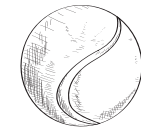


Scrum

Ball Point Game



Iterative Development

Continuous Improvement

Preparation



20-30 balls

1-2min rounds



Iteration	Estimation	Actual Improvements

Play

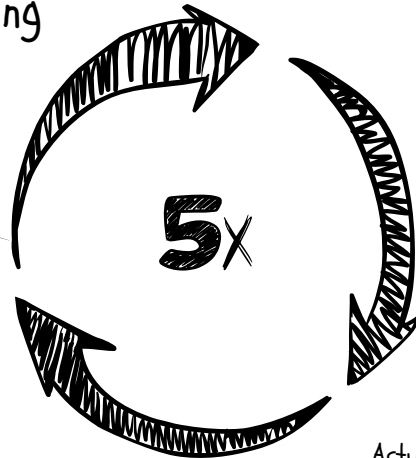
MatthiasOrgler.com/games



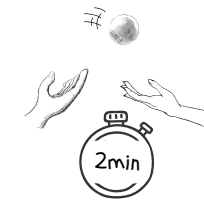
Planning



Estimate:



Iteration



Actual:



Retrospective



Improve:



Debrief

Iteration	Estimation	Actual Improvements
1	44	5
2	10	12
3	21	25
4	35	2
5	40	42



10min upfront planning vs 5x 2min planning?

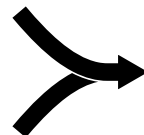
Continuous improvement through experimentation



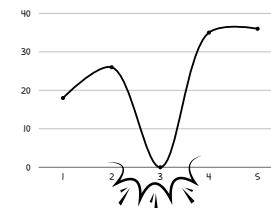
VUCA



Sustainable pace

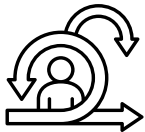


Estimation improves



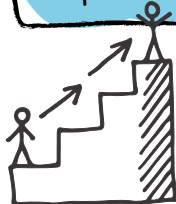
Experiments & failure

Scrum Sprints



Sprint Planning, Sprint & Retrospective

Continuous Improvement



Agile Concepts

Estimation



Time-Boxing



Fixed iteration times & time-boxed events

Sustainable Pace



Too fast -> drops balls

Full instructions: MatthiasOrgler.com/games