



Lean Product Development using Scrum


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Want Better Employees?
Be a Better Employer.

Lean Transformation
Summit 2018
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Raise your hand if this has happened to you...


- You get pressure to do more with fewer people & resources
- Unreasonable goals are set without your input and you cannot say no
- Your team is consistently interrupted or wastes time on non-value-added work
- Your people must simultaneously support many projects and teams



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Simulation Sprint 1

Group into teams of about 15-20 people



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The Ball Point Game

Objective: score as many “ball points” as possible in a two minute iteration

- One “Starter” and one “Finisher” per team
- Each ball begins with the Starter and ends with the Finisher
- Each ball that goes through a full pass of the entire team and ends in the Finisher Box counts as one “ball point”
- Pass balls individually
- Each pass needs air time
- No passing to your immediate neighbor (right / left)
- Dropped ball = restart that ball



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To help you succeed, each team will have a Manager

Your Manager will help you...

- Determine who does what
- Set goals
- Keep track of the work

Managers, you will have **2 minutes** to organize your teams.



At the end of 2 minutes, Managers tell us how many “ball points” your team will deliver during Sprint 1.

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Managers: Take 2 minutes to organize your teams, starting now



Objective: score as many “ball points” as possible in a two minute iteration

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- Each pass needs air time
- No passing to your immediate neighbor (right / left)
- Dropped ball = restart that ball

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Ready...Set... GO!

Time remaining:



Sprint 1 Debrief

Managers, record your “ball point” performance for S1.

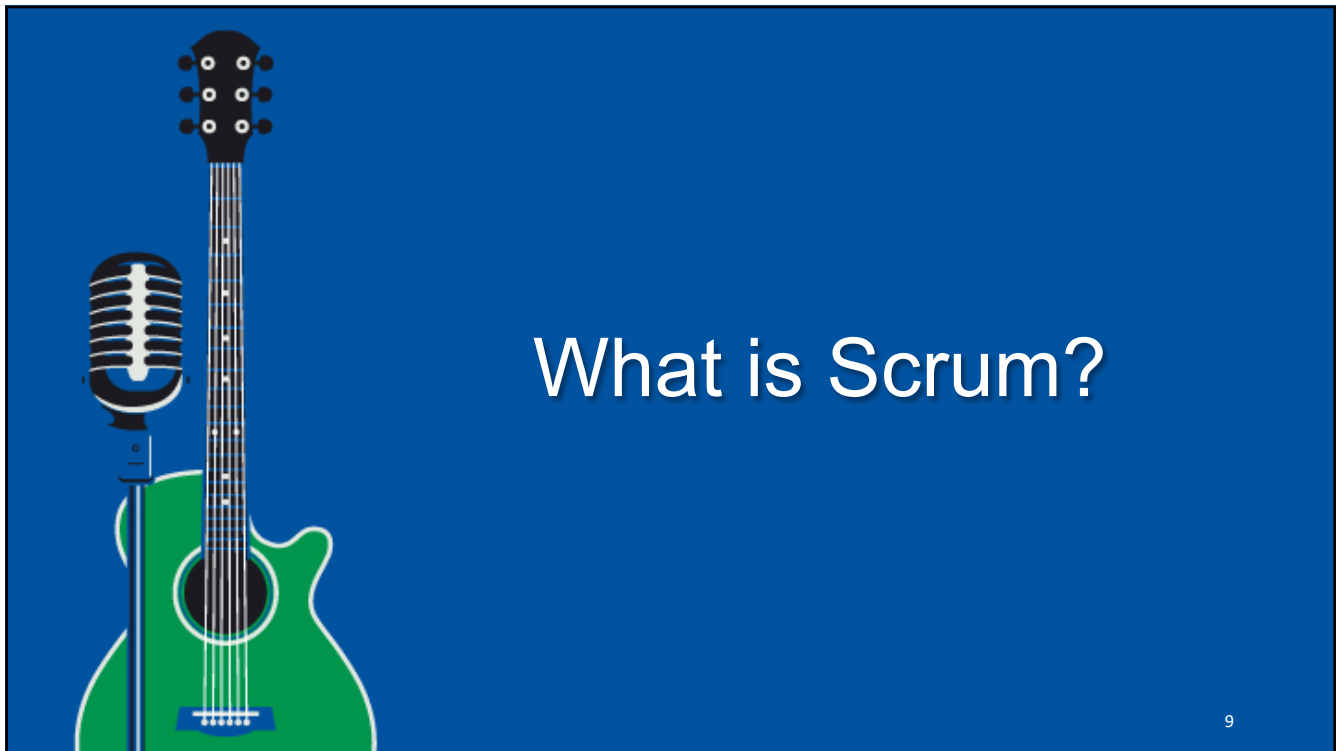
Team members,

- How well did your **team** perform?
- How engaged did **you** feel?

