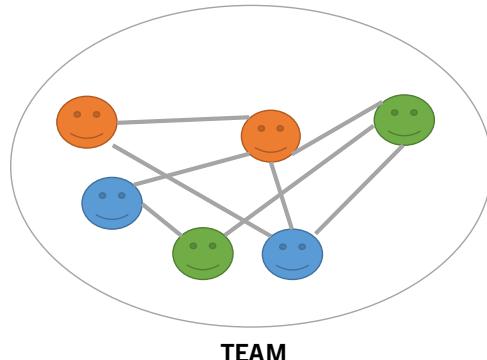
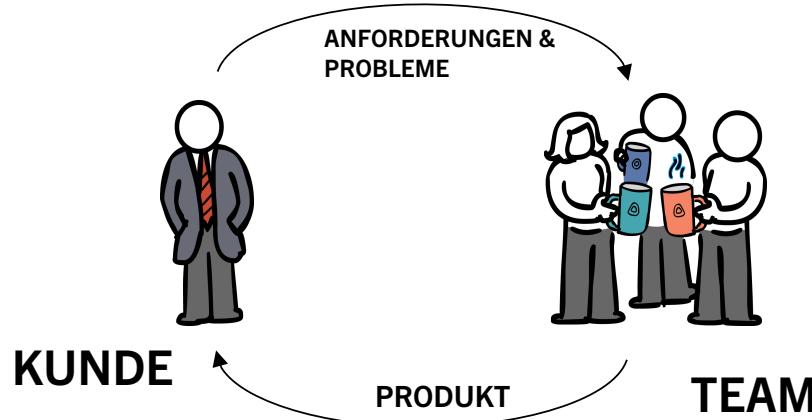
Scrum Master 1/2

- Organisation des Scrum Prozesses
- Nutzen durch Prozess maximieren
- Moderator
- Koordiniert die Zusammenarbeit
- Vermittelt Scrum
- Beseitigt Hindernisse
- Nimmt an folgenden Events teil
 - Alle
 - Besonders die Retrospektive

