Scrum LEGO City

Scrum - History

Scrum was first published as a study in 1986 by Takeuchi and Nonaka in the "Harvard Business Review"
Small, interactive teams (taken from the Scrum formation in Rugby) achieve optimal results
In 1993 Jeff Sutherland developed the Scrum Process, based on the theories by Takeuchi and Nonaka
Ken Schwaber formalized the process for the software industry and published a detailed description: OOPSLA 1995 .
 (Schwaber, K., Scrum Development Process, in OOPSLA Business Object Design and Implementation Workshop, J. Sutherland, et al., Editors. 1997, Springer: London.).

Scrum –
The Agile Framework

Scrum is an iterative and incremental process for agile product development as well as for organizing teams.
Tasks are performed faster and with higher quality by means of Scrum frameworks. High levels of self-motivation achieve are the reason because Scrum allows the team to decide for itself when the tasks should be performed and in which way this is to be done. Customer requirements are prioritized iteratively and fulfilled promptly.

Training & Practice Scrum

Experience Scrum

Scrum is all about teamwork, respecting people, cooperation, understanding, productivity etc. The Scrum LEGO City Game is designed to make people understand and "feel" how and why Scrum works.
The Game is a Part of our Scrum Training and uses as much as possible what has been learned about Scrum in theory.

Why playing LEGO?
After some years of interactive training, we needed to find something that was good enough for putting the whole theory of Scrum together in a reasonable amount of time. Well, after some reading over the internet and some inspecting & adapting, we came out building the Scrum LEGO City Game.

The need to build a real product
Basically the need is to experience all the most important moments of the Scrum process through practical experience, not only using "partial" coverage games like: balls-point game, boss-worker game, impediment game, dysfunctional scrum game... but really trying to build a product. Well, we also wanted to generate the urgency of having something delivered which will go "online" so that the scrum team is committed and proud to achieve the result.

The Solution
Starting from Product Vision through presenting the Product Backlog, making the Sprint Planning, developing the Product until the Review Meeting and the Retrospective - The Scrum LEGO City Game is addressing every Role, Ceremony and Scrum Principles.

You like to play?
The Scrum LEGO City Game is a part of our Scrum Training, where we teach the Scrum theory in combination with interactive sessions.
Please contact us for prices and times: sales@agile42.com

All trainings can be done in English or German.

Referenzen:
http://www.agile42.com/cms/blog/2009/03/31/scrum-master-and-team-training-nokia-part-1/
http://www.agile42.com/cms/blog/2009/04/4/scrum-master-and-team-training-nokia-part-2/
http://www.agile42.com/cms/blog/2009/04/23/scrum-master-team-training-ericsson/