Score either **H**igh, **M**edium, or **L**ow and add your vote to the debrief poster

	S1	S2
Points committed		
Points delivered		
Team performance	H M L	
Your engagement	H M L	





What is Scrum?

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Harvard Business Review

LEADING TEAMS

The New New Product Development Game

by Hirotaka Takeuchi and Ikujiro Nonaka

FROM THE JANUARY 1988 ISSUE


In today's fast-paced, fiercely competitive world of commercial new product development, speed and flexibility are essential. Companies are increasingly realizing that the old, sequential approach to developing new products simply won't get the job done. Instead, companies in Japan and the United States are using a holistic method—as in rugby, the ball gets passed within the team as it moves as a unit up the field.

“The old, sequential approach to developing new products simply won't get the job done. Instead, companies...are using a holistic method – as in rugby.”

- *Hirotaka Takeuchi and Ikujiro Nonaka*

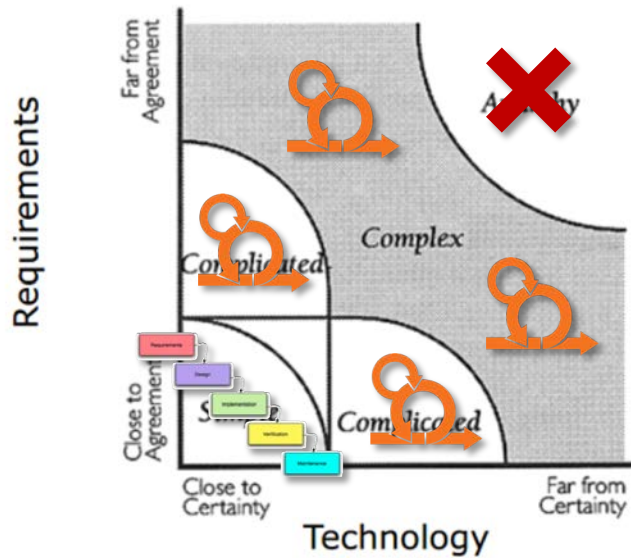
“This was the formal birth of 'Scrum'”

- *Jeff Sutherland*

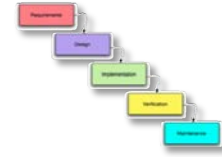


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When to use Scrum...and when not to



