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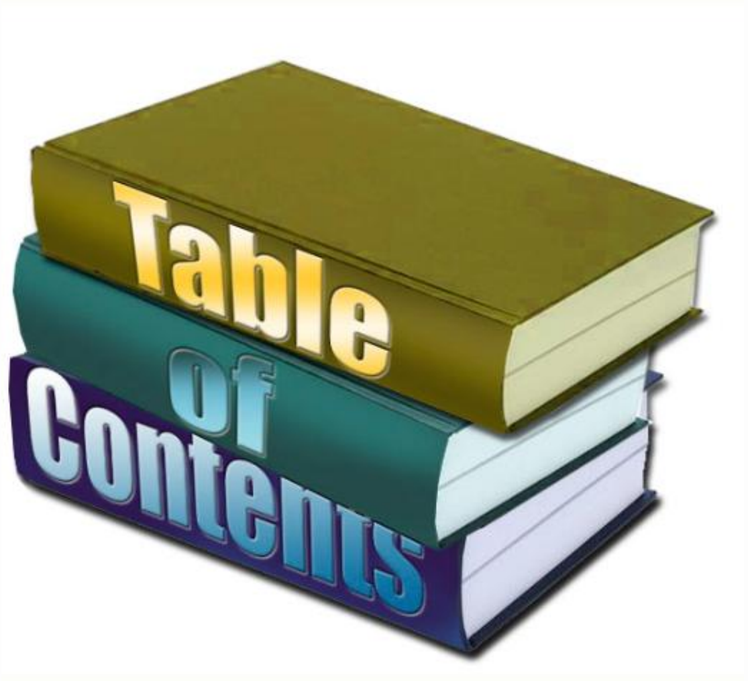
Scrum Fundamentals Certified (SFC™)

Webinar and Certification Prep (3-hours)

Index

1. Webinar Format and Prerequisites
2. Understanding Scrum Concepts
    a. Brief History of Scrum
    b. Scrum Overview and Why use Scrum?
    c. Why use the SBOK® Guide?
    d. Scrum Principles
    e. Scrum Aspects
    f. Scrum Processes
    g. Scrum Working with Other Popular Agile Frameworks (Scrum, OKRs, DevOps, etc.)
3. Next Steps
4. All ready for the SFC™ Certification!



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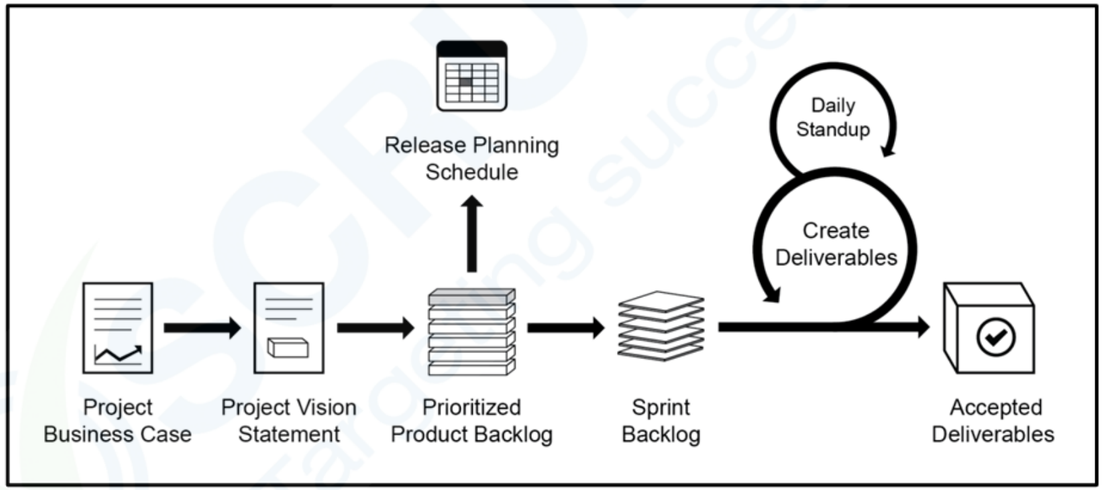

Figure 1-1: Scrum Flow for one Sprint

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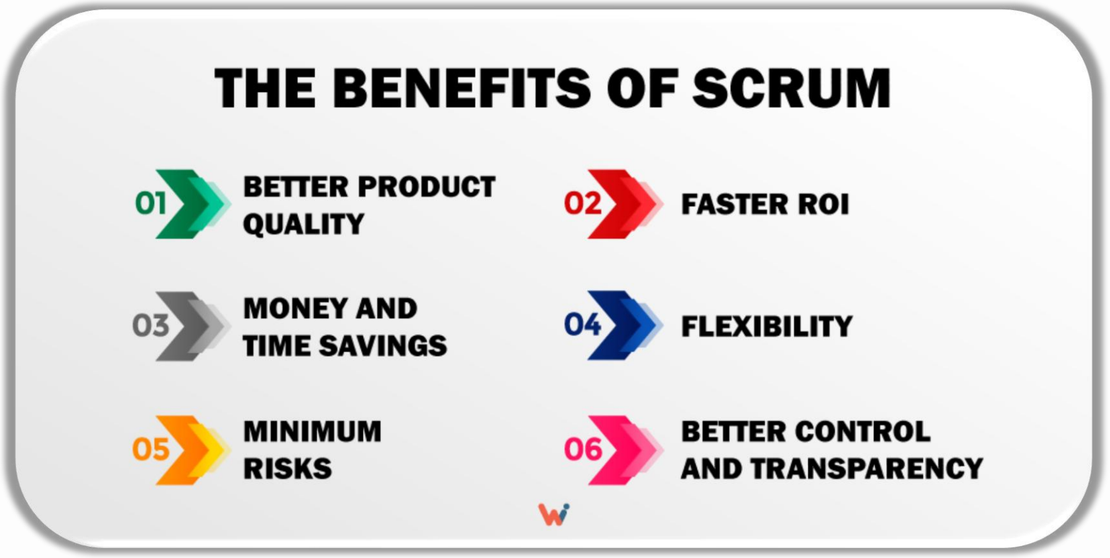

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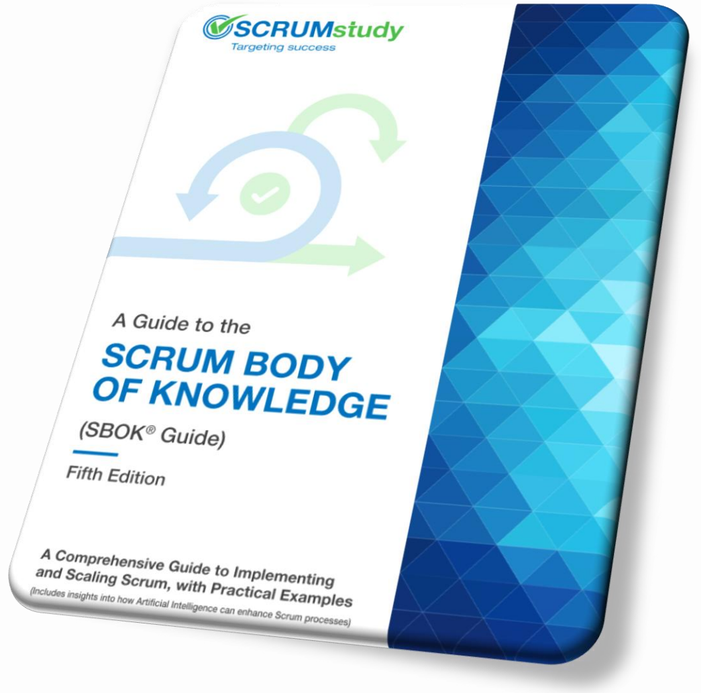

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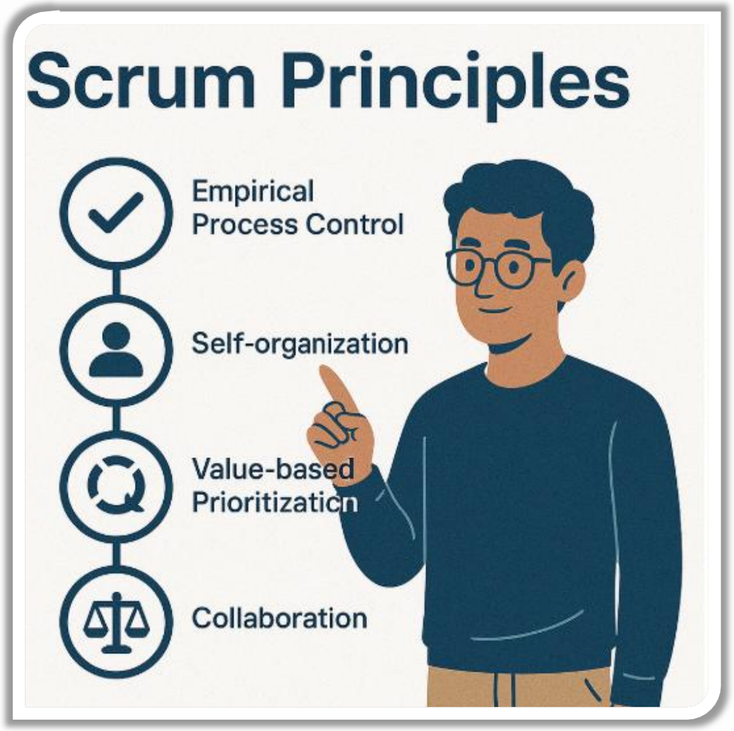

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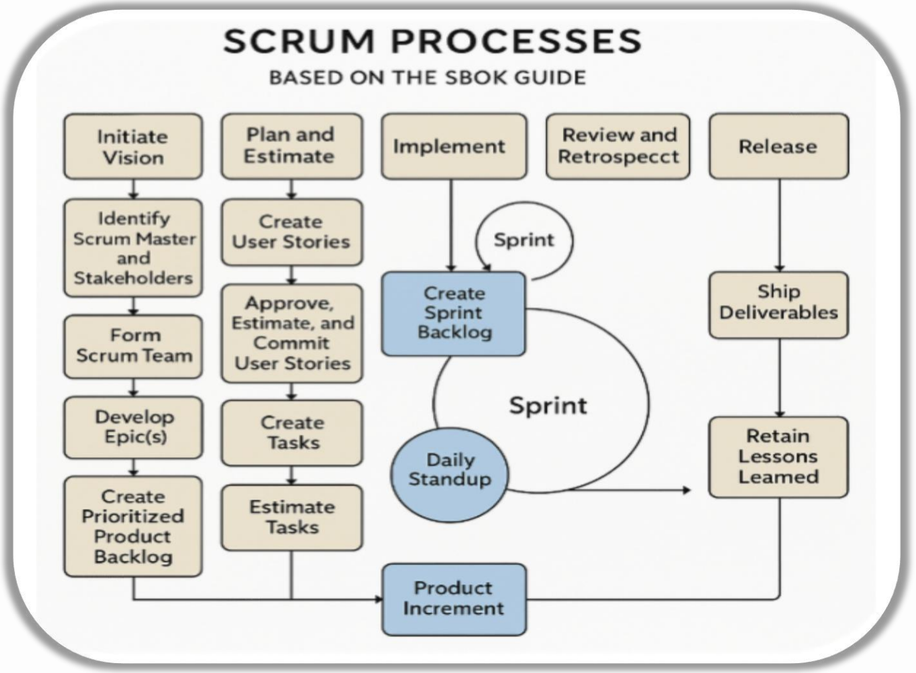

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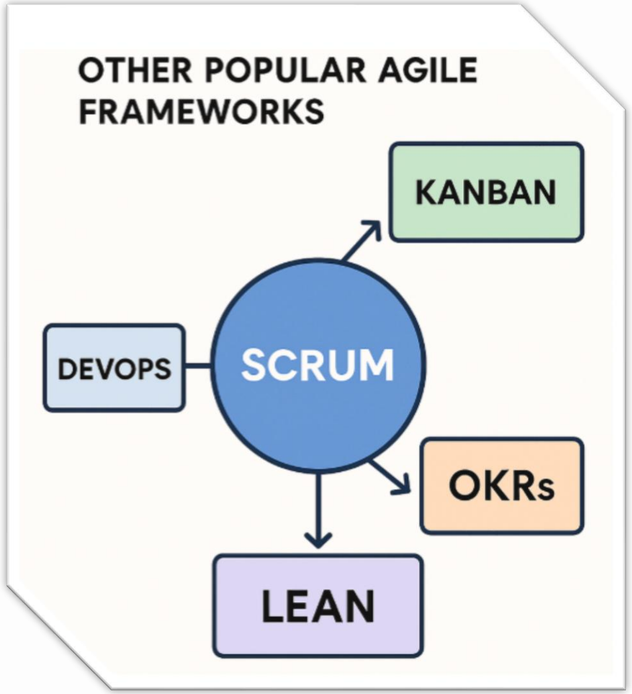

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Discount Vouchers and other benefits as you refer friends and grow the Agile community!

