GASPing Toward the Future:

What's in Store for Scrum?

Mike Cohn
Agile San Diego
October 23, 2012

Scrum

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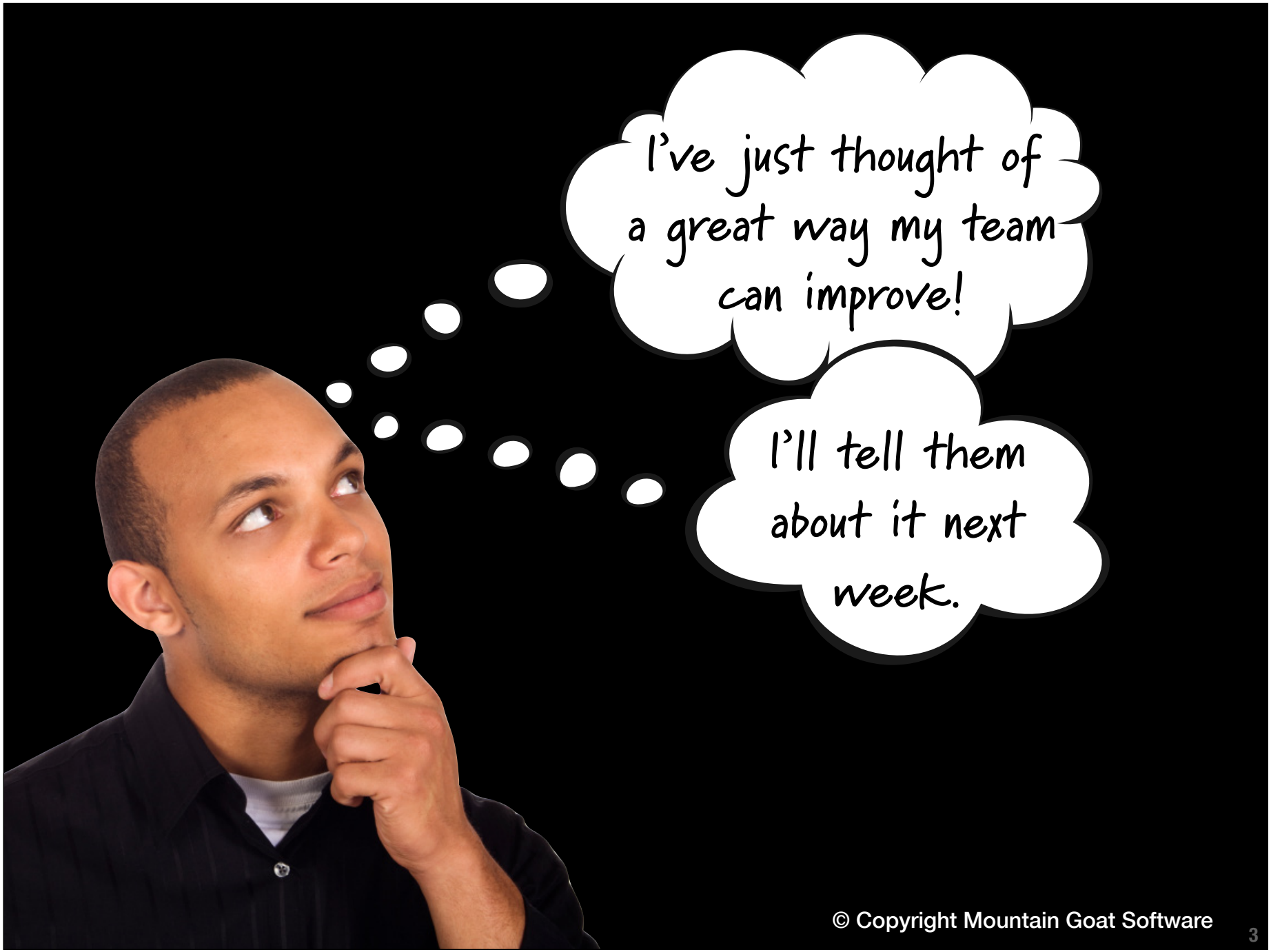
I've just thought of a great way my team can improve!
I'll tell them about it next week.
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Quick Overview of Scrum 1

Two Trends Driving Change 2

GASPing Toward the Future 3

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Scrum in Education

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Student Agile Projects

Team Agreement

- Self-Mediation
- Responsibility
- Accountability

Agile Classroom Learning

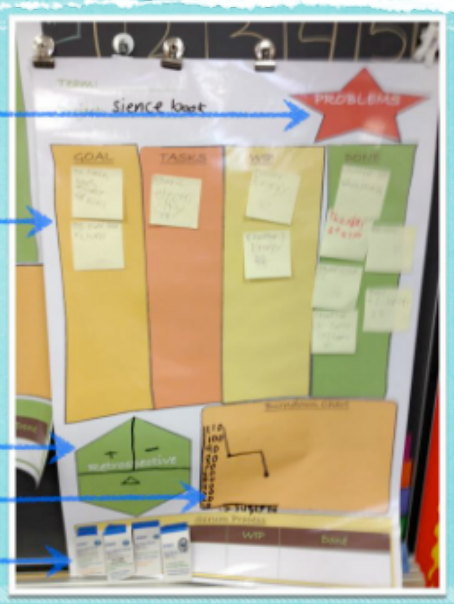
Problems Star

Scrum Task Board

Retro Box

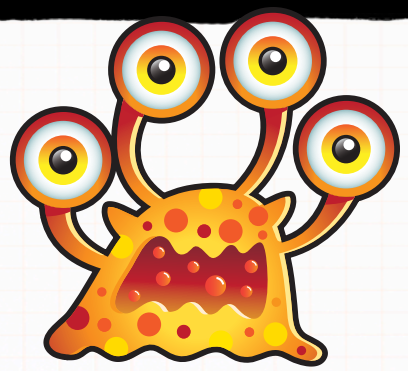
Burndown

Scrum Cards



John Miller "Generation Agile"

“My little Scrum monsters”



“My students are in total control of their learning and they seemed to be annoyed with me when I have to tell them to stop. My students would scrum all day if I let them. In fact they try to, but I have to tell them we have other things to get done first. I call them ‘my little scrum monsters’ because they have grown so much and they are scrum crazy.”