Waterfall - Predictive



Scrum - Empirical

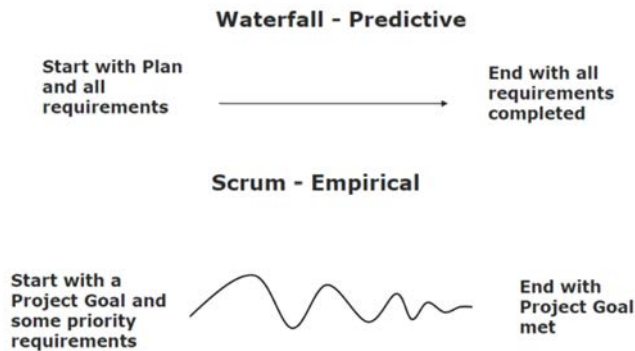


Source: Strategic Management and Organizational Dynamics by Ralph Stacey



Scrum Principles

1. Empirical, not Predictive



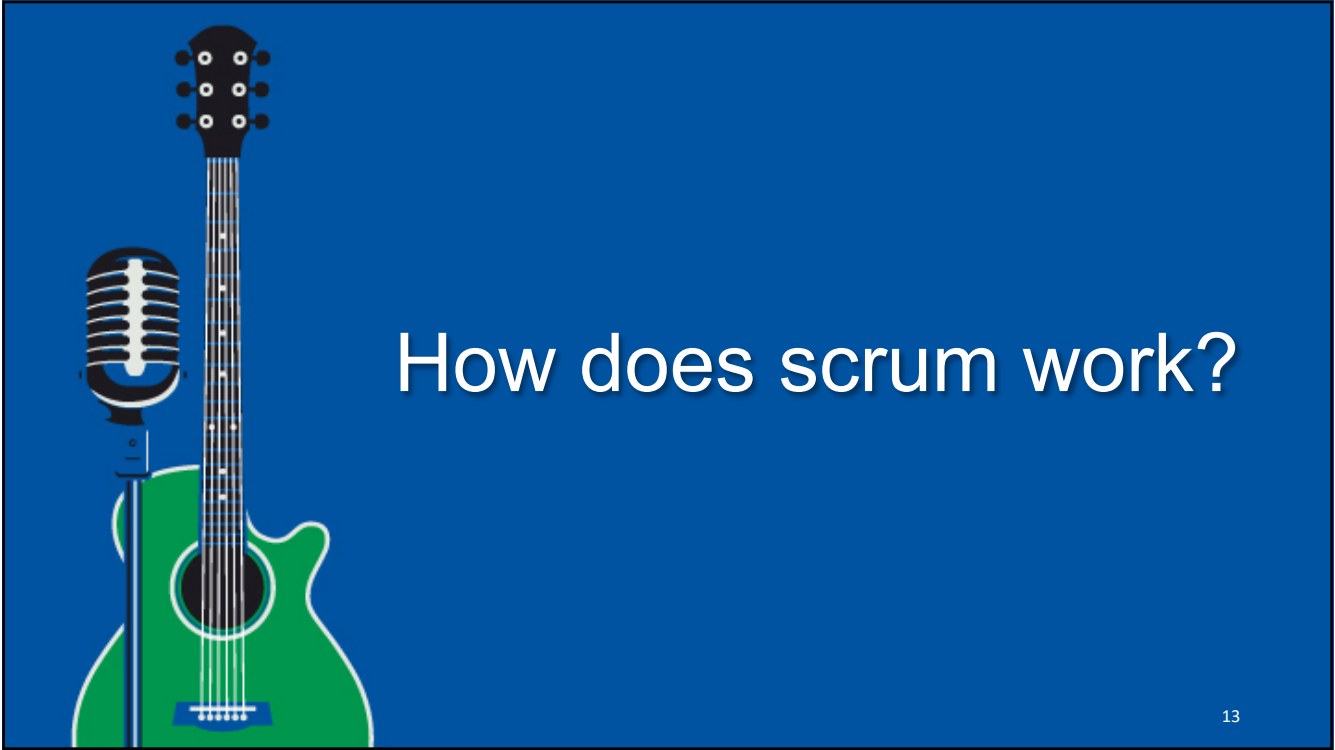
2. Self-organization

Scrum teams are small, cross functional teams of responsible experts that self-organize around goals and given constraints.

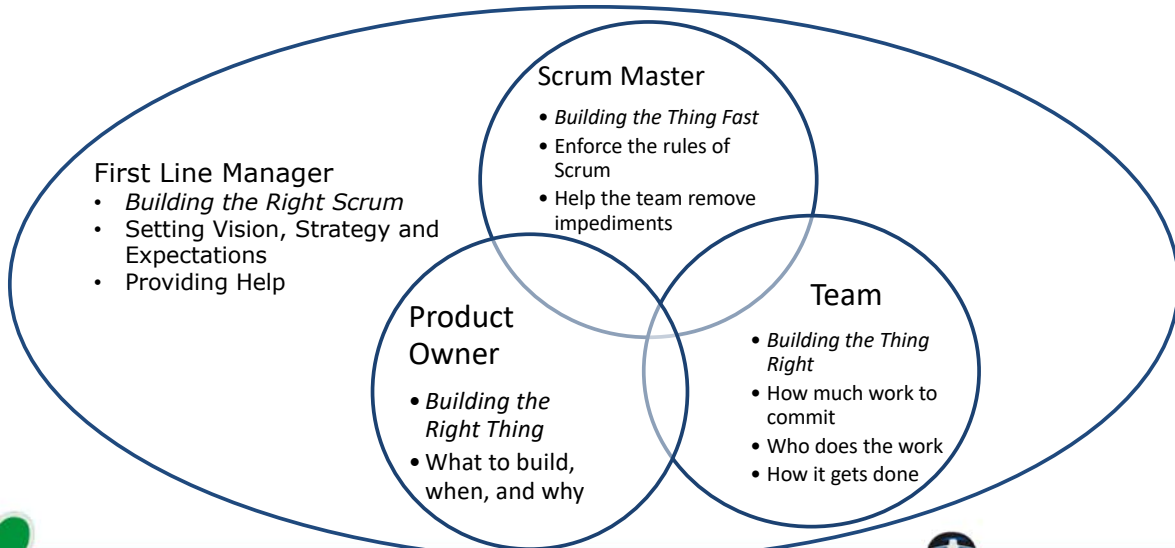
The team owns:

- How to do the work with quality
- Who will do the work
- How much work to commit
- How to improve the work





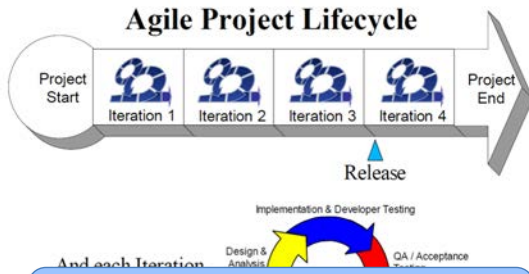
Scrum Roles, Rights, and Relationships



What are the benefits
of Scrum?

Business Value from Scrum

1. Cadence of predictable delivery



The scrum team commits to small increments of fully-tested work

2. Cadence of continuous improvement

A retrospective at the end of every 2 week sprint...

- 26 retrospectives / year →
- 26 improvements / year →
- Per scrum team →

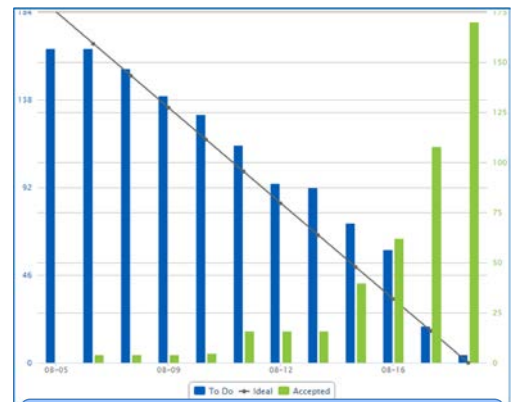
A LOT of improvements



Scrum enables visual control for knowledge work

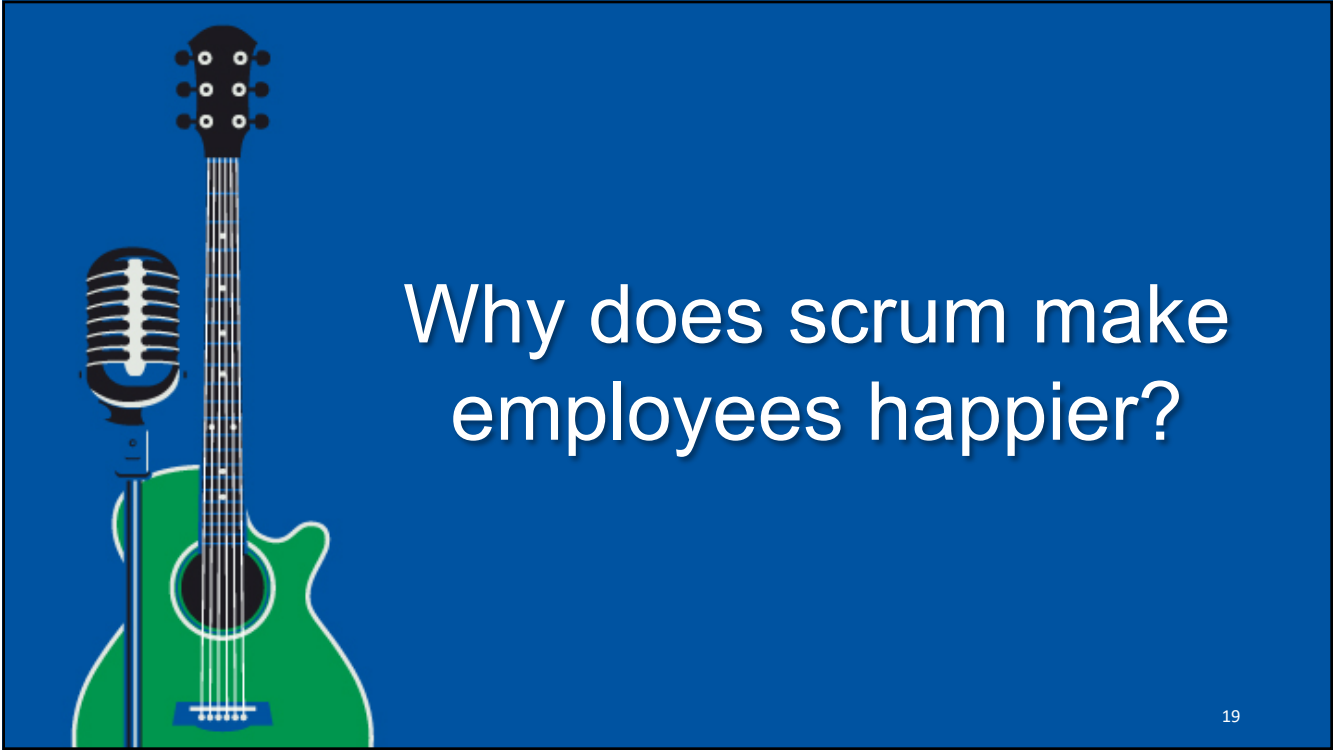


Kanban board






Burndown chart






Scrum enables Autonomy, Mastery and Purpose

“What are the things that actually make people happy? They’re the same things that make great teams: Autonomy, mastery, and purpose.”
- Jeff Sutherland, “Scrum”

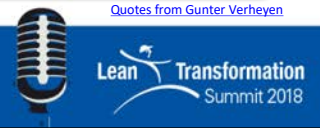
<p><u>Autonomy</u> <i>Ability to control your own destiny</i></p>  <p>The team owns <u>how</u>, <u>how much</u>, and <u>who</u></p>	<p><u>Mastery</u> <i>Feeling that you’re getting better at something</i></p>  <p>The team decides what needs to improve</p>	<p><u>Purpose</u> <i>Knowing that you’re serving a larger purpose</i></p>  <p>The PO prioritizes work based on V.O.C.</p>
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Scrum Values support Autonomy, Mastery & Purpose



Quotes from Gunter Verheyen

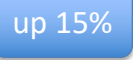





Scrum-based planning fosters intense collaboration



Our Organizational Health Improved

In the first 3 years of our lean & scrum transformation, the scores on our internal Org Health survey increased by 14% on average, including:

- 
 “My work group looks for ways to change processes to improve productivity”
- 
 “I feel encouraged to come up with new and better ways of doing things”
- 
 “I like the kind of work I do”
- 
 “I see evidence that my work group is making changes to improve customer satisfaction”

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Simulation Sprint 2