1. Webinar Format

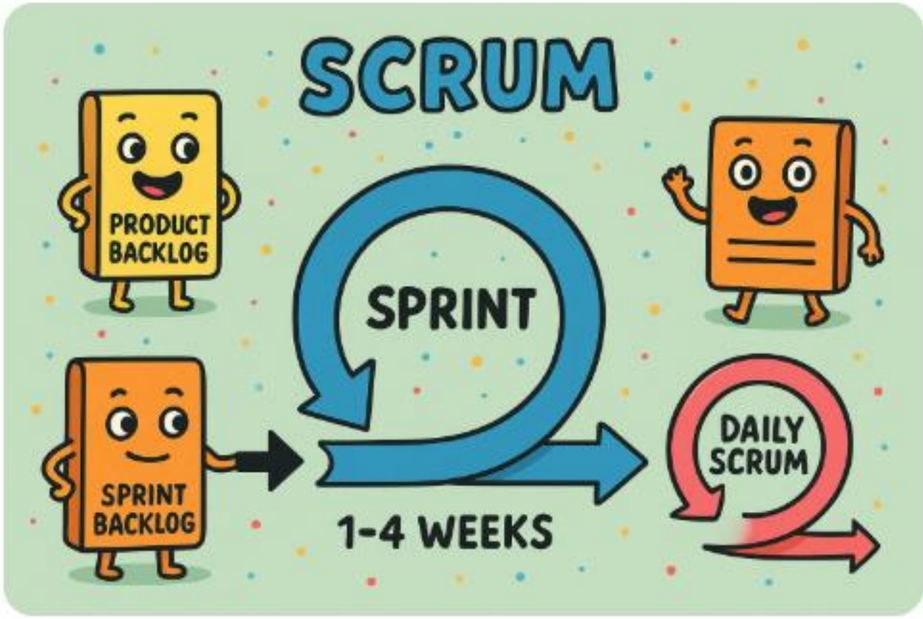
1. Prerequisites

- There are no prerequisites for this webinar.
- Anyone interested in understanding Scrum and Agile concepts can join this webinar
- Students can also take the coveted Scrum Fundamentals Certified (SFC™) certification exam after the webinar.

1. What is Scrum?

- An Agile framework used to manage and complete complex projects—especially in software development but now applied across many industries.

- A lightweight, iterative, and incremental framework that helps teams deliver value quickly and adapt to changing requirements through frequent inspection and feedback.



2.a Brief History of Scrum

- 1980s: Takeuchi and Nonaka propose rugby-style teamwork
- Inspired Scrum: teams collaborate and move together
- 2013: SBOK® Guide created to standardize Scrum
- SBOK® now global standard, multilingual and refined
- Adoption of Scrum - 2025

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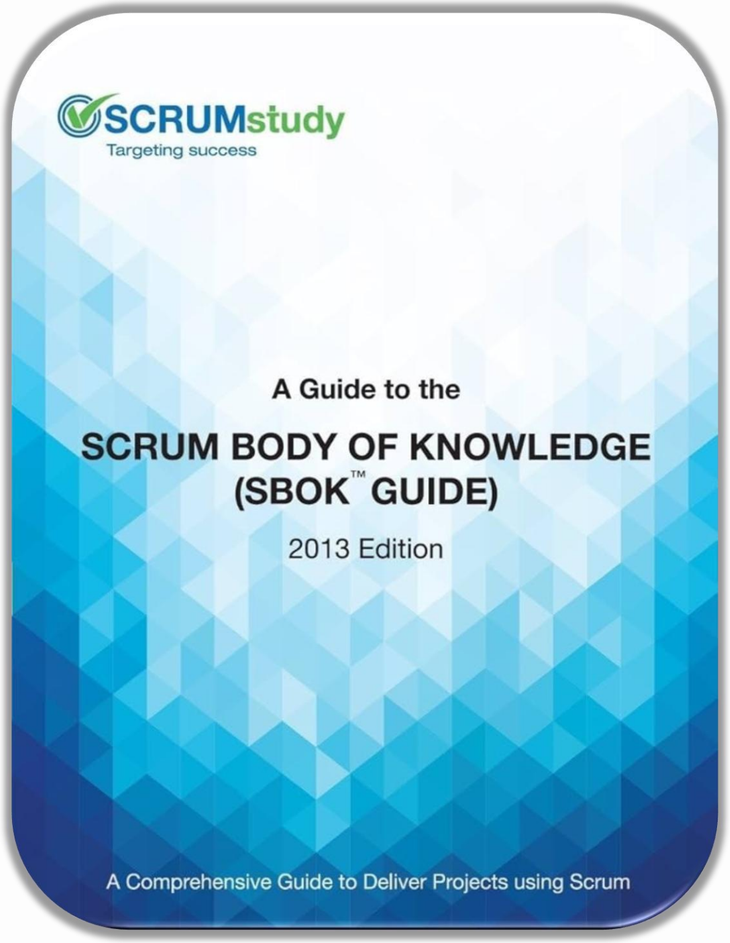

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Adoption of Scrum - 2025

Here's a snapshot of **current Scrum adoption in 2025**:

- **~87% of Agile teams use Scrum**, either standalone or in hybrid forms—up from 58% in 2021 Parabol +15
- **63–81% of Agile teams employ Scrum variants** (e.g., Scrumban), making it the dominant framework at team level Parabol +3
- **Software development adoption at ~86%; IT at ~63%; operations, marketing, HR also adopting Agile** (e.g. operations 29%, marketing 17–28%, HR ~16%) Parabol +12
- **Engineering/R&D teams comprise ~48% of Agile practitioners** and are the fastest-growing adopters Kanban Agile Project Management +5

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4-minute Break

1. Webinar Format and Prerequisites
2. Understanding Scrum Concepts
   a. Brief History of Scrum ✅

4-minute Break

Optional – Please review Pages 21-27 about "Brief History of Scrum" in the Webinar Reference Document

After the break – 3 question Quiz about Brief History of Scrum

2.a History of Scrum Ques 1 of 3

In the 1980s, Takeuchi and Nonaka introduced a new approach that later inspired Scrum. What was it based on?

A) A relay race with flaming batons
B) A chess match between robots
C) A rugby-style teamwork approach
D) A cooking competition with mystery ingredients

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.a History of Scrum Ans 1 of 3

In the 1980s, Takeuchi and Nonaka introduced a new approach that later inspired Scrum. What was it based on?

A) A relay race with flaming batons
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✅ Correct Answer: C) Rugby-style teamwork approach
🧠 Justification:
Takeuchi and Nonaka proposed a rugby-style approach to product development where the team moves as a unit, passing tasks back and forth like a rugby ball. This idea later inspired the Scrum framework. The other options are silly and meant to make you smile—but only rugby made it to the Agile Hall of Fame! 🏉

2.a History of Scrum Ques 2 of 3

Approximately what percentage of Agile teams use Scrum, either alone or combined with other methods?

A) 5% — Just a small fan club
B) 87% — It's everyone’s favorite Agile flavor
C) 0% — Nobody uses it, it’s a myth
D) 100% — Even my dog uses Scrum

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.a History of Scrum Ans 2 of 3

SCRUMstudy

📝 Quiz Question:
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✅Correct Answer: B) 87% — It's everyone's favorite Agile flavor
Justification:
Scrum is the most widely adopted Agile framework, with around 87% of Agile teams using it—either as a standalone approach or blended with other methods. Its simplicity, team focus, and adaptability have made it a favorite worldwide. The other options are obviously exaggerated or just plain silly (especially the dog).

2.a History of Scrum Ques 3 of 3

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📝 Quiz Question:
What is the primary purpose of Scrum in Agile product development?

A) To create detailed upfront plans and stick to them
B) To develop, deliver, and sustain complex products through iteration and collaboration
C) To ensure every team meeting has snacks
D) To assign blame faster when projects fail

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.a History of Scrum Ans 3 of 3

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📝 Quiz Question:

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A) To create detailed upfront plans and stick to them

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C) To ensure every team meeting has snacks

D) To assign blame faster when projects fail

✅ Correct Answer: B) To develop, deliver, and sustain complex products through iteration and collaboration

🧠 Justification:

Scrum is an Agile framework designed for developing, delivering, and sustaining complex products. It emphasizes adaptive planning, iterative progress, and team collaboration.

•Option A is incorrect because Scrum encourages flexibility over rigid planning.

•Option C is funny, but snacks—while helpful—aren't part of the framework.

•Option D is just the opposite of Scrum's purpose, which is to promote accountability, not blame.

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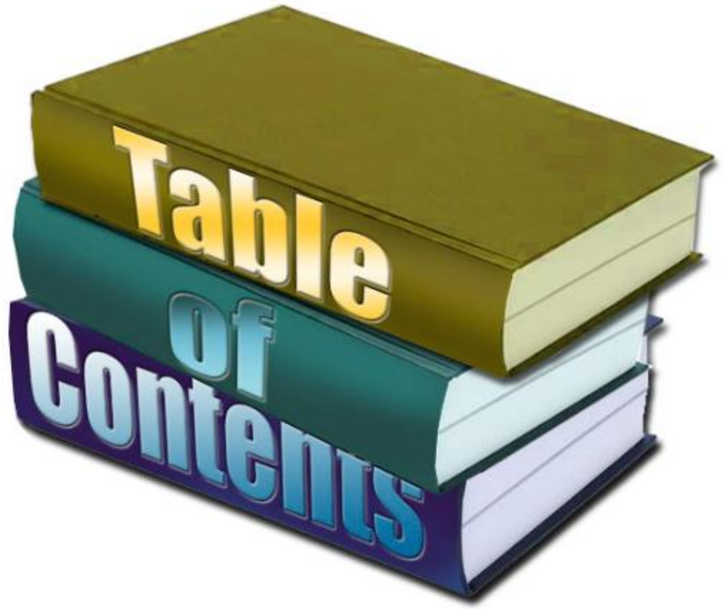

2.b Waterfall Projects vs. Scrum Projects vs. Operations vs. Workflows(Scrum)

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	Waterfall Projects	Scrum Projects	Operations	Kanban Workflows (Can be used for Projects or Operations)
Objective	Deliver a final product after all phases are complete.	Deliver working increments frequently for feedback.	Maintain business-as-usual efficiency.	Standardize and automate task execution.
Explanation	Here the Work is done in sequential phases; the product is delivered only when everything is finished.	Work is split into sprints, so you deliver small usable pieces for early feedback.	Focuses on keeping daily business activities running smoothly.	Create a visual, repeatable process to streamline tasks.
Example 1	Building a bridge – design, approval, construction, and inspection happen step by step before the bridge opens.	A mobile app where the login feature is delivered in Sprint 1, chat in Sprint 2, payments in Sprint 3.	Processing payroll every month or running customer support daily.	A Kanban board for handling all incoming customer service tickets.
Example 2	Software development with phases like requirements → design → coding → testing → deployment.	Same software project but broken into 2-week sprints where requirements can change mid-project.	Manufacturing cars on an assembly line every day.	An IT Team using workflows to manage all their bugs.

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Duration	Fixed timeline; each phase follows the previous one.	Time-boxed sprints; project evolves incrementally.	Continuous, no defined end date.	May be one-time or recurring, process-based.
Flexibility	Low – changes are costly once phases are locked.	High – adapts to changing requirements easily.	Low – follows standard operating procedures.	Moderate – can be customized for efficiency.
Ownership	Managed by Project Managers; top-down control.	Managed by Scrum Master, Product Owner & Team.	Managed by Operations Managers/ Departments.	Owned by Kanban Managers, Product Owner & Teams.

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2.b Scrum Overview and Why use Scrum?

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- Important Roles in Scrum
- Overview of Scrum Framework
- Benefits of Scrum

2.b Important Roles in Scrum

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Scrum Core Roles

(Mandatorily Required for the project)

Product Owner	**Defining, prioritizing, and refining Product Backiog to maximize value**
Scrum Master	Facilitates Scrum processes, removes team impediments, manages Sprint
Scrum Team	Builds and delivers a potentially shippable product increment every Sprint

Scrum Non Core Roles

(Not Mandatory, Interface with Scrum Core Team)

- **Business Stakeholders**
- **Supporting Services**
- **Vendors**
- **Scrum Guidance Body**

2.b Important Roles in Scrum

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Product Owner

- Manages and prioritizes the Product Backlog (List of desired product features and requirements)
- Represents customer needs to the Scrum Team
- Maximizes value delivered by each Sprint
- Accepts or rejects completed User Stories

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Scrum Master

- Facilitates Scrum events and team coordination
- Creates and manages the Sprint Backlog collaboratively
- Coordinates Daily Standup Meetings and removes impediments to ensure smooth Sprint progress

Some definitions:

Sprint: *Time-boxed iteration to develop and deliver a product increment.*

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- Develop and deliver product increment each Sprint
- Collaborate closely with Product Owner and Scrum Master
- Self-organize to achieve Sprint Goals effectively

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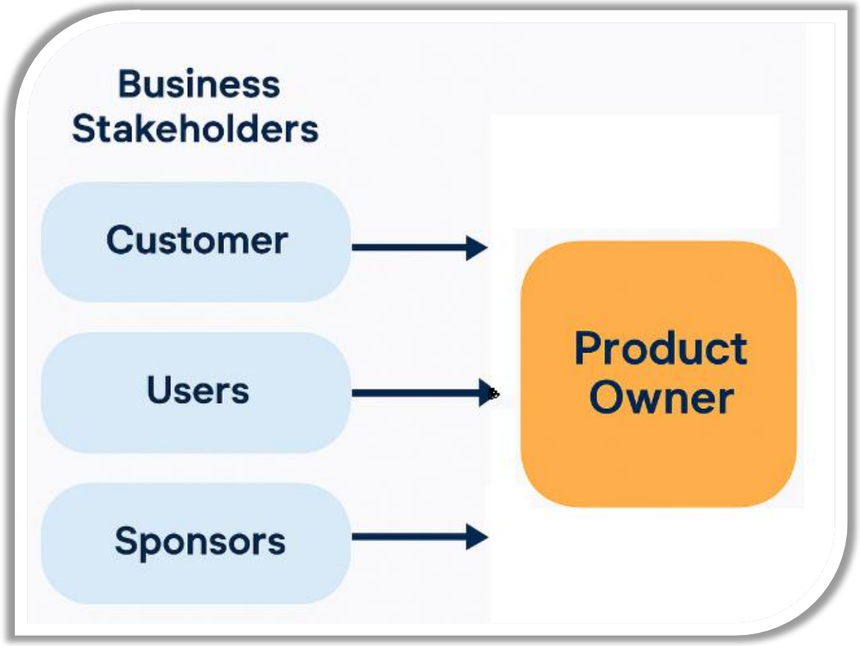
Business Stakeholders