Kim Mills, CSM, 4th grade teacher

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Marketing

- Validated learning over opinions and conventions
- Customer focused collaboration over silos and hierarchy
- Adaptive and iterative campaigns over Big-Bang campaigns

Source:
www.agilemarketingmanifesto.org

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- The process of customer discovery over static prediction
- Flexible vs. rigid planning
- Responding to change over following a plan
- Many small experiments over a few large bets

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Law firms

Company Management

- Quarterly strategy sprints
- 45 managers and employees from all parts and levels of the company
- Typically identify five strategic themes
- Specific, measurable initiatives within each theme
- Detailed action plans with measurable outcomes

"Should You Build Strategy Like You Build Software?"
MIT Sloan Management Review, Spring 2008.

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Construction

Lean Construction

- Collaborative design
- Iterate
- Structure work to maximize value and reduce waste
- Focus on total value rather than reducing cost
- Make things happen rather than just monitor

Families

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- Scrum Beyond Software
- More Frequent Releases

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The Old Days

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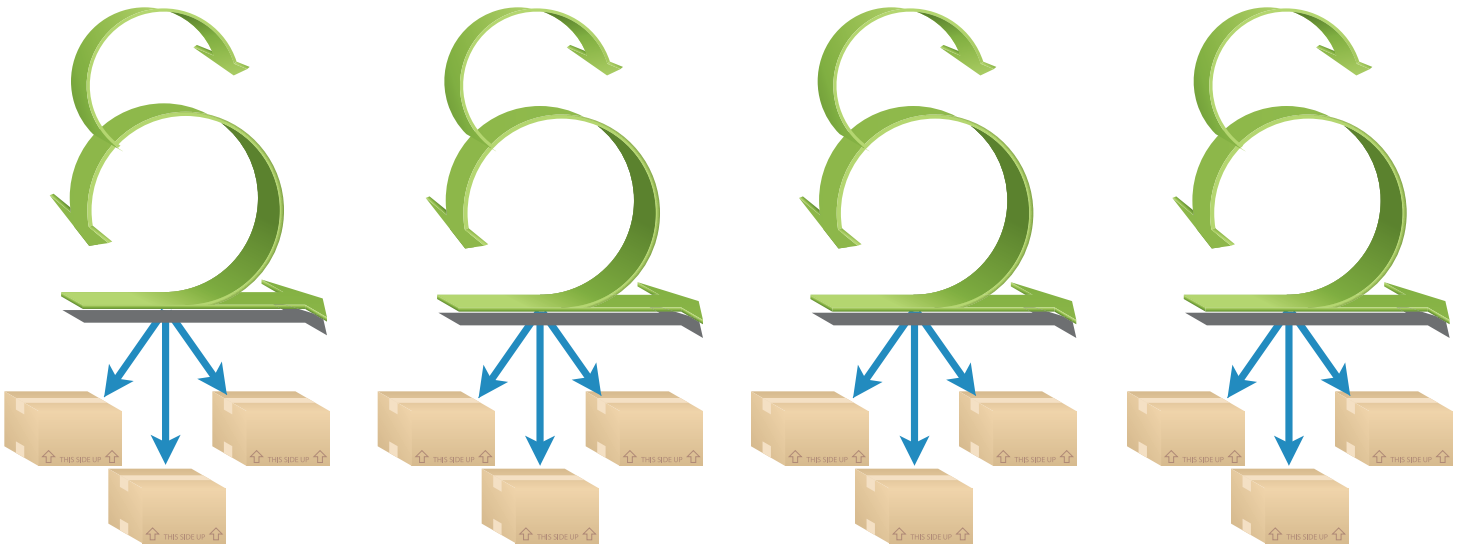
Today



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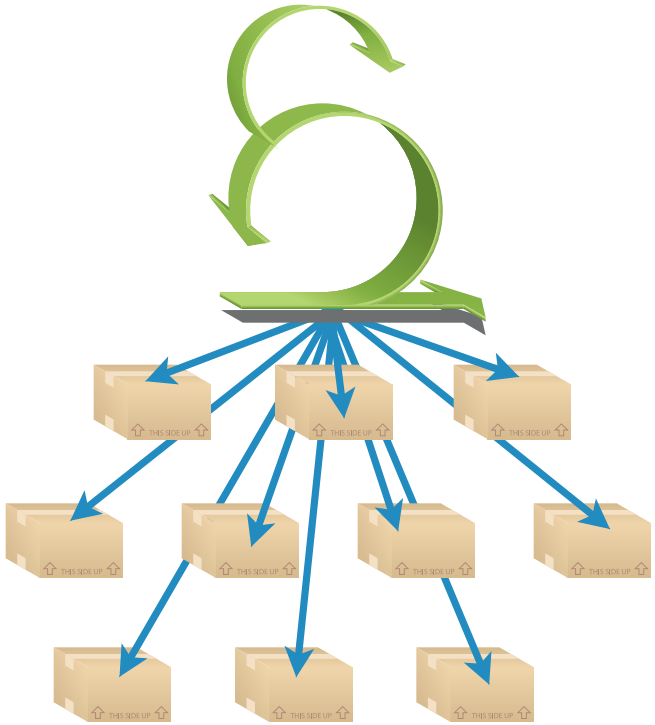
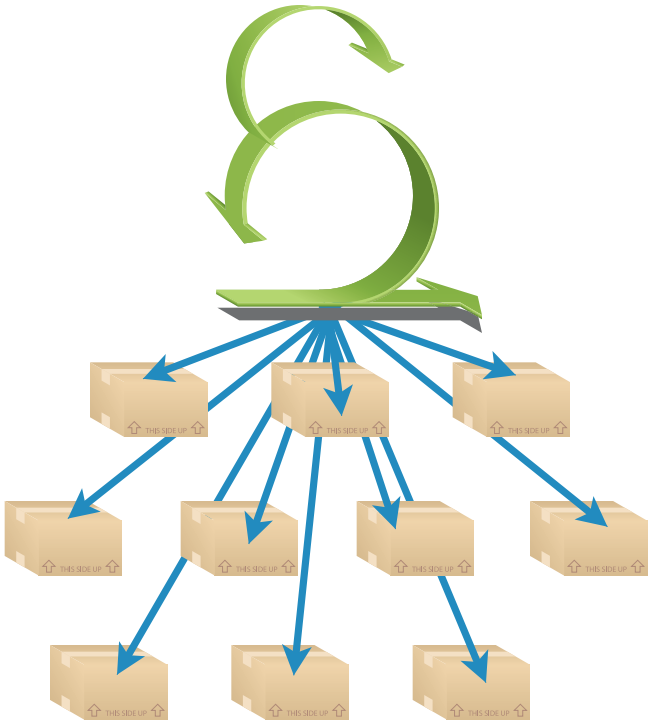
Tomorrow