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By the way, why are we playing this game?

Ball Point Game = Scrum in Action

- Self Organization
- The team sets goals and determines how to meet them
- “Inspect and Adapt”
- Potential for extraordinary productivity
- Subject to pressure from external forces



This time, let's try it the scrum way

Your team has **2 minutes** to...

- **Reflect** on Sprint 1
- **Self-organize** to make improvements
- Decide **who** will do what
- Decide **how** to do it
- Decide **how much** you can commit to

At the end of 2 minutes, tell us how many “ball points” your team will deliver during Sprint 2.





Teams: Take 2 minutes to...

- Reflect on Sprint 1
- Self-organize to make improvements
- Decide who will do what
- Decide how to do it
- Decide how much you can commit to

Starting now

Ready...Set... GO!

Time remaining:

2:00	1:50	1:40	1:30	1:20	1:10
1:00	0:50	0:40	0:30	0:20	0:10

Stop!



Sprint 2 Debrief

Managers, record your “ball point” performance for S2.

Team members,

- How well did your **team** perform?
- How engaged did **you** feel?

Score either **H**igh, **M**edium, or **L**ow and add your vote to the debrief poster

	S1	S2
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Closing thoughts

Key points

- Scrum = lean
- Use scrum when requirements and/or technology are uncertain
- Scrum principles: Empirical process & Self-organization
- Scrum business value: Cadence of predictable delivery & Cadence of continuous improvement
- Scrum helps make employees happy by enabling Autonomy, Mastery, and Purpose

Some hints for successful scrum (& lean!) transformation

- Scrum is a recipe, not a menu. You have to do it all to get the results.
- Executive sponsorship is critical to successfully transform. “Participation is not optional.”
- The leaders have to go first – they must be able to engage and teach
- Train everyone (especially managers) on scrum
- Tear down the old system as you build the new – control the overhead

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Questions?

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