- Include Customers, Users and Sponsors



- Collaborate with the Scrum Team during key processes
- Product Owner ensures stakeholder engagement
- Customer acquires, user utilizes, and sponsor funds the project

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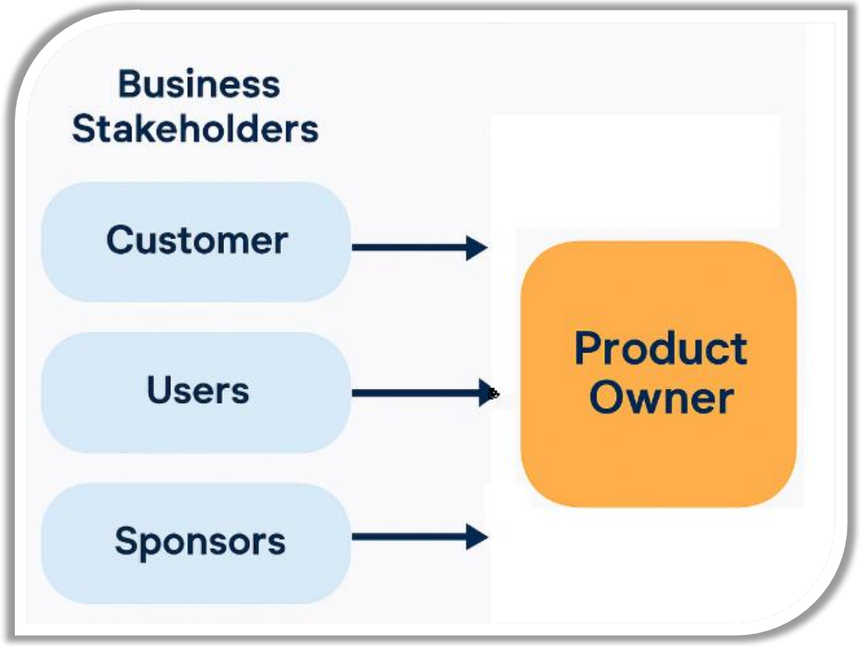

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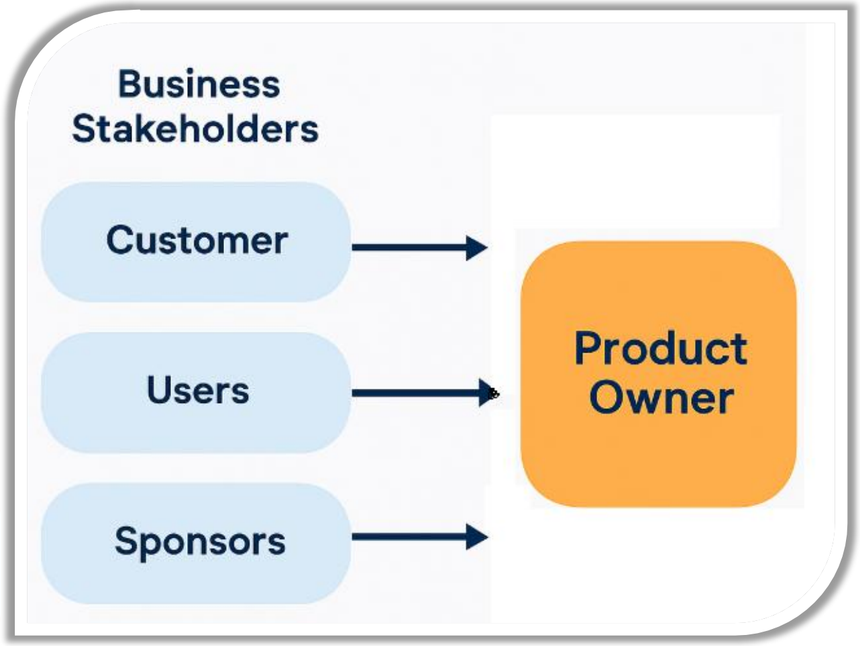

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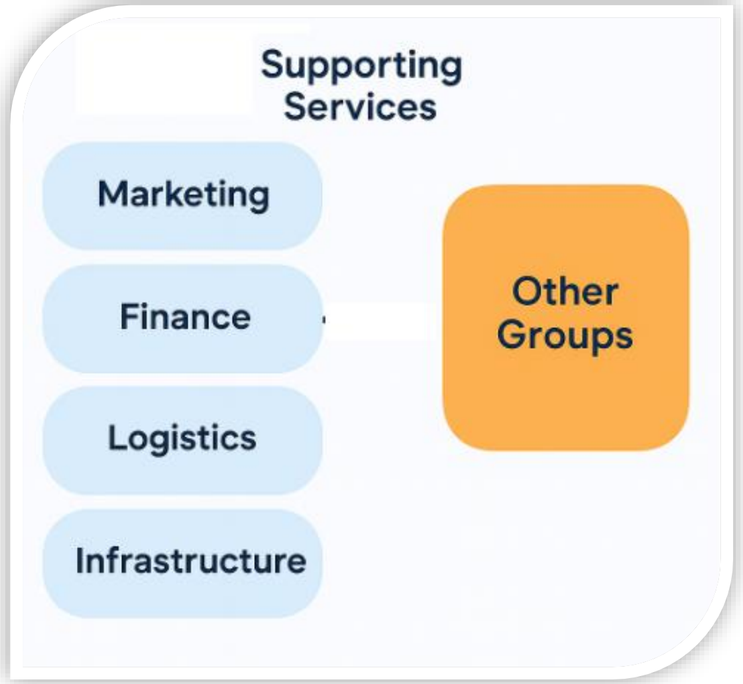
Supporting Services

- Internal or external groups supporting Scrum projects
- Includes marketing, finance, logistics, and infrastructure etc



2.b Important Roles in Scrum

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Vendors

- External providers of products or services
- Support tasks beyond internal team capabilities

2.b Important Roles in Scrum

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Scrum Guidance Body (SGB):

- Optional but recommended role for Scrum standardization
- Consists of a group of documents and/or a group of experts
- Defines practices for quality, security, and compliance
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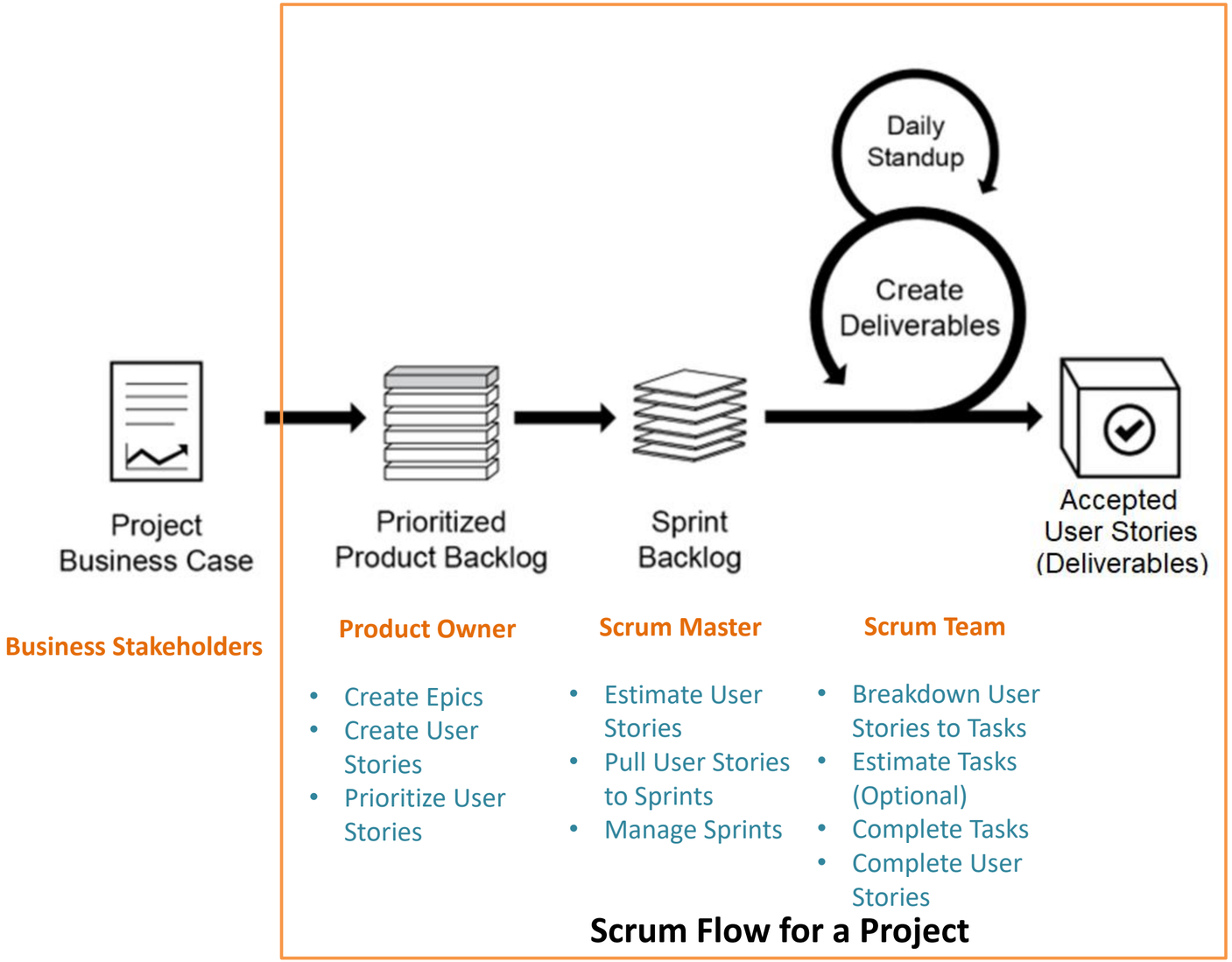
2.b Important Roles in Scrum

Additional Reference and Further study:

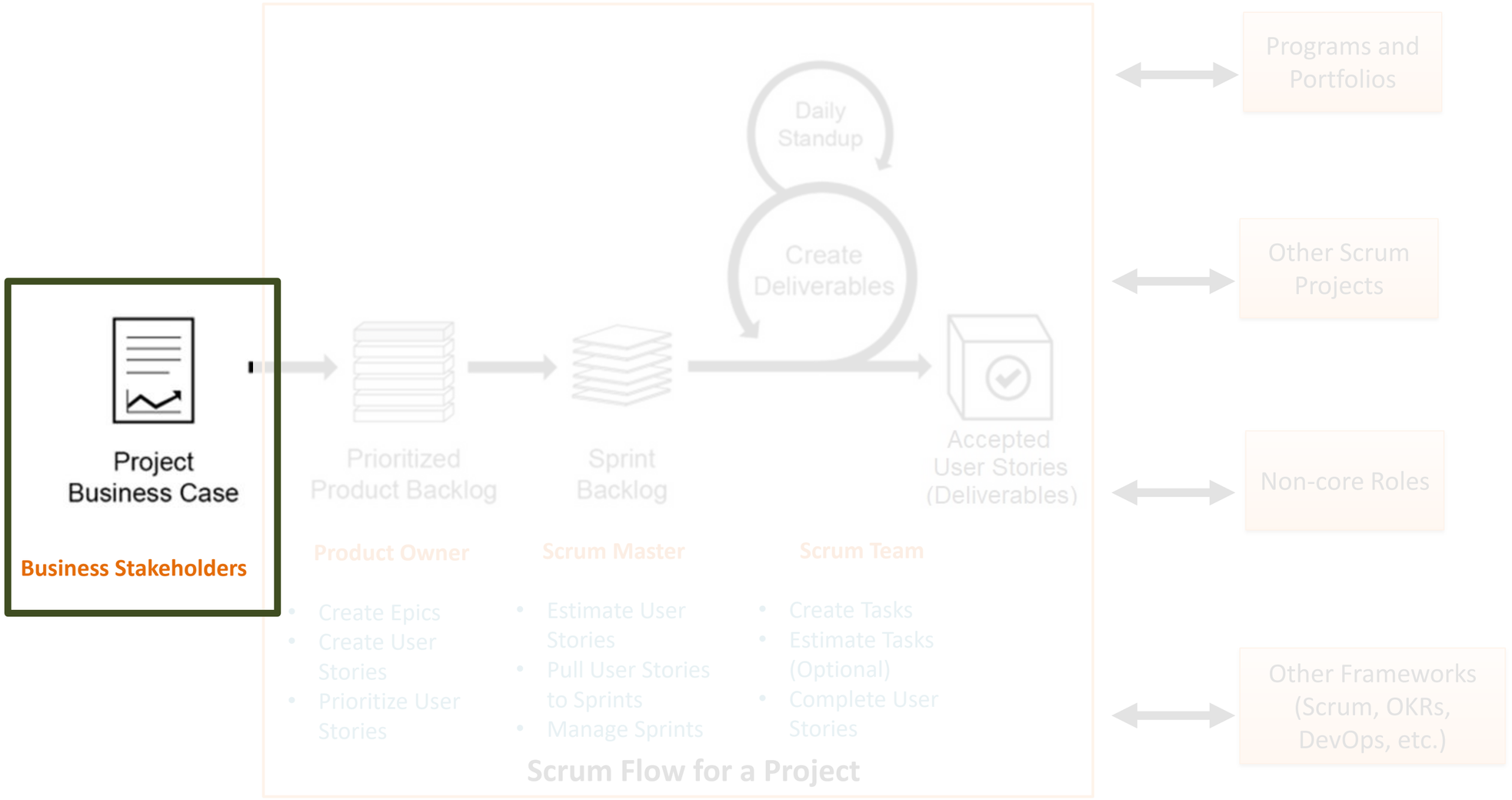
- SBOK® Guide Version 5, Chapter 3: "Organization" (Pages 44–68)
- Advanced Scrumstudy Certifications such as SDC®, SMC®, SPOC®, SAMC™, etc.