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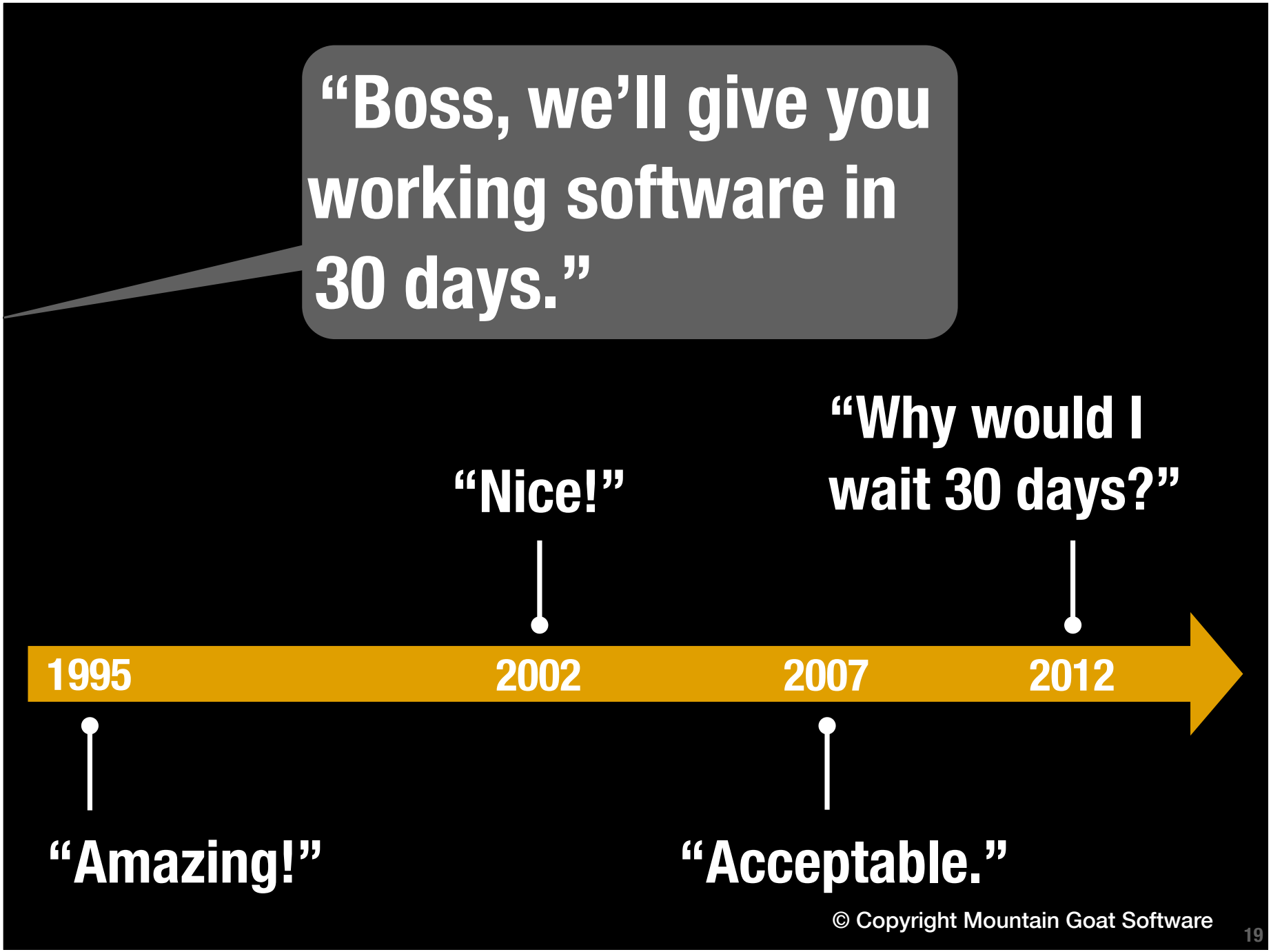
“Boss, we’ll give you working software in 30 days.”
“Why would I wait 30 days?”
“Nice!”
1995
2002
2007
2012
“Amazing!”
“Acceptable.”
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What used to be impressive has become commonplace.
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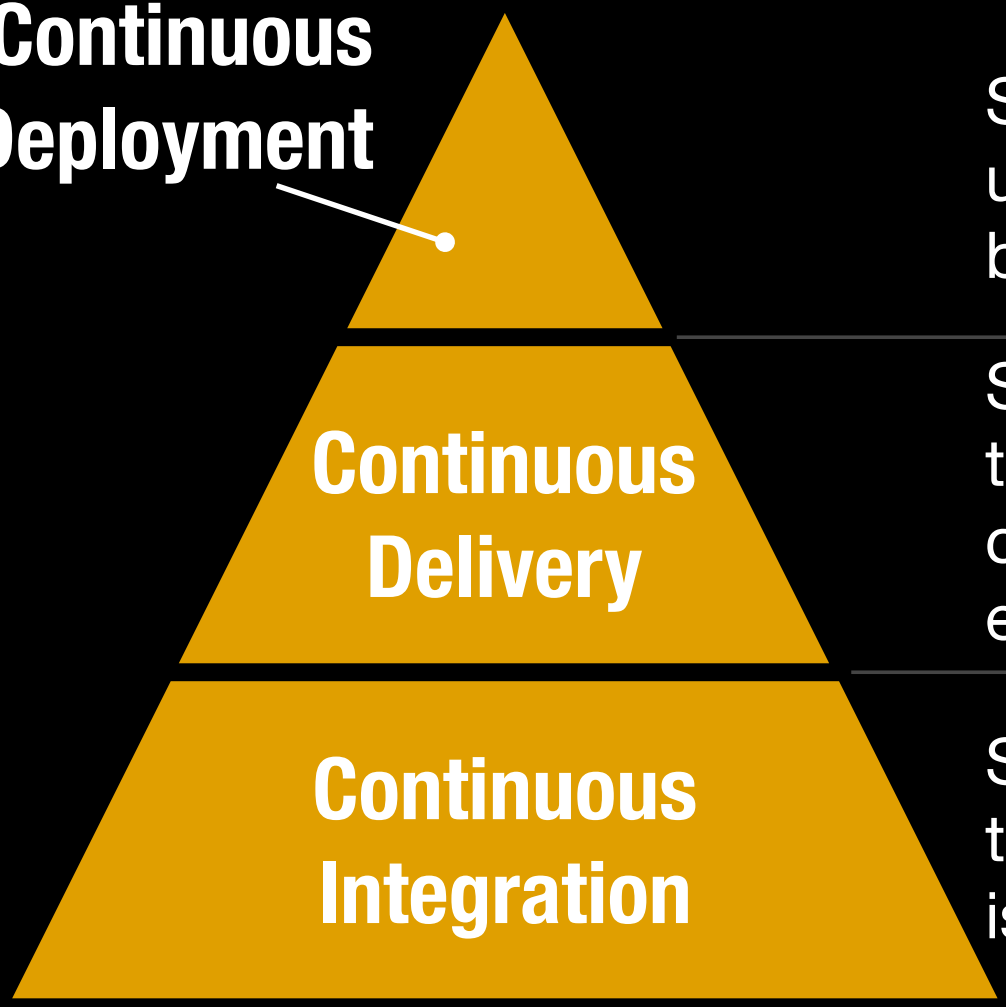
A Fairly Predictable Progression