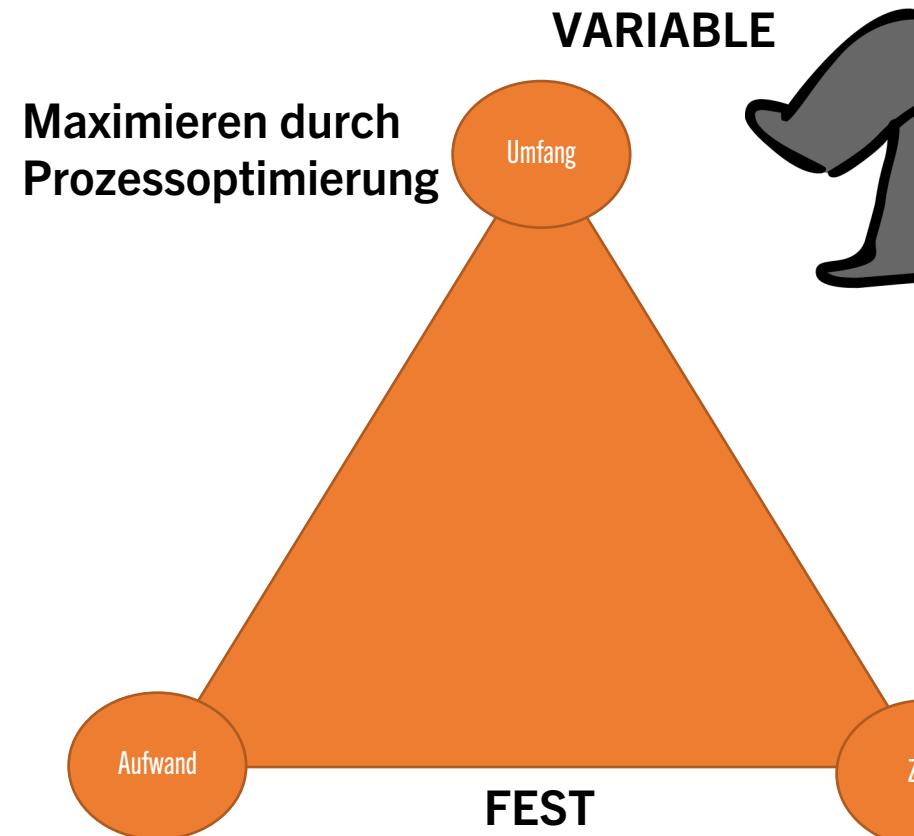


Scrum Master 1/2

Zusammenarbeit stärken

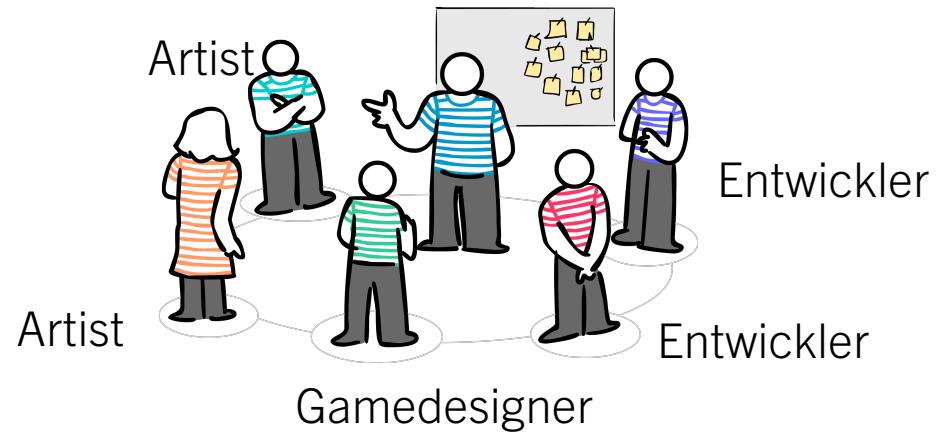


Coach für Selbstorganisation



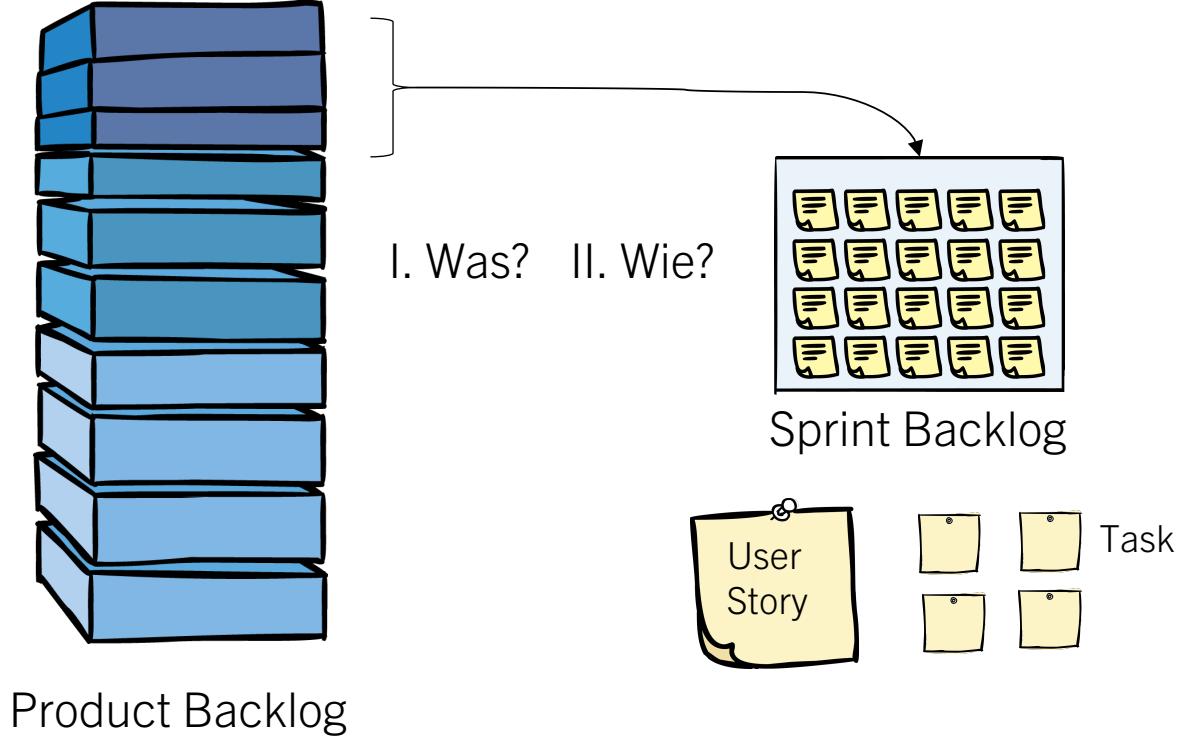
Team

- Entscheiden das „Wie“
- Crossfunktional
- Trägt Verantwortung
- Hat dafür die Befugnisse
- Selbstorganisation
- Innerhalb des Teams wird auf Augenhöhe miteinander umgegangen

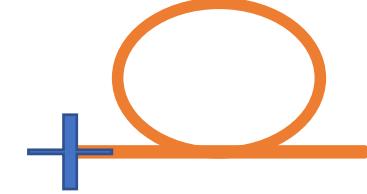