2.b Overview of Scrum Framework



Scrum Flow for a Project

2.b Overview of Scrum Framework



2.b Overview of Scrum Framework

Project Business Case:

- Starting point why project is needed

Business Stakeholders:

- Sponsors, Users and Customers with an interest in project outcomes

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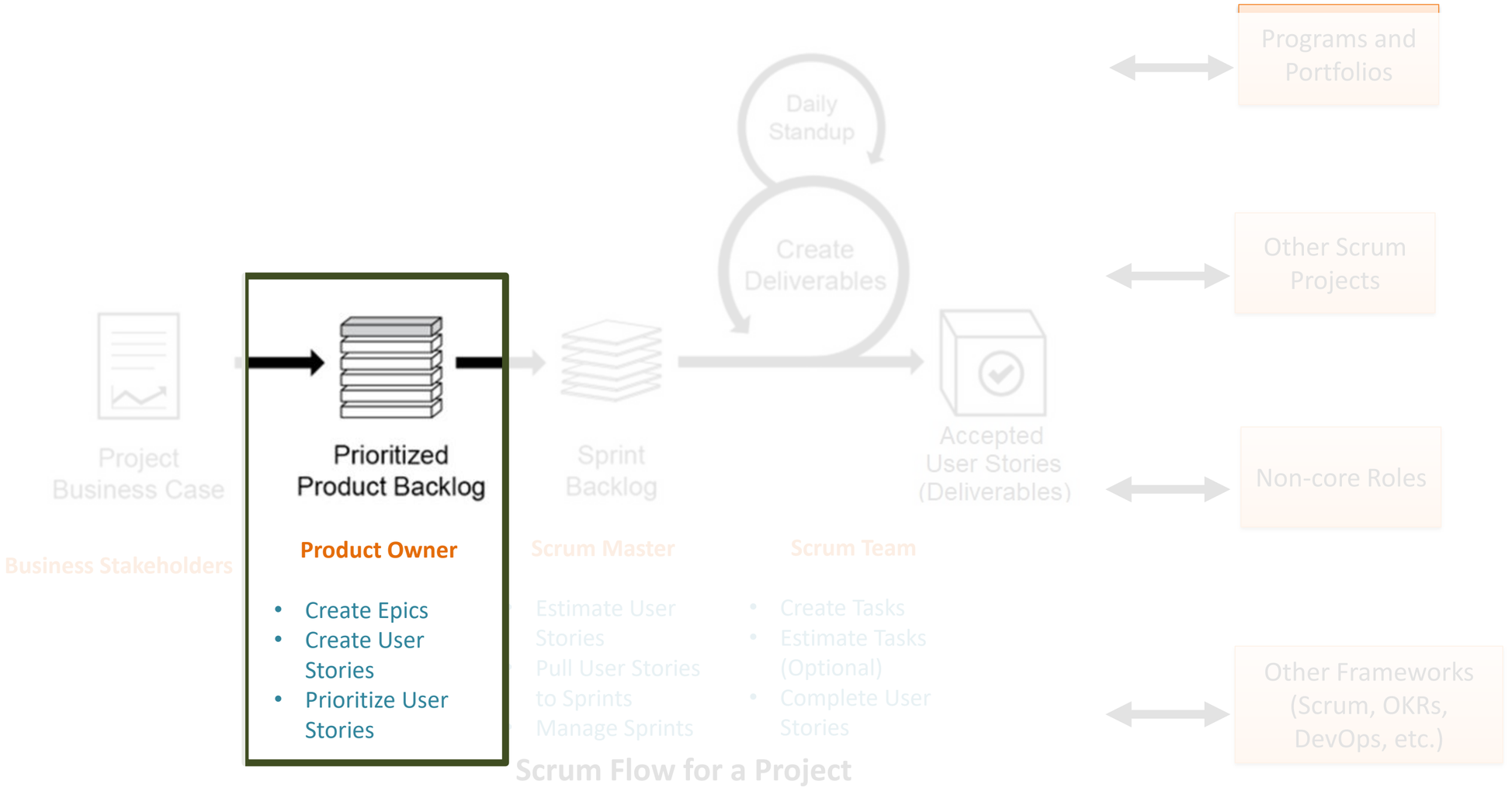

2.b Overview of Scrum Framework

Epics:

- These are big features, typically broken down into multiple User Stories

User Story:

- Single piece of functionality that can be completed within a sprint and contributes directly to meeting the project's objectives

Prioritized Product Backlog:

- Prioritized list of all Epics and User Stories in a project

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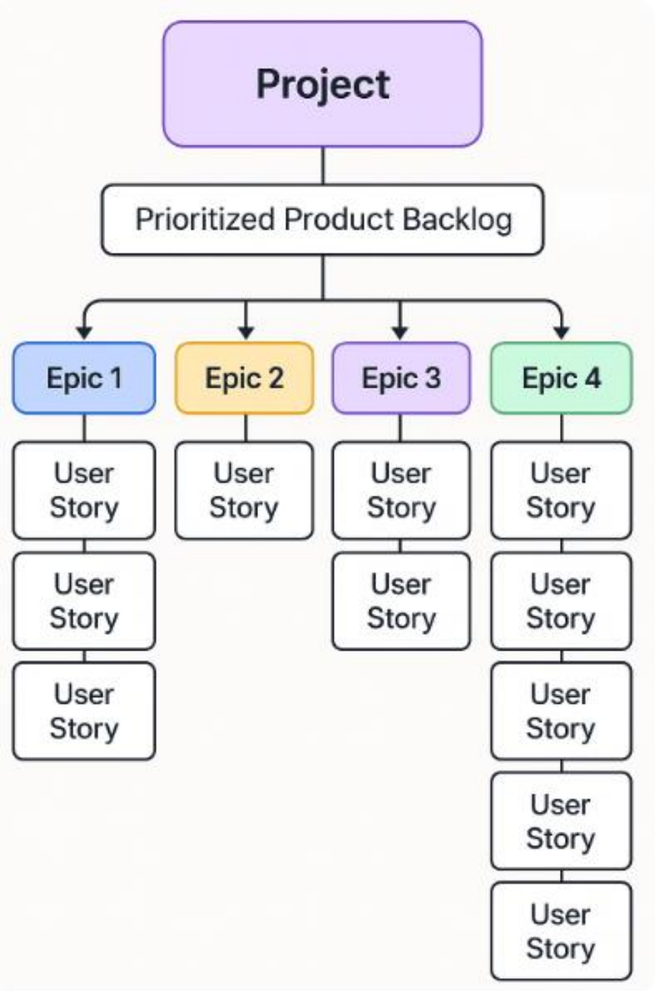

- Every Scrum project has a **Prioritized Product Backlog**, which is broken down into **Epics.**
- The **Epics**, in turn, are further broken down into **User Stories**.

2.b Overview of Scrum Framework

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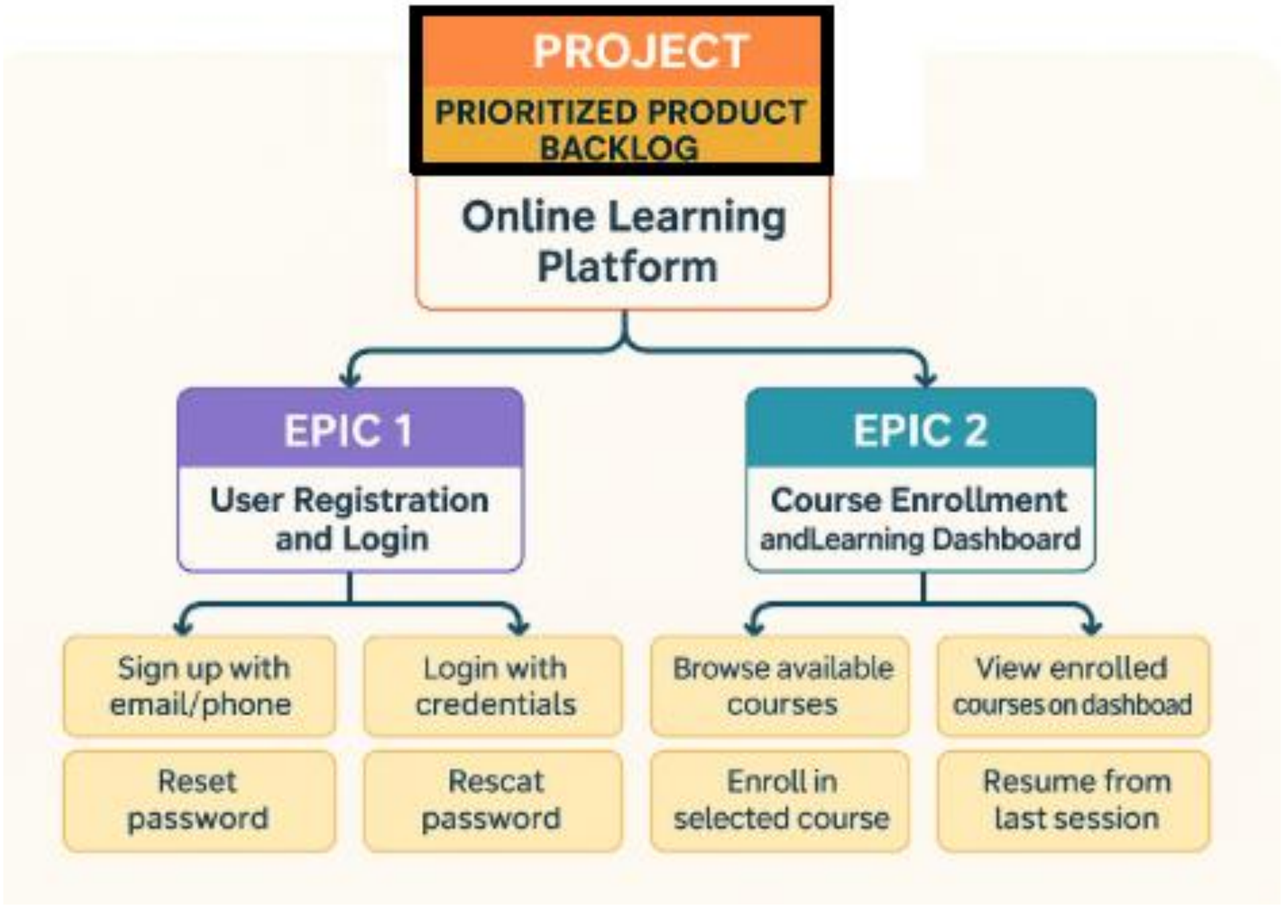
Example of a Scrum project with Prioritized Product Backlog, Epics and User Stories



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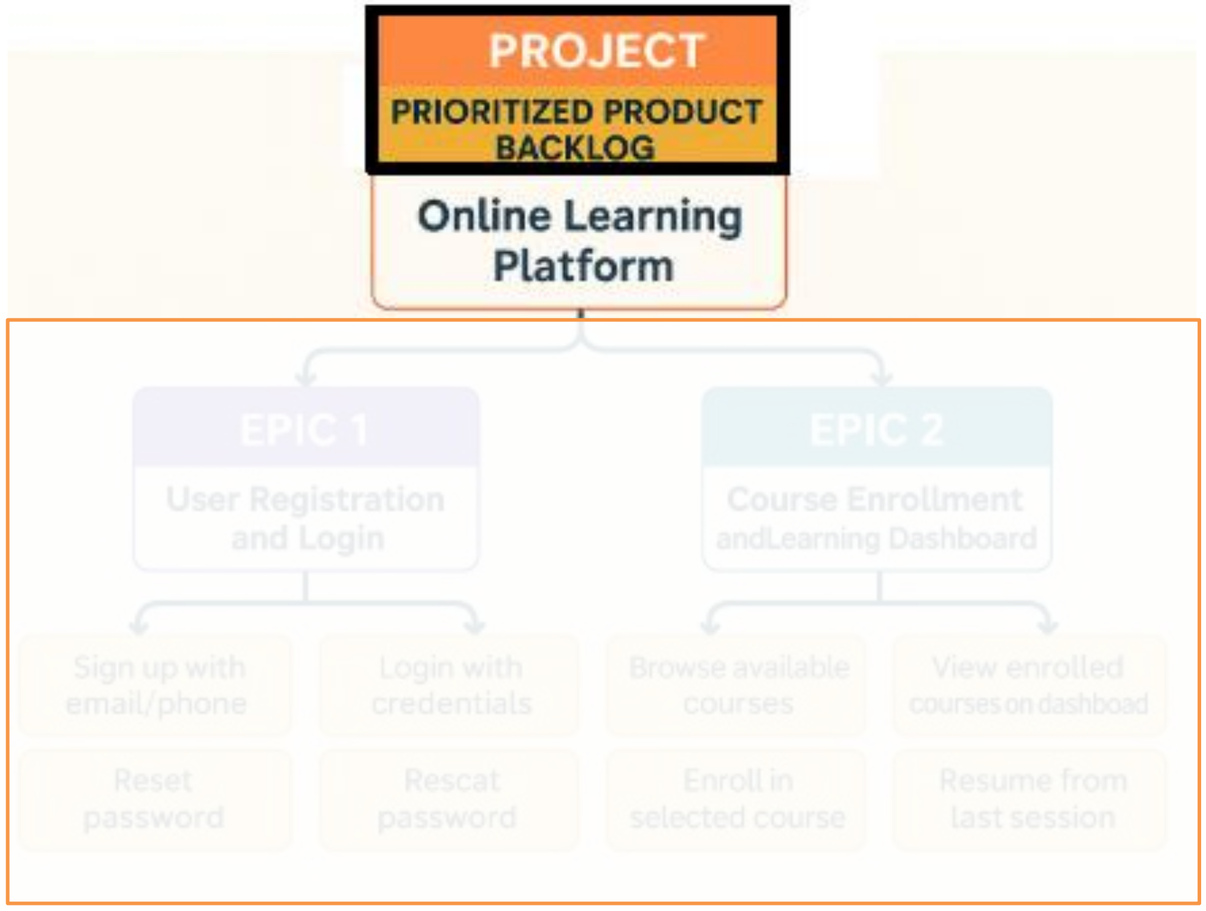