System is released to users after every good build

System is delivered to the business on every check-in and could be easily released if desired

System is built (and tested) whenever code is checked in

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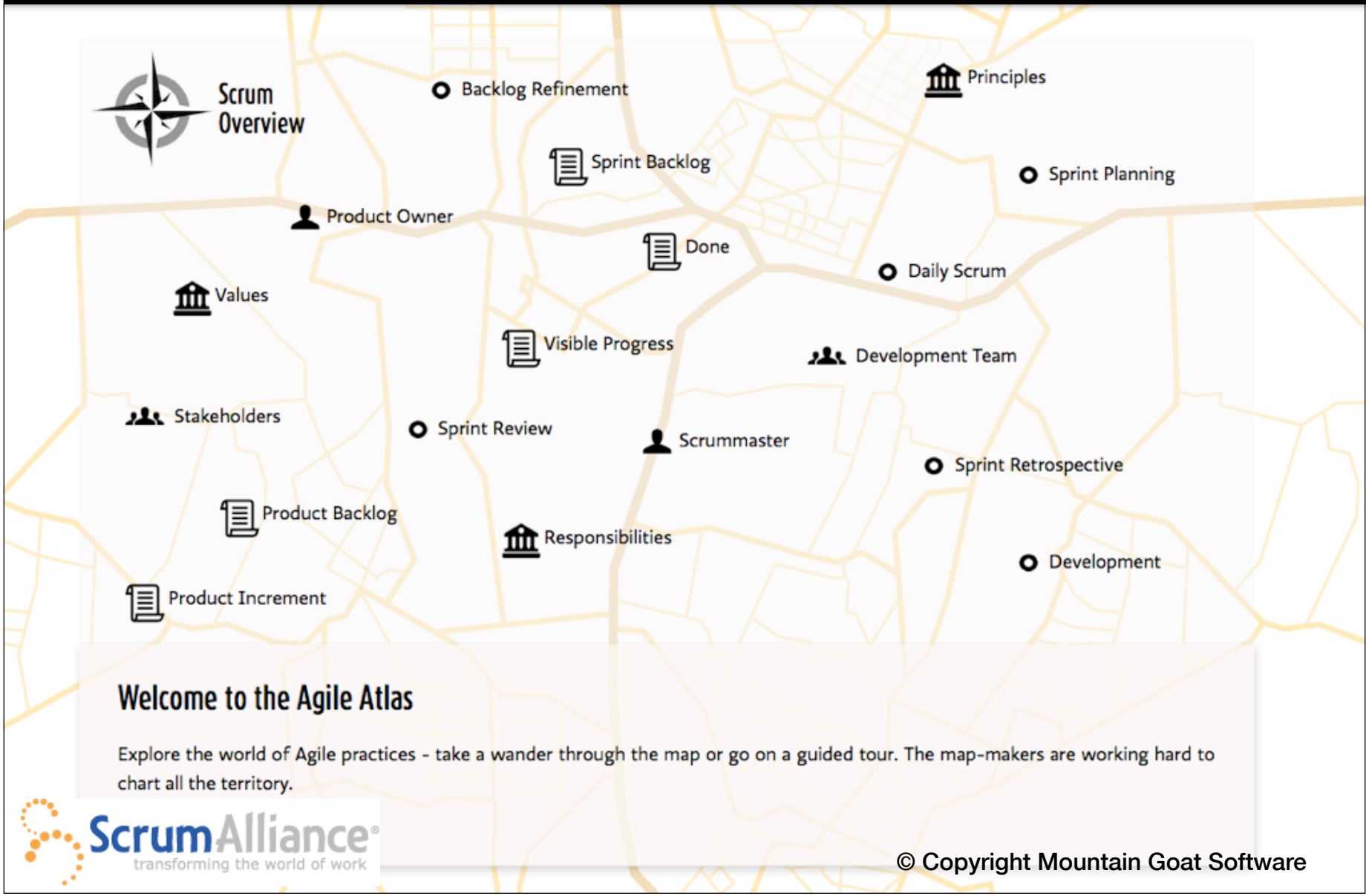

