



Scrum Master Workshop

Scalable Software Engineering
WS 2021/22

Enterprise Platform and Integration Concepts

Scrum Master Experiences

The first (Planning) meeting in review

- *Take 5 minutes*
- What **went well** in your first meeting?
- What is the **first thing that should be improved** next time?
- What part of the **Scrum process** seems the most challenging (for your team)?



The PO role is challenging.
We're serious about the
only 50% dev thing.

Custom Team Checklists

The ideal state

- Starting from your collected notes construct a list of checks for your team
- *Take 15 minutes*

Inspiration

- Henrik Kniberg's “unofficial Scrum Checklist”
(<https://www.crisp.se/gratis-material-och-guider/scrum-checklist>)
- "Assess your agile engineering practices" by Corinna Baldauf
(<https://finding-marbles.com/2011/09/30/assess-your-agile-engineering-practices/>)
- Spotify's “Squad Health Check”
(<https://engineering.atspotify.com/2014/09/16/squad-health-check-model/>)
- Pierson Requirements Group “Agile Scrum Process Checklist”
(<https://www.piersonrequirementsgroup.com/wp-content/uploads/2017/08/Agile-Checklist.pdf>)

What are things you wish for
your team in the future?
Not just technical...

The Scrum Master Role

Reflecting on SM tasks

- *Take 10 minutes*
- What is the **hardest, most challenging thing** about the SM role?
- What aspect could be the **most fun**?
- How can/should you **collaborate**?
- What does the dev team need help with?
- What does the PO need help with?

What are your learning goals in your Scrum Master role?



Sprint Review

At the end of the sprint there is the Sprint Review

- *Let's discuss*
- What would **define a successful review**?
- How would you imagine it to be **structured ideally**?
- What are **prerequisites**?
- What is your role in this meeting?

What role could a Definition of Done for your team play here?



Retrospective

Time to reflect as a team

- *Take 10 minutes*
- Pick an activity from <https://retromat.org/> for “**Set the stage**” or “**Gather data**” phase
- Pick one you like best, one that would work in your team
- Describe it to everyone

The Retro is one of the core aspects of Agile. It's hard to do.



Questions



Which uncertainties are left?

- How should we support Scrum Masters going forward?
- **What support would you like?**