Project Name:

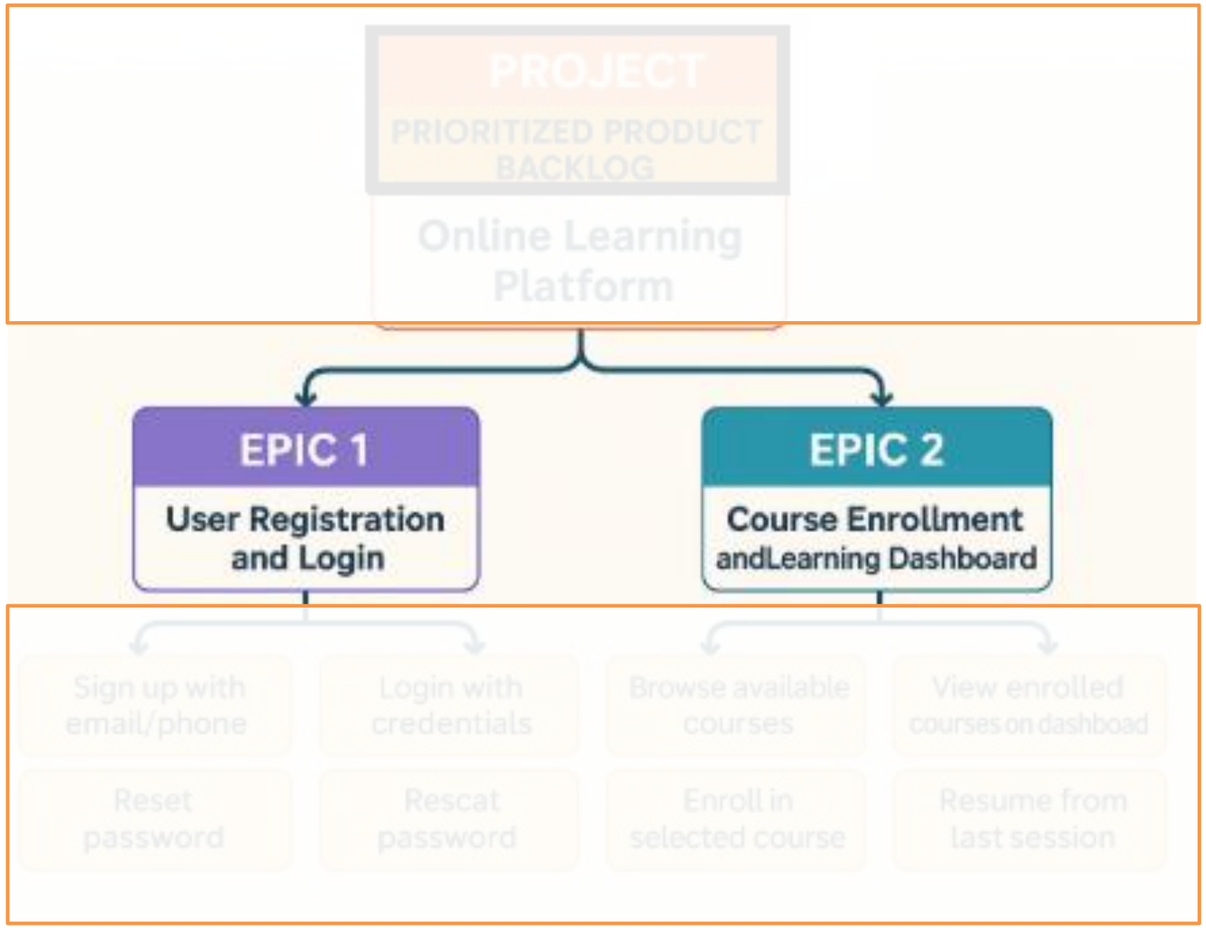
- Online Learning Platform

Project Goal:

- To create an online learning platform where students can register, attend classes, and take assessments.

The project has a Prioritized Product Backlog that is broken down into Epics and User Stories.

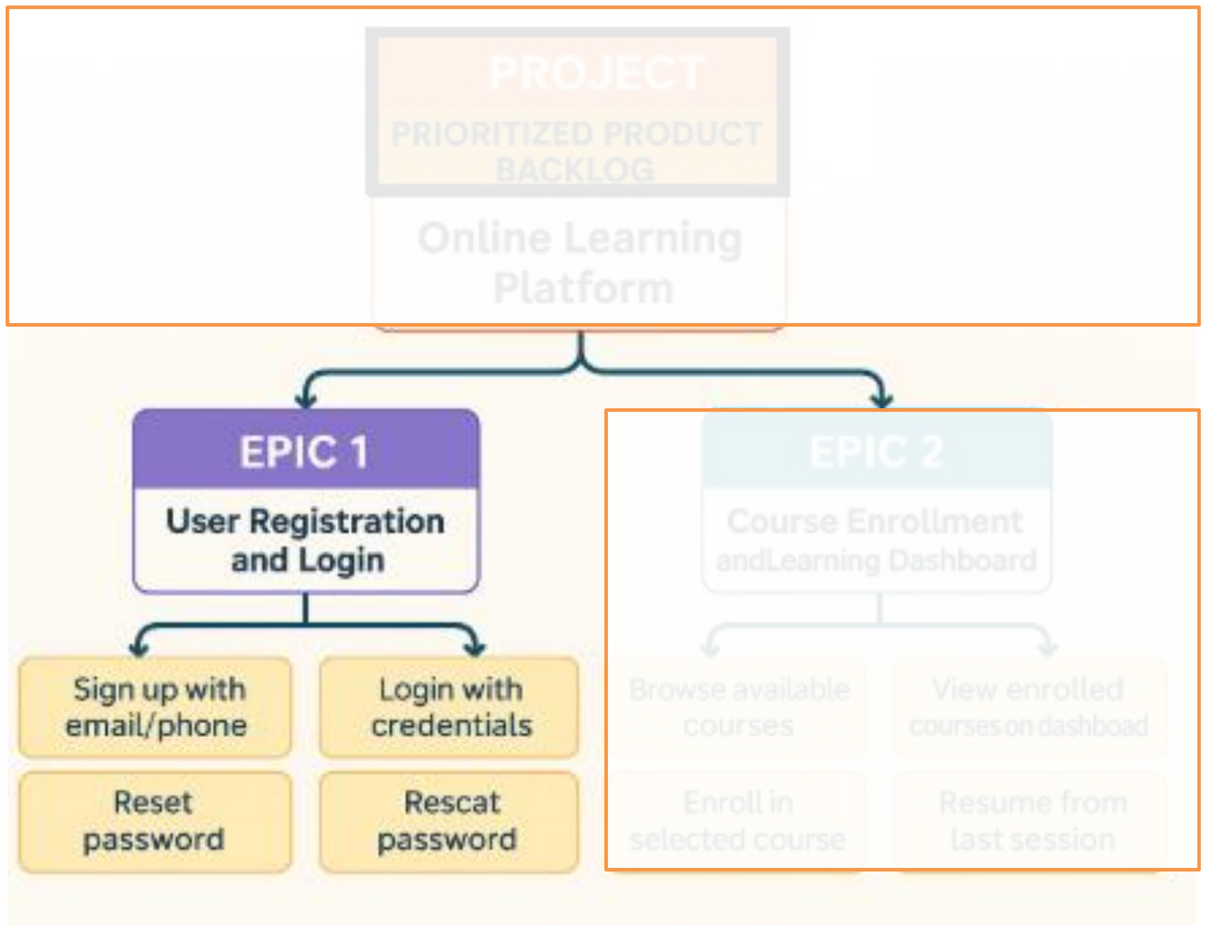
2.b Overview of Scrum Framework



Epic 1: User Registration and Login
Objective: Allow new users to create accounts and log in securely.

Epic 2: Course Enrollment and Learning Dashboard
Objective: Enable users to view, enroll in, and access courses.

2.b Overview of Scrum Framework

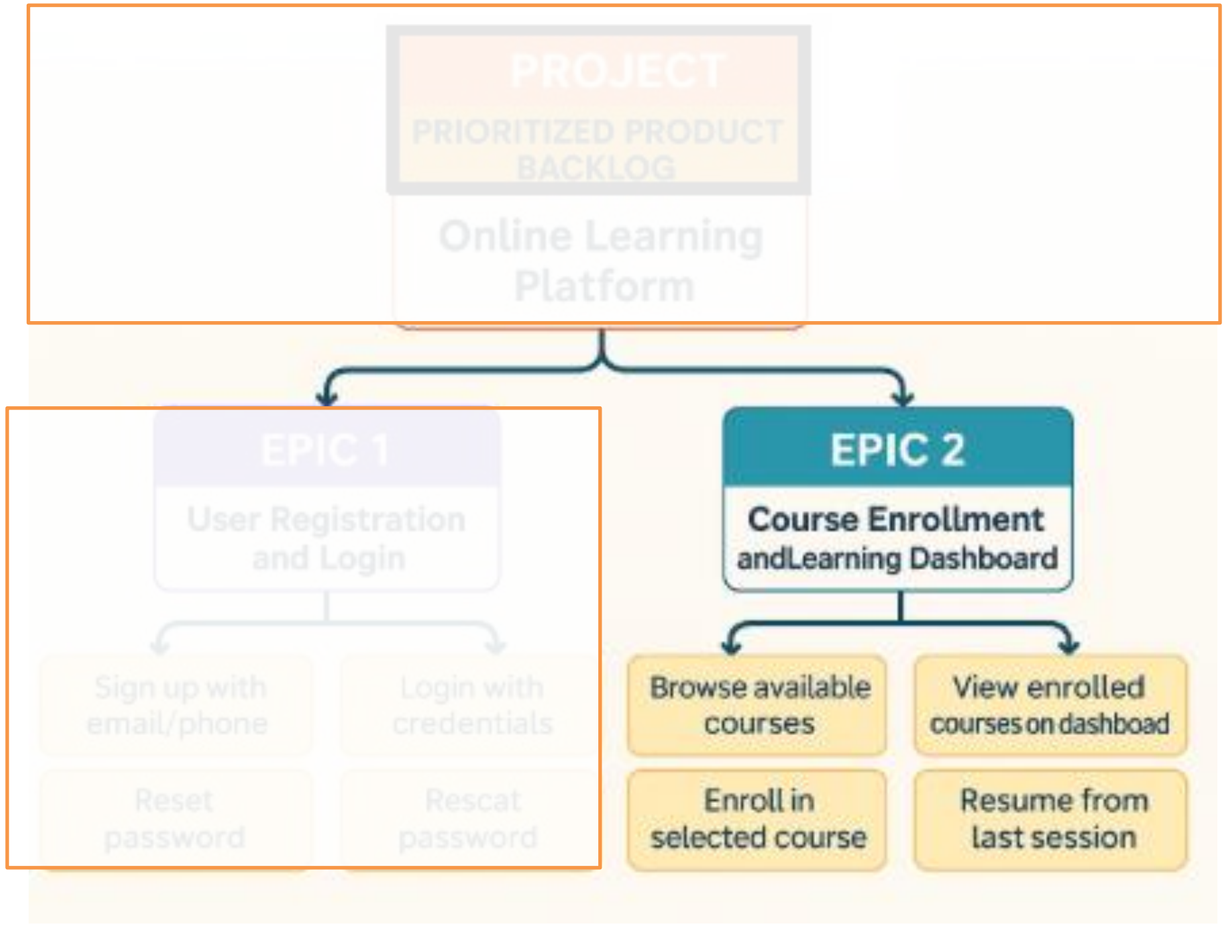


Epic 1: Breakdown into User Stories

1. As a **new user**, I want to **sign up using my email or phone** so that I can create an account.
2. As a **registered user**, I want to **log in with my credentials** so that I can access my dashboard.
3. As a **user**, I want to **reset my password** if I forget it.
4. As a **user**, I want to **receive a verification email/SMS** after signup.

Format of User Story: *As a [type of user], I want [goal or action] so that [reason or benefit].*

2.b Overview of Scrum Framework



Epic 2: Breakdown into User Stories

1. As a **logged-in user**, I want to **browse available courses** to find what suits me.
2. As a **user**, I want to **enroll in a selected course** so I can start learning.
3. As a **user**, I want to **see my enrolled courses** on my dashboard.
4. As a **user**, I want to **resume from where I left off** in a course.