ScrumAlliance
transforming the world of work

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Example Rules

- Sprints cannot be longer than a month.
- Get together at the start of the sprint and figure out what you'll do in the sprint.
- Be "done" with something by the end of each sprint.

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"If I'd followed all the rules, I'd never have gotten anywhere."

A Lot More Than the Rules

Test-Driven Development

Pair Programming

Sprint 0

Task Boards

Definition of Done

User Stories

Don't Start on Monday

Backlog Grooming

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Rules

- If you aren't doing these, you aren't doing Scrum

Good Ideas

- Any idea a Scrum team could benefit from knowing

GASPs

- Generally Accepted Scrum Practices
- A practice every Scrum team or ScrumMaster should know, even if they don't do it
- GASPs can be domain-specific

© C

Good Ideas

Don't Start on Monday

Sprint 0

GASPs

User Stories

Task Boards

Backlog Grooming

Software-Specific GASPs

Test-Driven Development

Pair Programming

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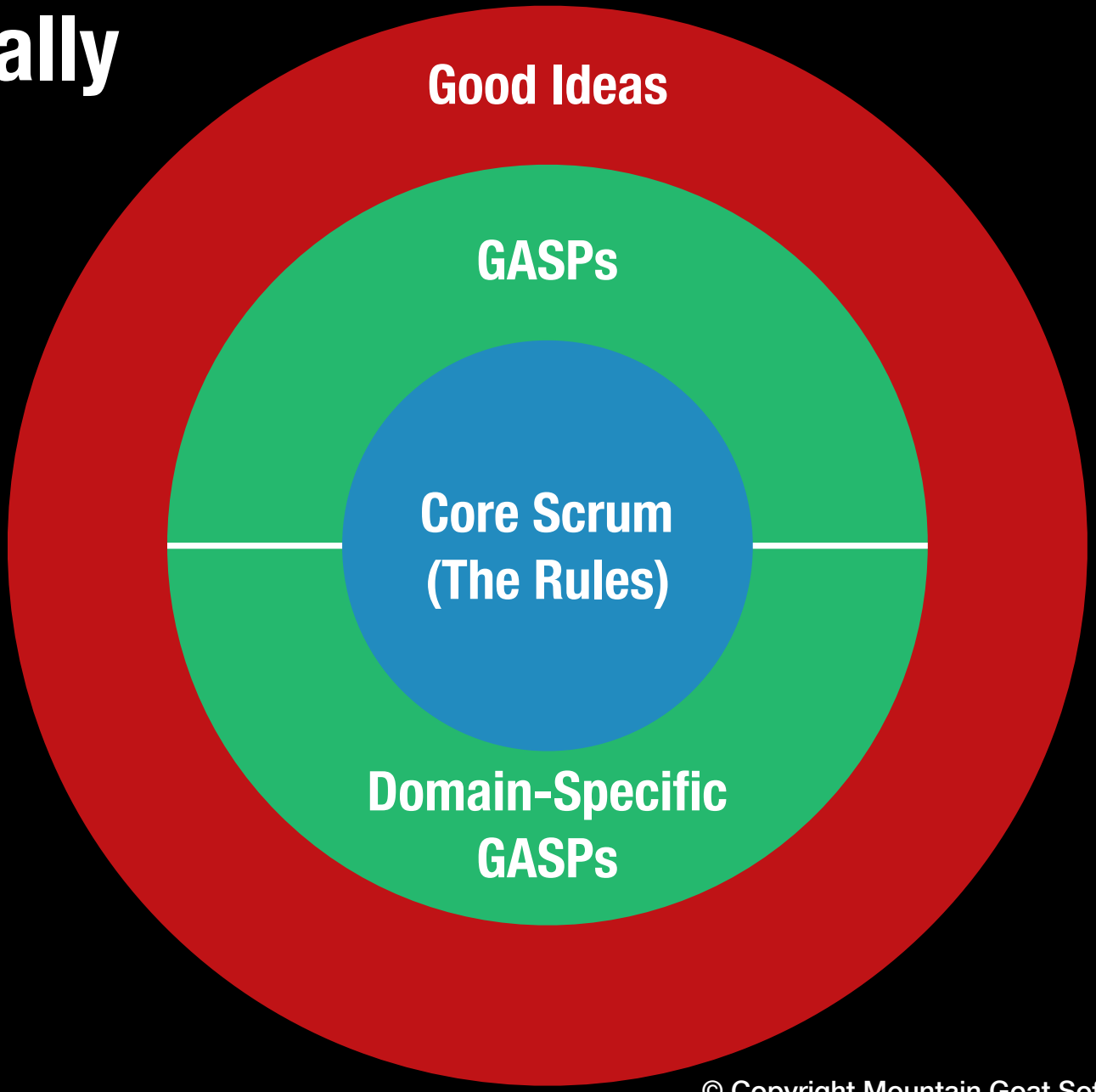
Graphically