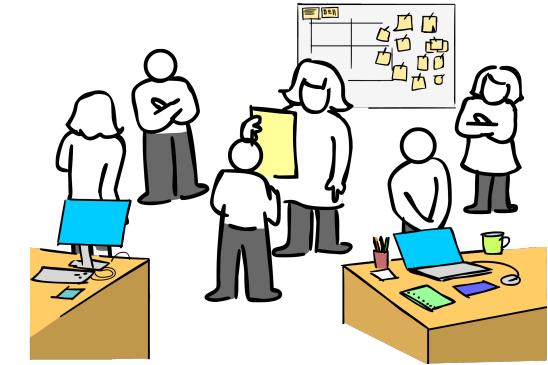


Beispiel: Ein crossfunktionales Team zum Erstellen eines Games

Sprint Planning



Definition of Ready (DoR)



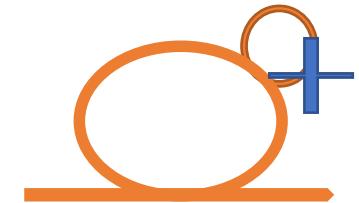
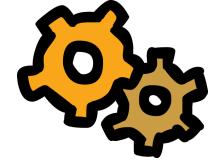
Teilnehmer:

- Team
- Product Owner

Daily Scrum

Teilnehmer:

- Team
- Scrum Master



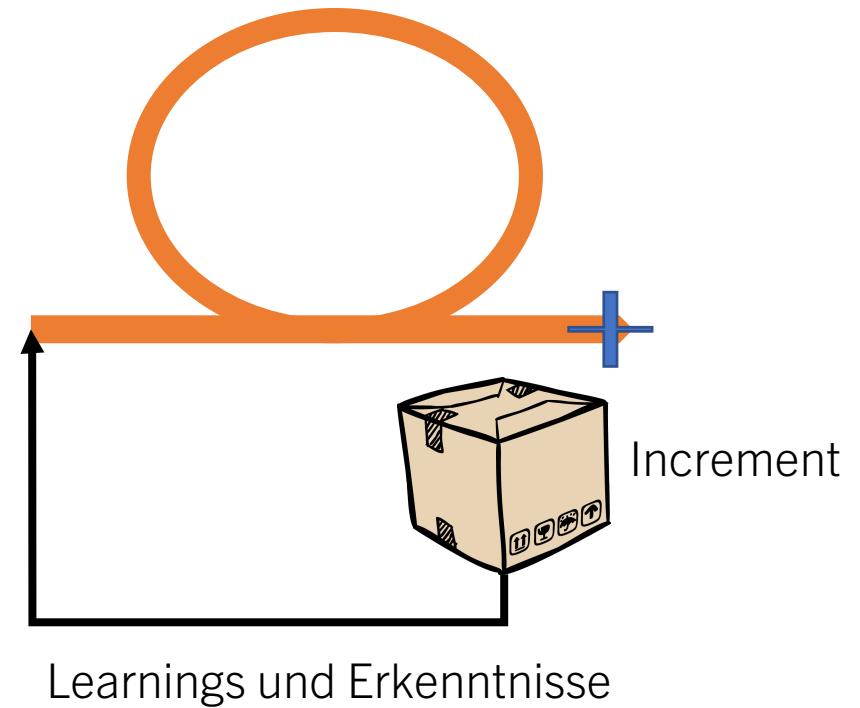
15 Minuten

Review



Teilnehmer:

- Team
- Kunden
- Product Owner
- Interessierte / Nutzer



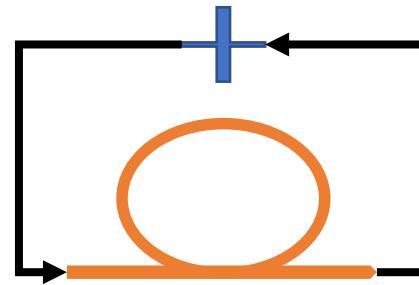
Retrospektive

Teilnehmer:

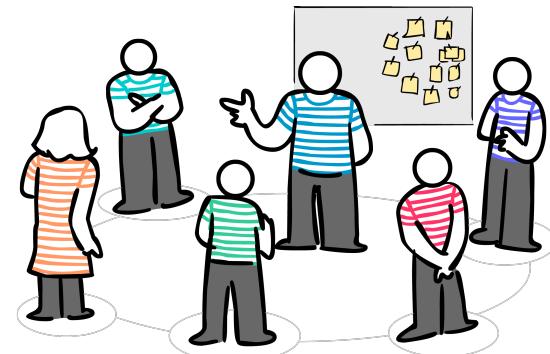
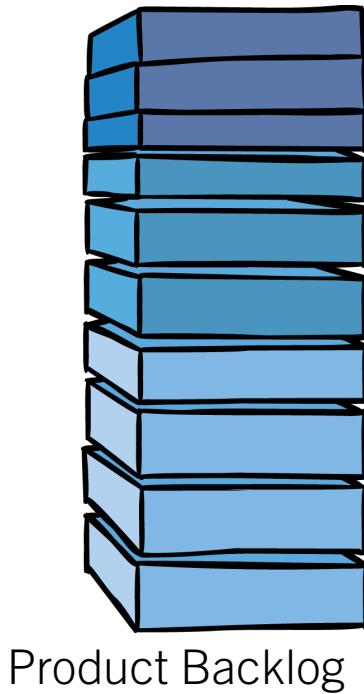
- Team
- Scrum Master



Verbesserungen und Stärkungen



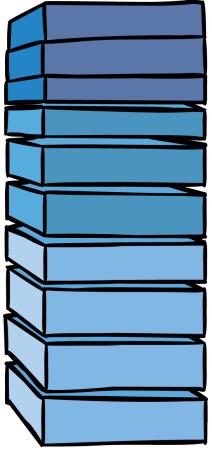
Backlog Grooming



- **Schätzungen**
- **Konkretisierung der Anforderungen**



- Teilnehmer:**
- Team
 - Product Owner
 - Sonstige Teilnehmer



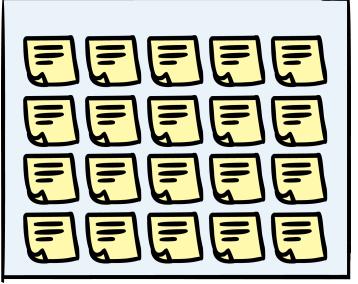
Product Backlog

Produktvision

- Anforderungen
- User Story
 - Wer?
 - Was?
 - Warum?
- Priorisierung

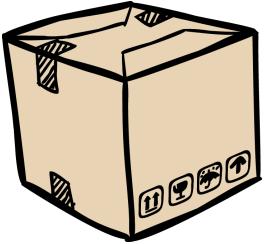
- Backlog Grooming
- Sprint Planning

Kano-Analyse



Sprint Backlog

- **Sprint Planning**
- **Sprint Anforderungen**
- **Fachliche
Anforderungen &
Tasks**



Increment

- Lauffähiges Produkt
 - Kein Prototyp
- Nur fertige Anforderungen
- Erweiterung des bestehenden Produkts
- Grundlage für Ideen und neue Anforderungen