Format of User Story: *As a [type of user], I want [goal or action] so that [reason or benefit].*

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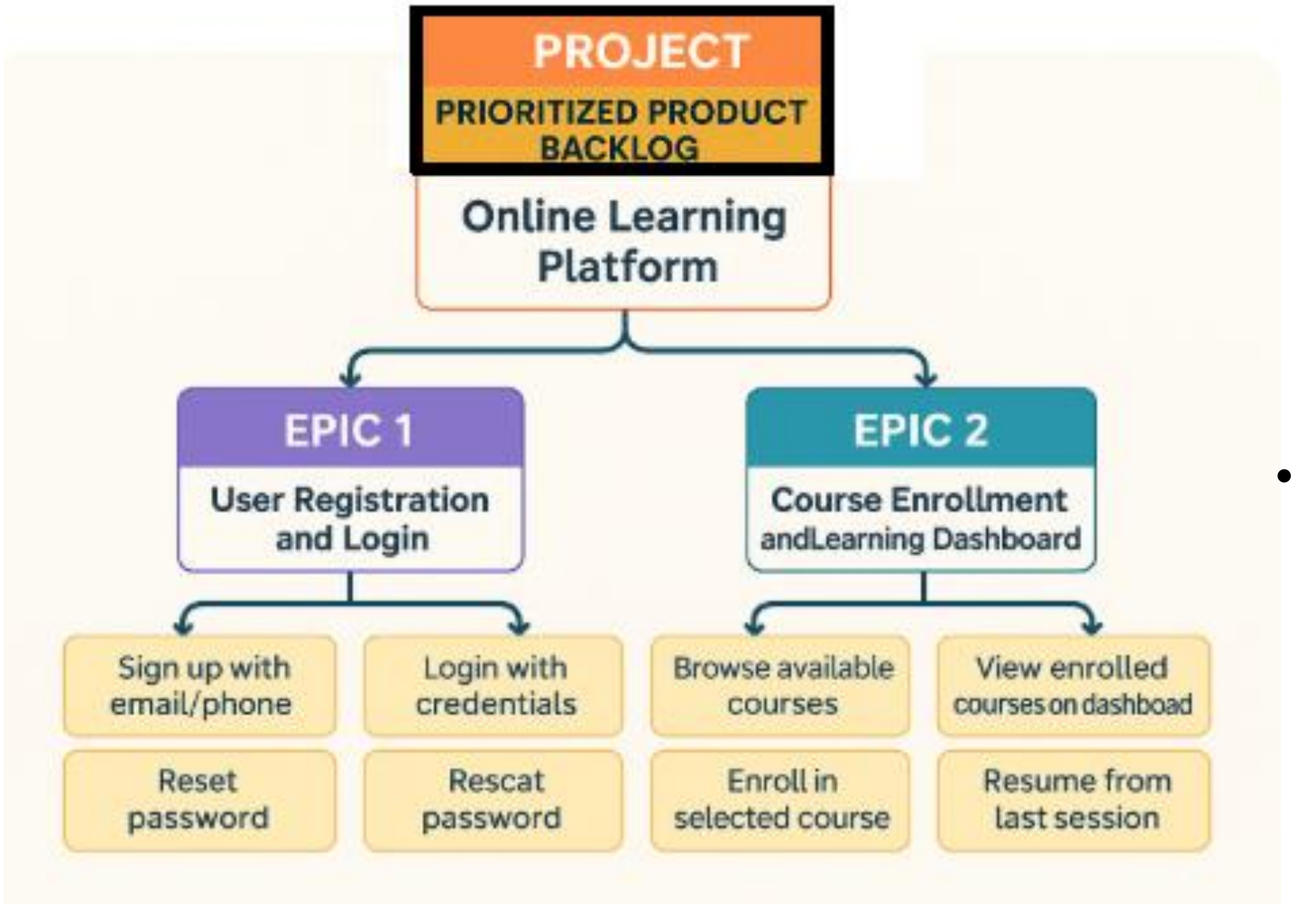

- Now, we understand how a project with a prioritized product backlog is broken down into Epics, and how Epics, in turn, are broken down into User Stories.

- User Stories are prioritized based on their business value so that the team knows which high-priority items to work on first. High-priority User Stories are typically addressed early.

2.b Overview of Scrum Framework

Assignment

Please spend three minutes on this assignment: For a project to create a website, think about what Epics and User Stories you could have.

A sample answer will be shown on the next slide for your review.

2.b Overview of Scrum Framework

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Prioritized Product Backlog for a website creation project

Epic	User Story
User Registration	As a visitor, I want to create an account so that I can access member-only features As a visitor, I want to log in so that I can access my account As a visitor, I want to reset my password so that I can regain access to my account
Content Management	As an admin, I want to create and publish pages so that I can manage the website content As an admin, I want to edit pages so that I can update the content As an admin, I want to delete pages so that I can remove outdated content
Responsive Design	As a user, I want to organize pages into a menu so that I can structure the navigation As a user, I want the website to be mobile-friendly so that I can easily use it on my phone As a user, I want the website to be responsive so that I can view it on any device

Please review some Epics and User Stories that may be relevant to website creation. We hope some of these are like the ones you thought of.

2.b Overview of Scrum Framework

SCRUMstudy

Three important terms related to User Stories, which are specified for all User Stories

Aspect	Definition of Ready (DoR)	Acceptance Criteria (AC)	Definition of Done (DoD)
Purpose	Ensures the user story is prepared and clear enough to start work.	Defines what must be true for the story to be accepted as meeting user needs.	Confirms all activities are completed and the story potentially shippable.
When Used	Before the Sprint begins (story intake phase).	During development and acceptance testing.	After development, testing, and review are complete.
Focus Area	Readiness — clarity, estimates, dependencies, mockups.	Functionality — behavior and expected outcomes.	Completion — quality, testing, documentation, deployment.
Checklist Examples	• User story well-defined and estimated. • Dependencies identified. • Team understands the goal. • Acceptance Criteria defined.	• User can reset password via link. • Reset link expires in 30 mins. • Password follows security rules (min 8 chars, 1 special symbol).	• Code reviewed and merged. • Unit and integration tests passed. • Feature deployed to staging. • Documentation updated.

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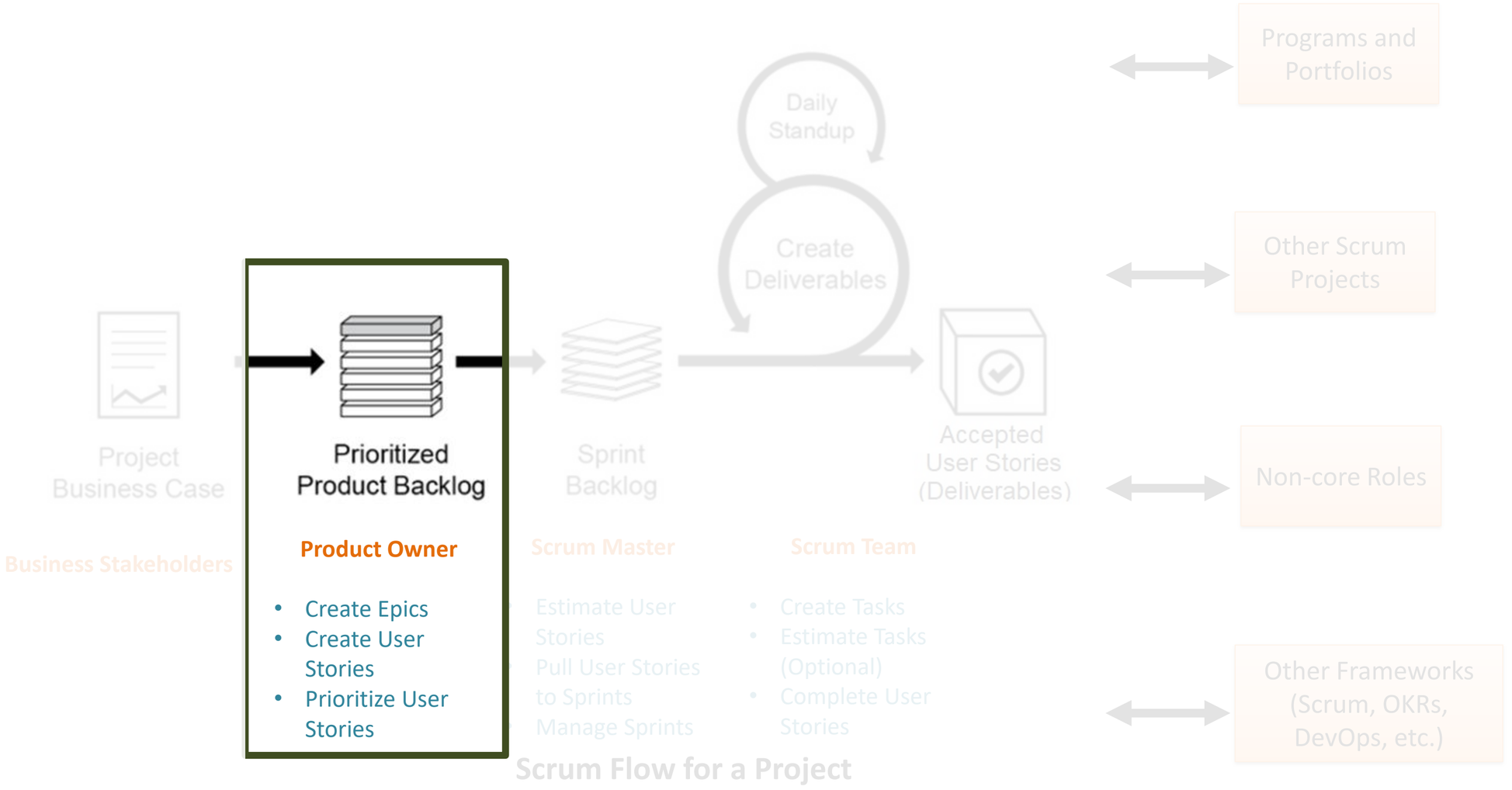

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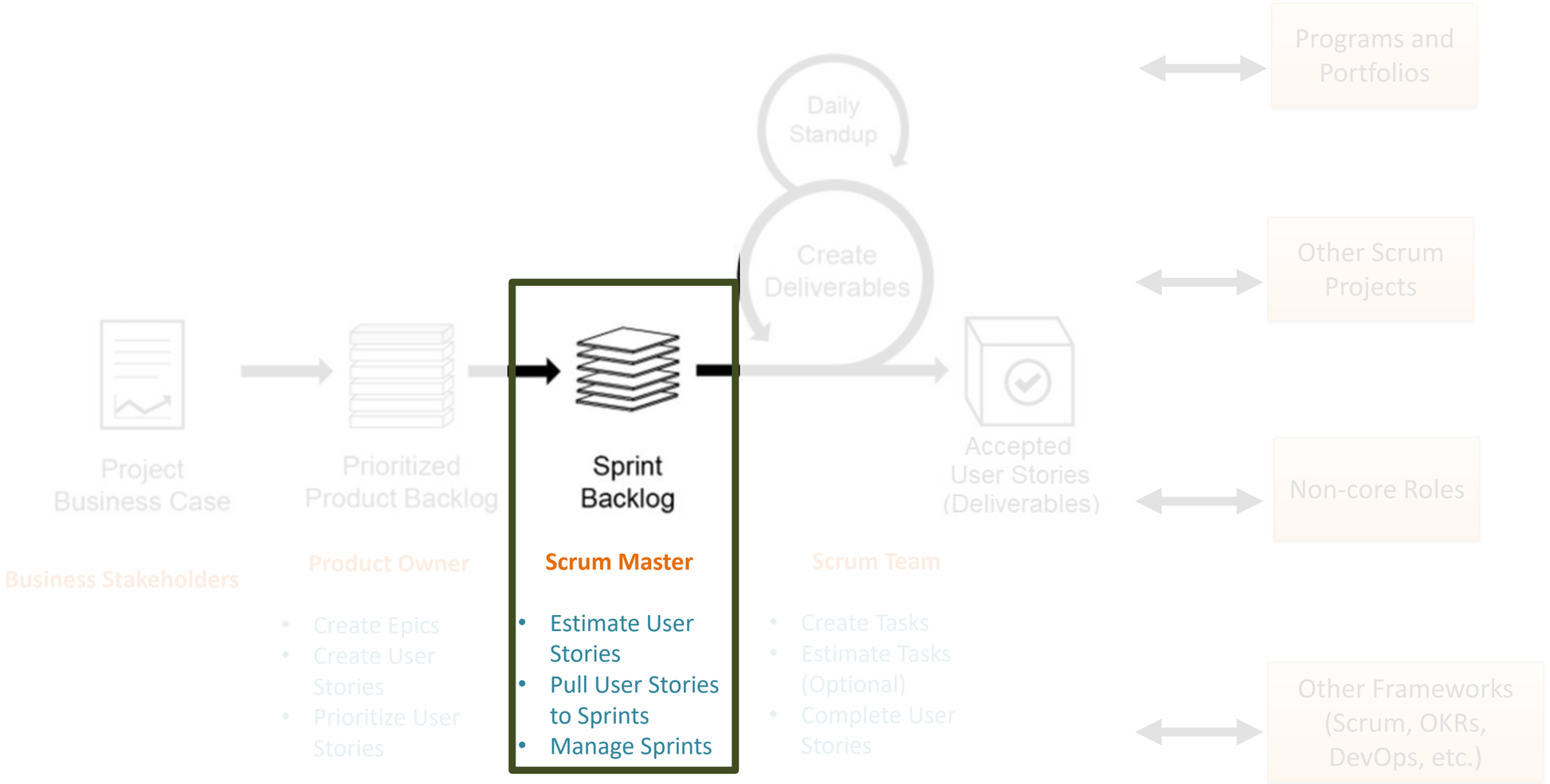
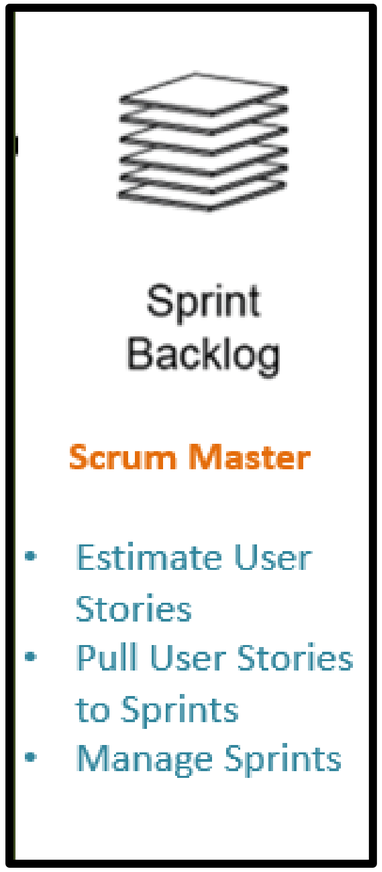