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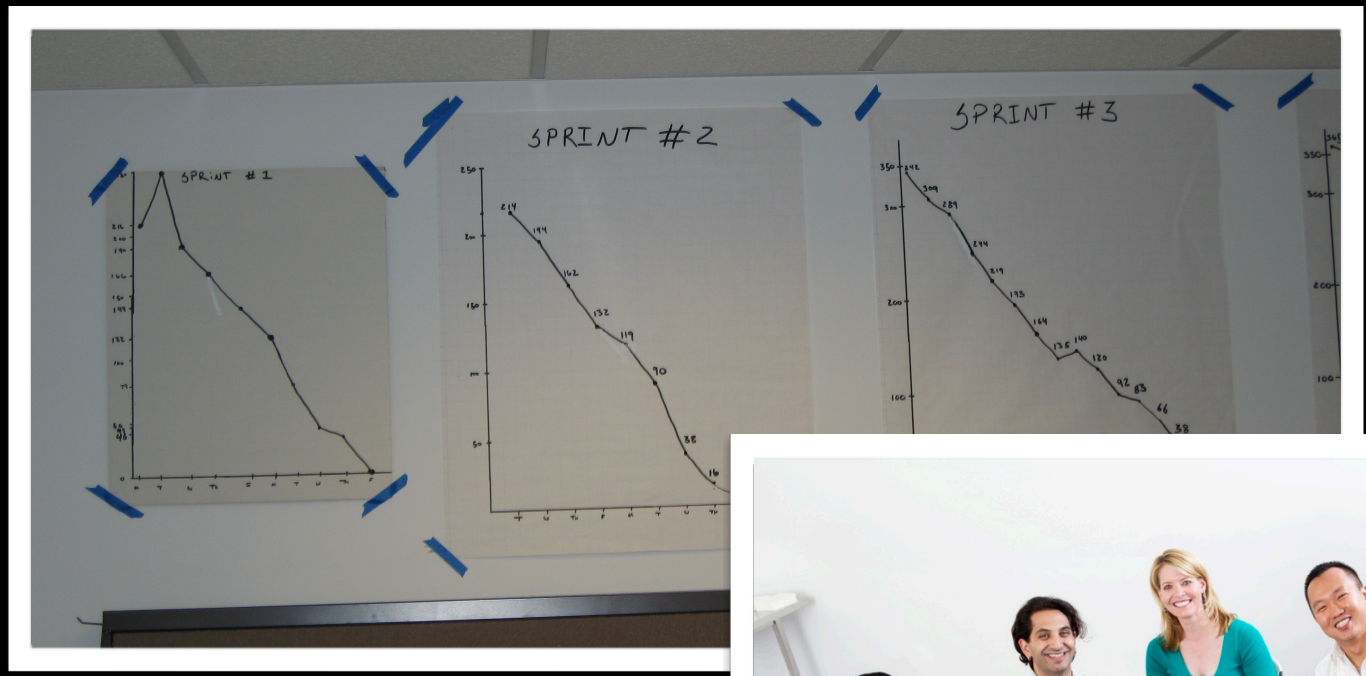
From Core to GASP