2.b Overview of Scrum Framework

Sprint:

- Time-boxed iteration, typically 2-4 weeks
- Scrum Team creates User Stories and Deliverables for the Sprint



Sprint Backlog:

- Scrum Master works with the Scrum Team to decide which User Stories from the Prioritized Product Backlog to pull into each Sprint.
- User Stories should meet the “Definition of Ready”.
- Define the “Sprint Goal” - brief, high-level statement of what the Scrum Team intends to achieve during a Sprint

Manage Sprint:

- Scrum Master helps in facilitating, coaching, and removing obstacles for the Scrum Team

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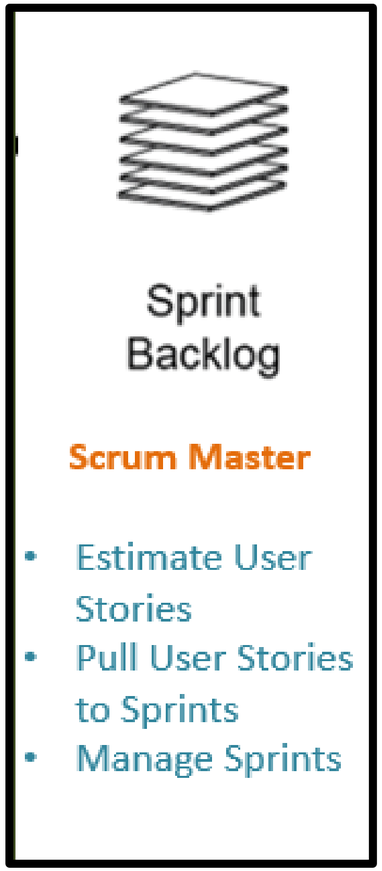

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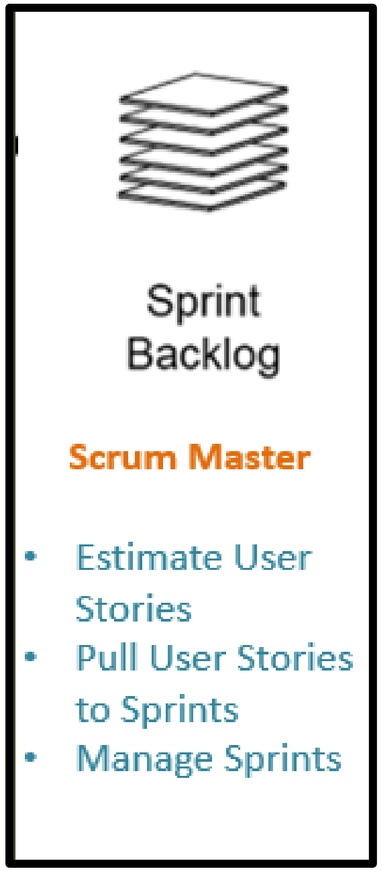

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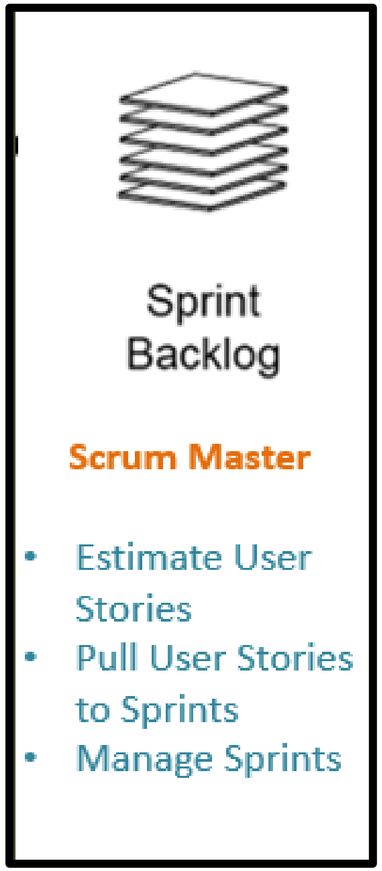

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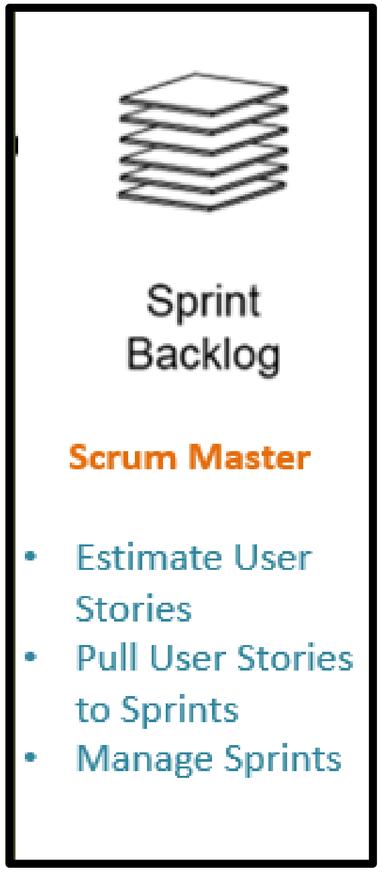

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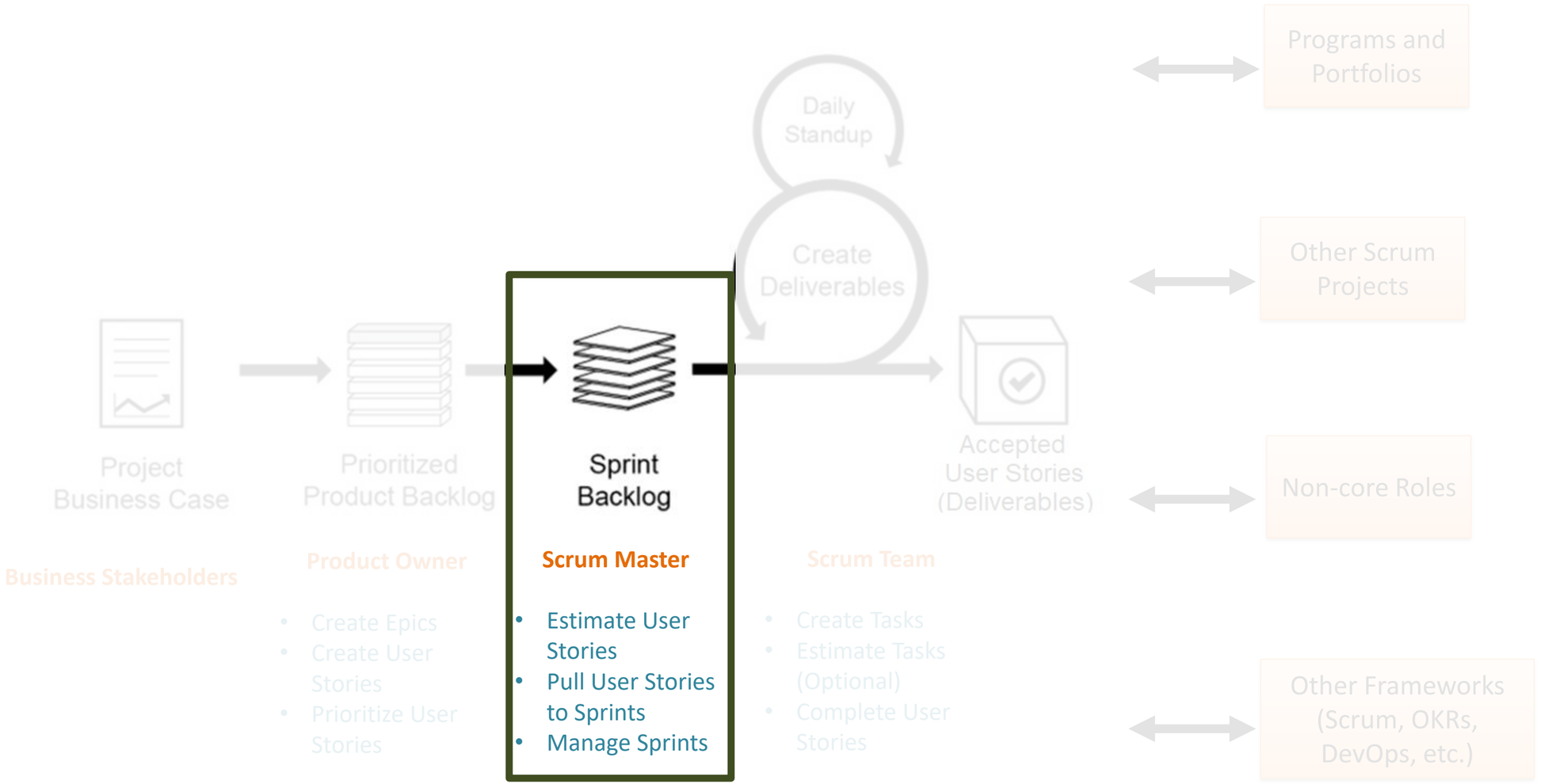

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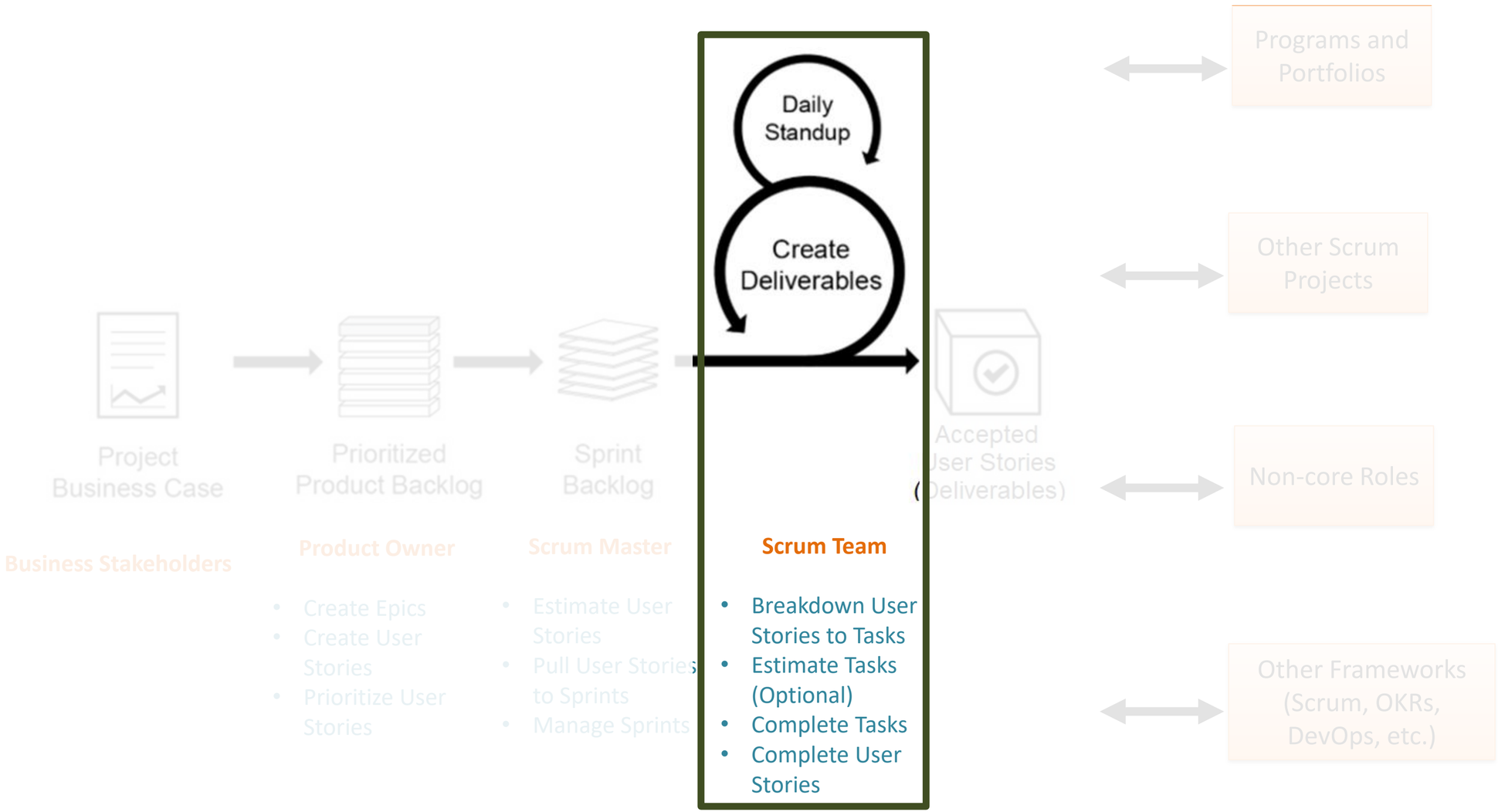

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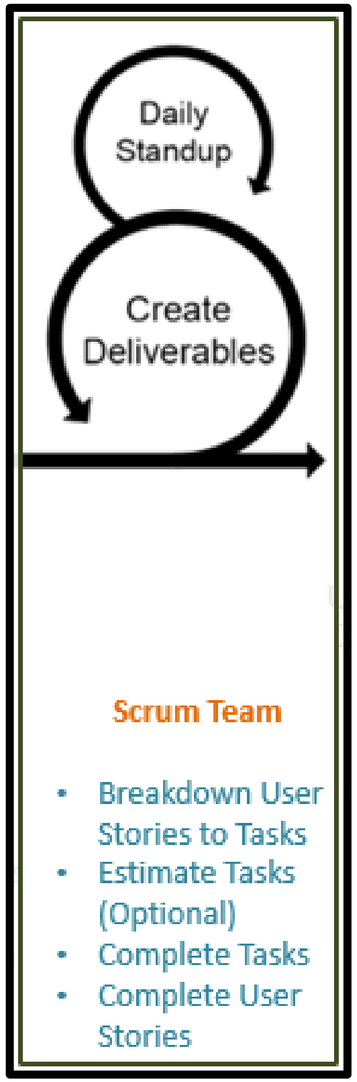

Daily Standup:

- Short 15-minute event held everyday to inspect progress and plan next 24 hours.
- Each team member answers three questions:
  - *What did I do since the last meeting?*
  - *What will I do before the next meeting?*
  - *Are there any impediments in my way?*

Create Deliverables:

- Breakdown User Stories to Tasks and optionally estimate Tasks.
- Complete self-assigned Tasks.
- Once all Tasks for a User Story are completed, the User Story is considered complete.