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Sprint Review

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From GASP to Core Scrum

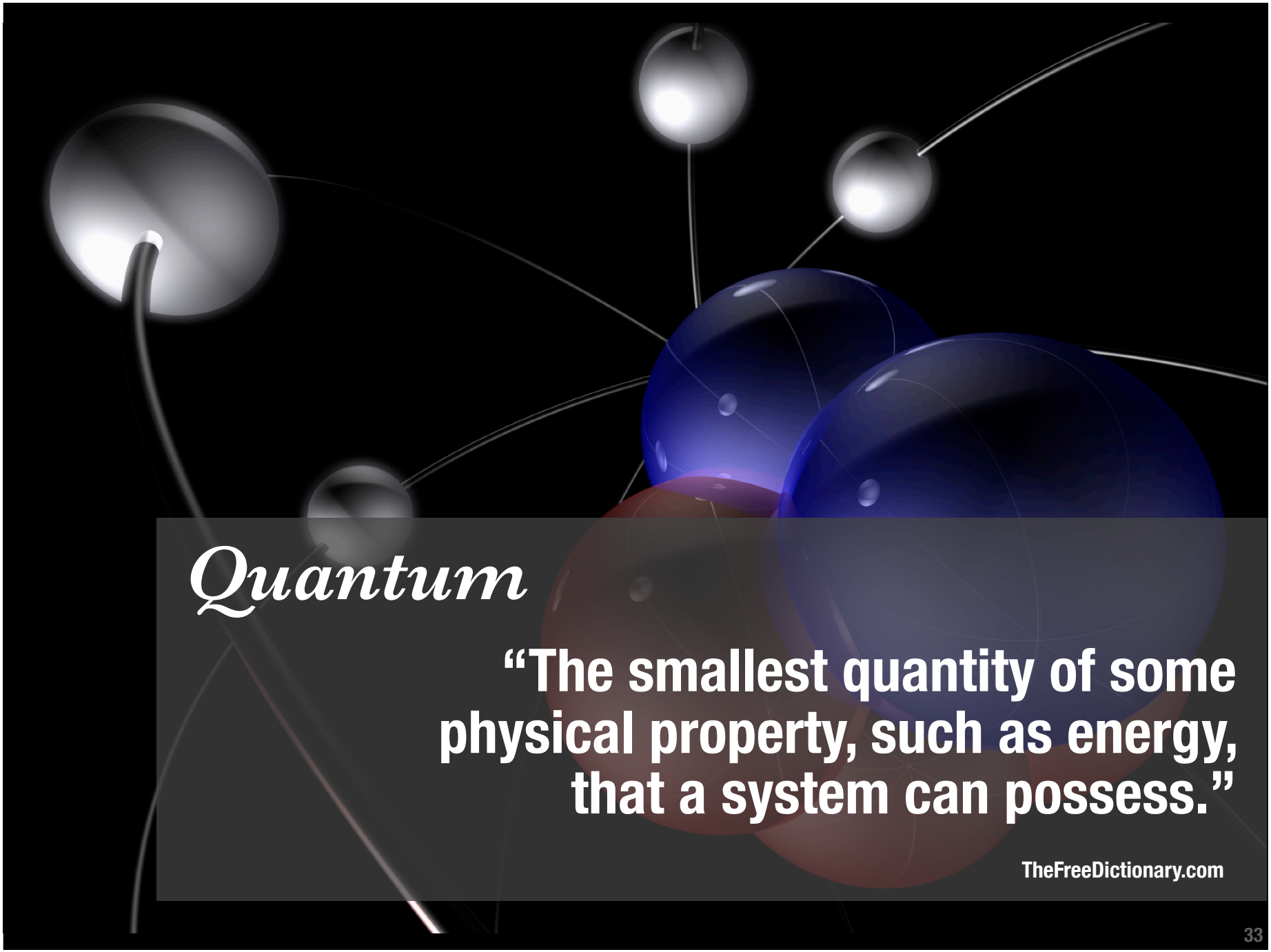
Core Scrum

GASPs

Definition of Done

Definition of Ready

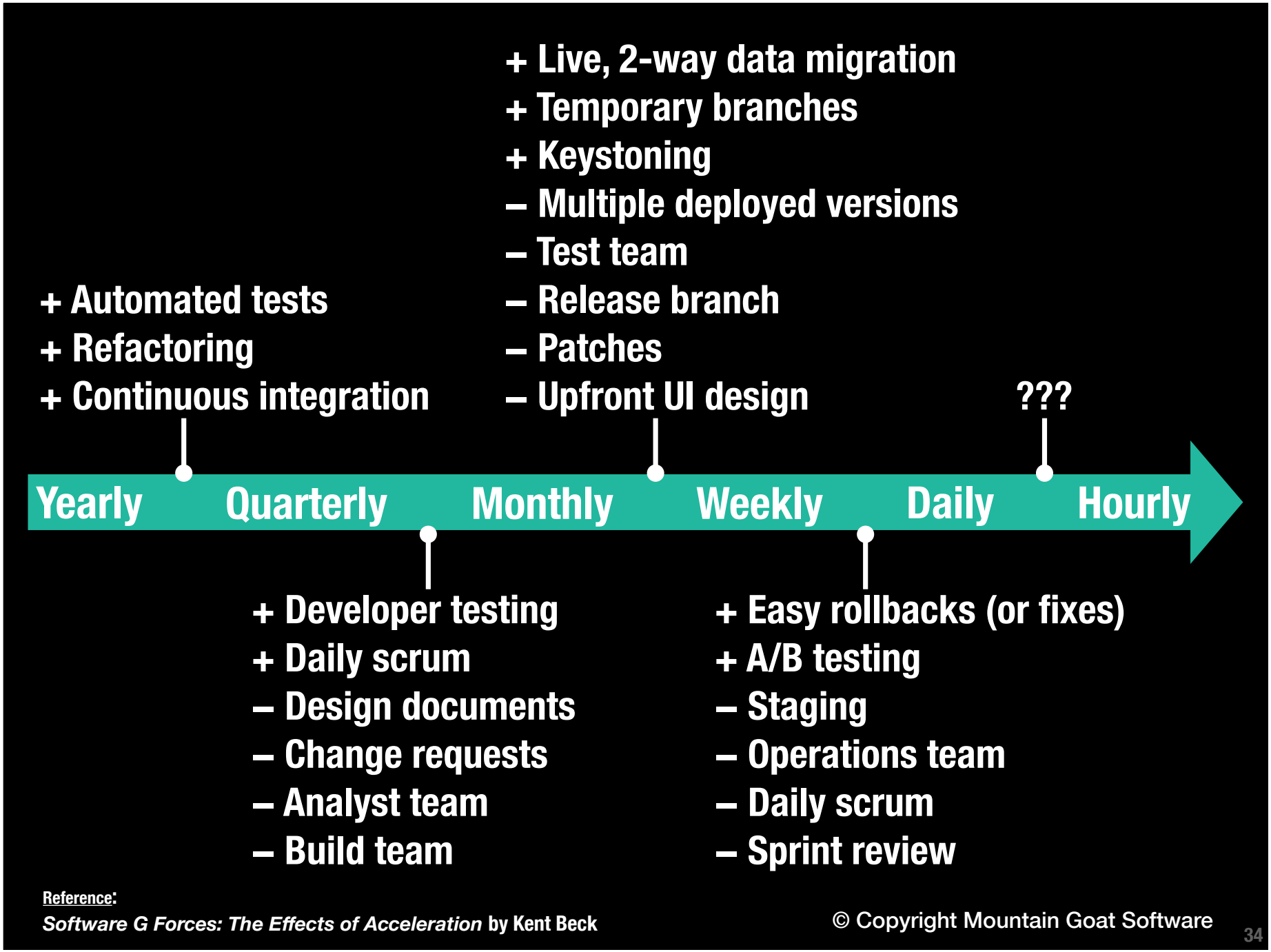
Product Backlog Grooming Meeting



Quantum

“The smallest quantity of some physical property, such as energy, that a system can possess.”

TheFreeDictionary.com



Reference:

Software G Forces: The Effects of Acceleration by Kent Beck

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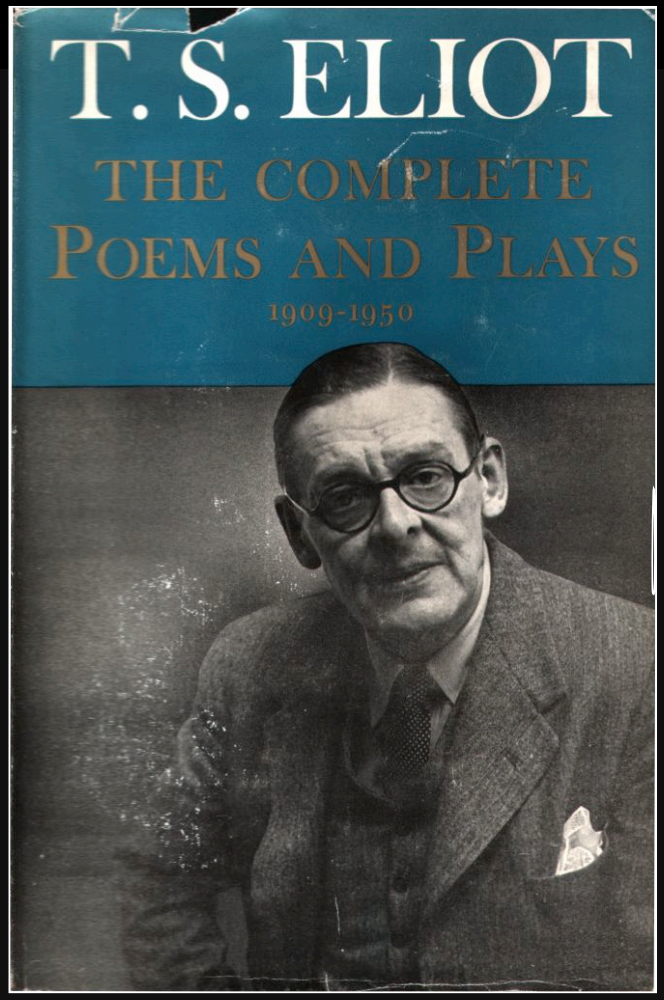
Summary of Predictions

- Scrum will continue expanding outside software
- Releases will occur much more frequently
- Scrum's "Body of Knowledge" will be collected (at least informally) as a set of rules, Generally Accepted Scrum Practices (GASPs), and plain ol' good ideas
- Collections of GASPs will be identified for different domains and niches so we have Software Development Scrum, Hardware Scrum, Marketing Scrum, Quantum Scrum, and so on

Scrum Will Always Remain a Framework



"When forced to work within a strict framework the imagination is taxed to its utmost—and will produce its richest ideas. Given total freedom the work is likely to sprawl."

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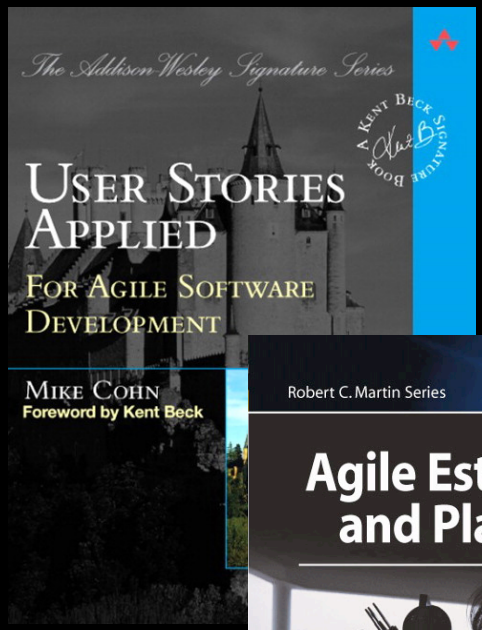

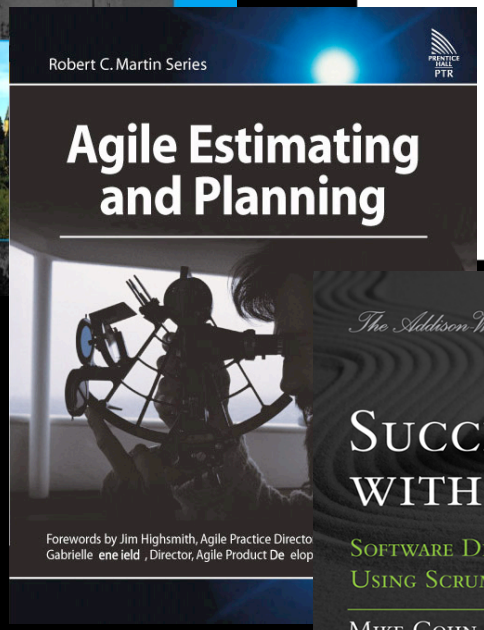

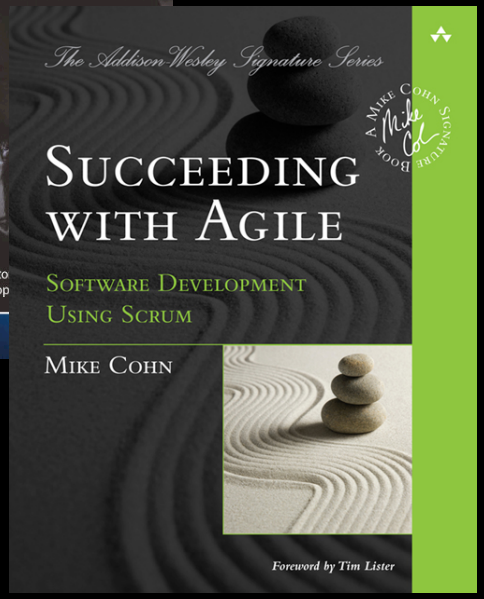

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