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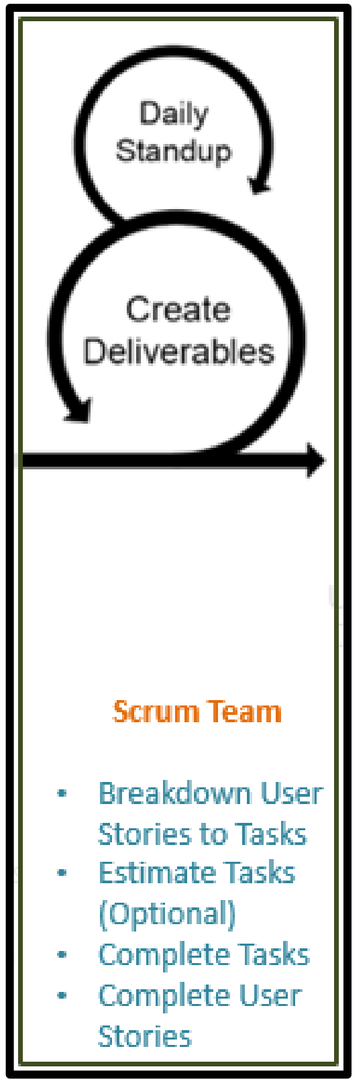

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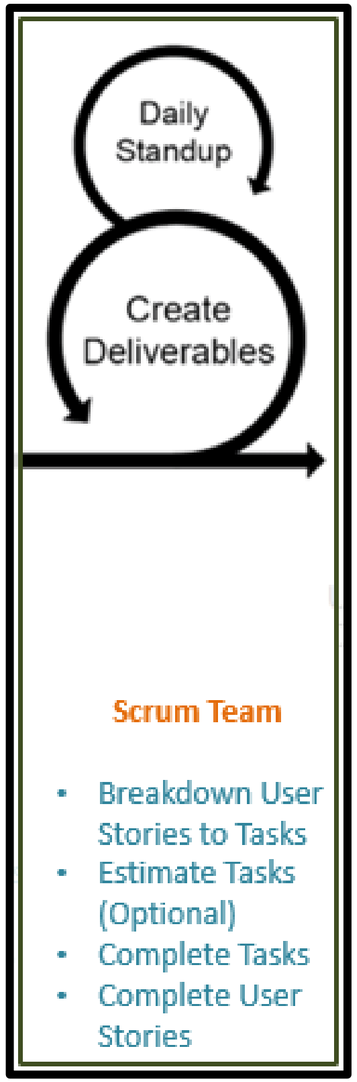

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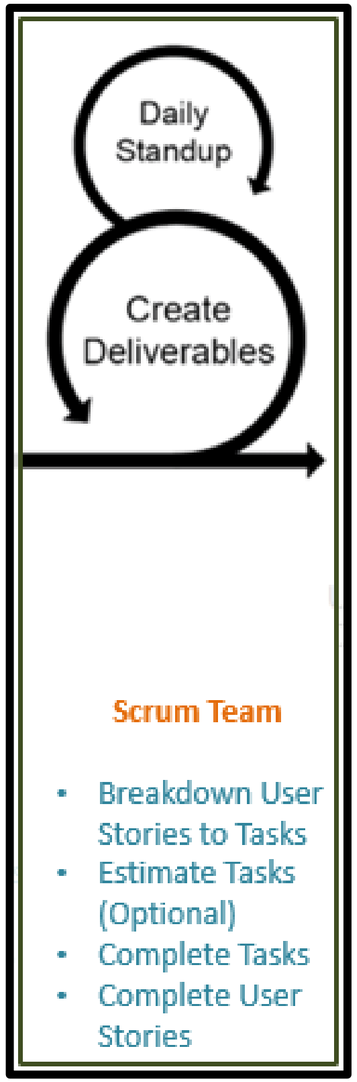

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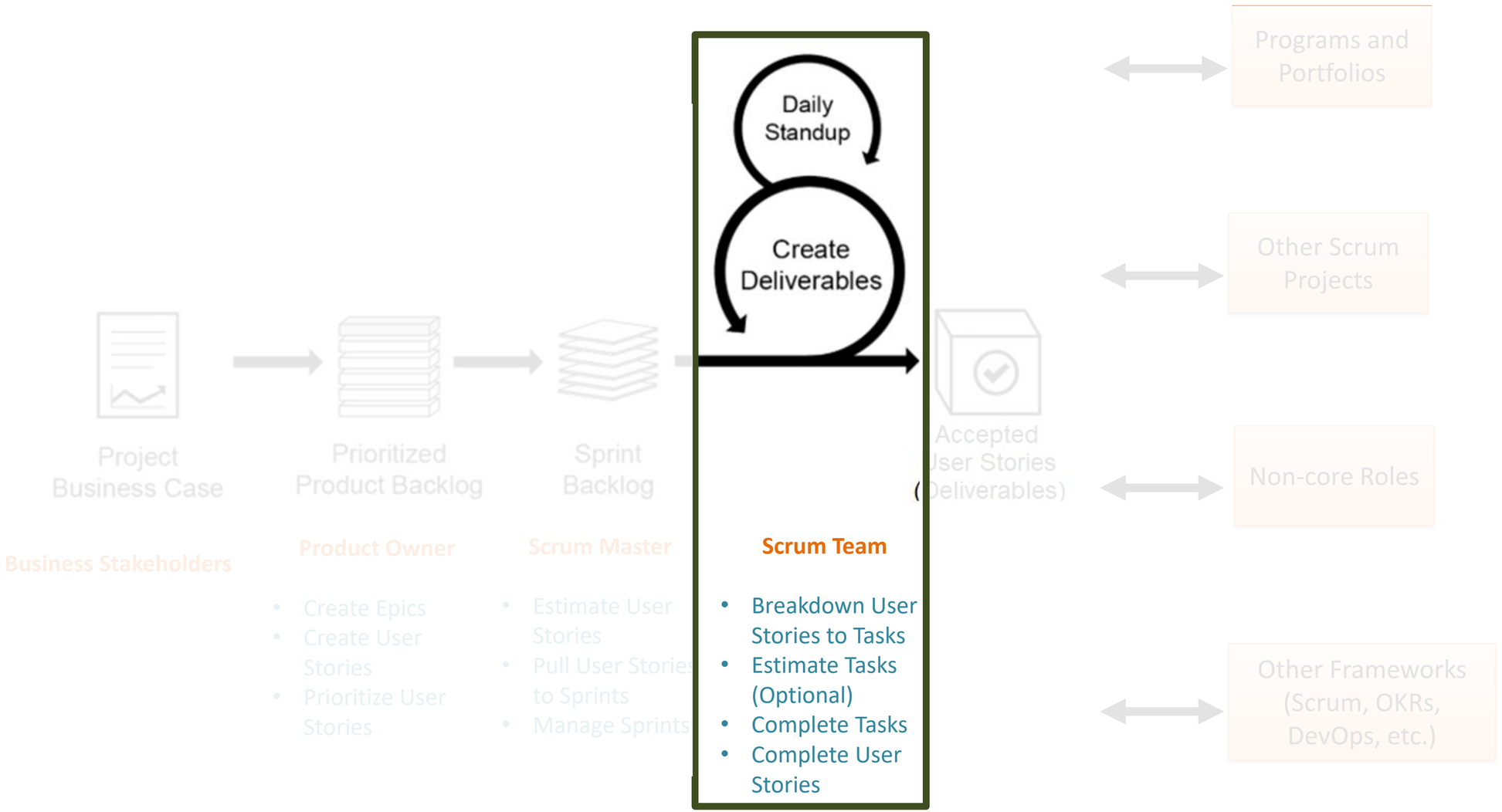

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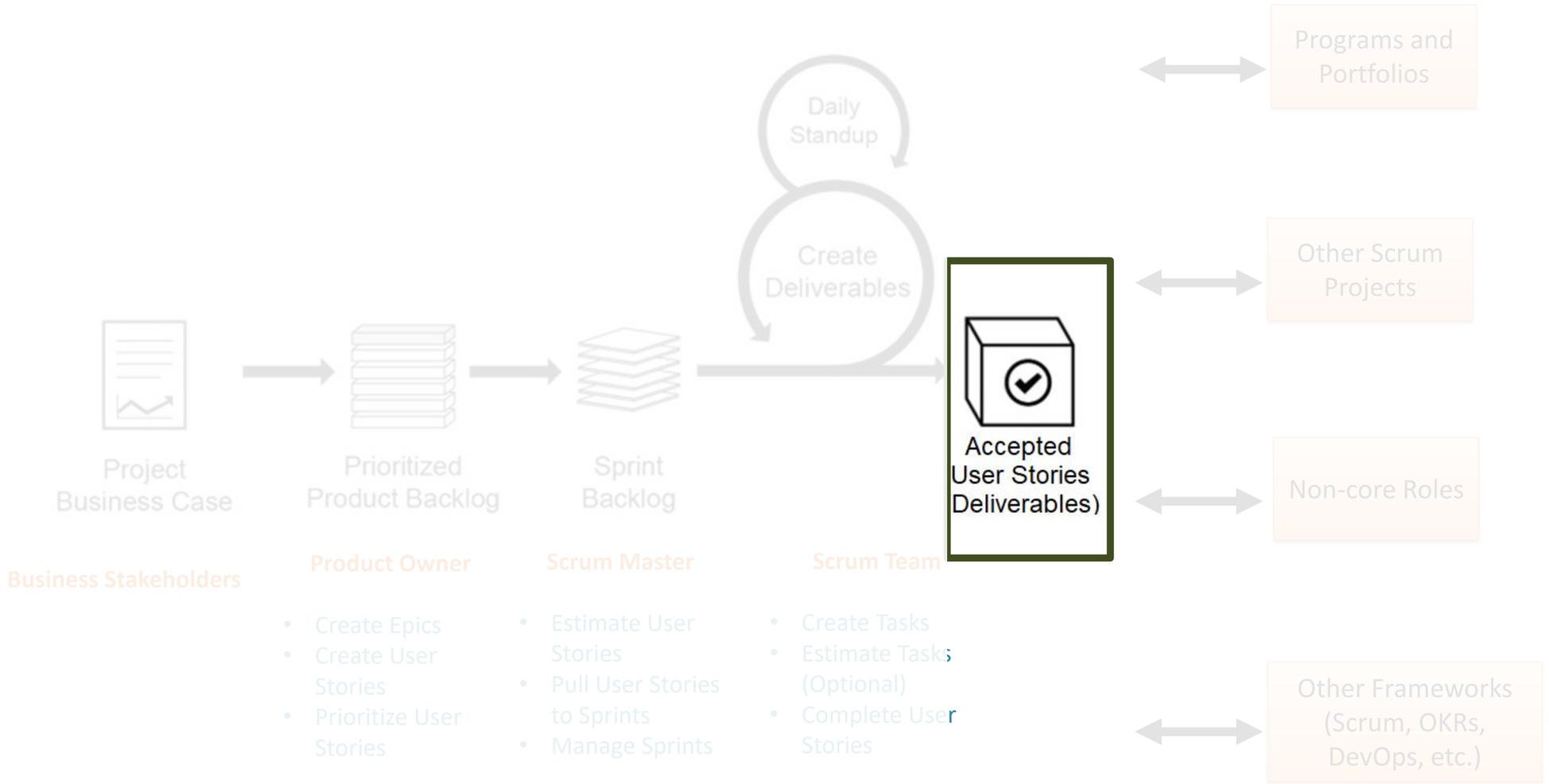

2.b Overview of Scrum Framework

User Stories Acceptance Process

User Stories are completed by Scrum Team Members.

Completed User Stories may be optionally reviewed by the Scrum Master.

Completed User Stories are then sent to Product Owner for Approval.

Product Owner checks each User Story against their "Acceptance Criteria" and "Definition of Done."

Product Owner Accepts or Rejects User Stories — Accepted User Stories are the completed deliverables of the Sprint.

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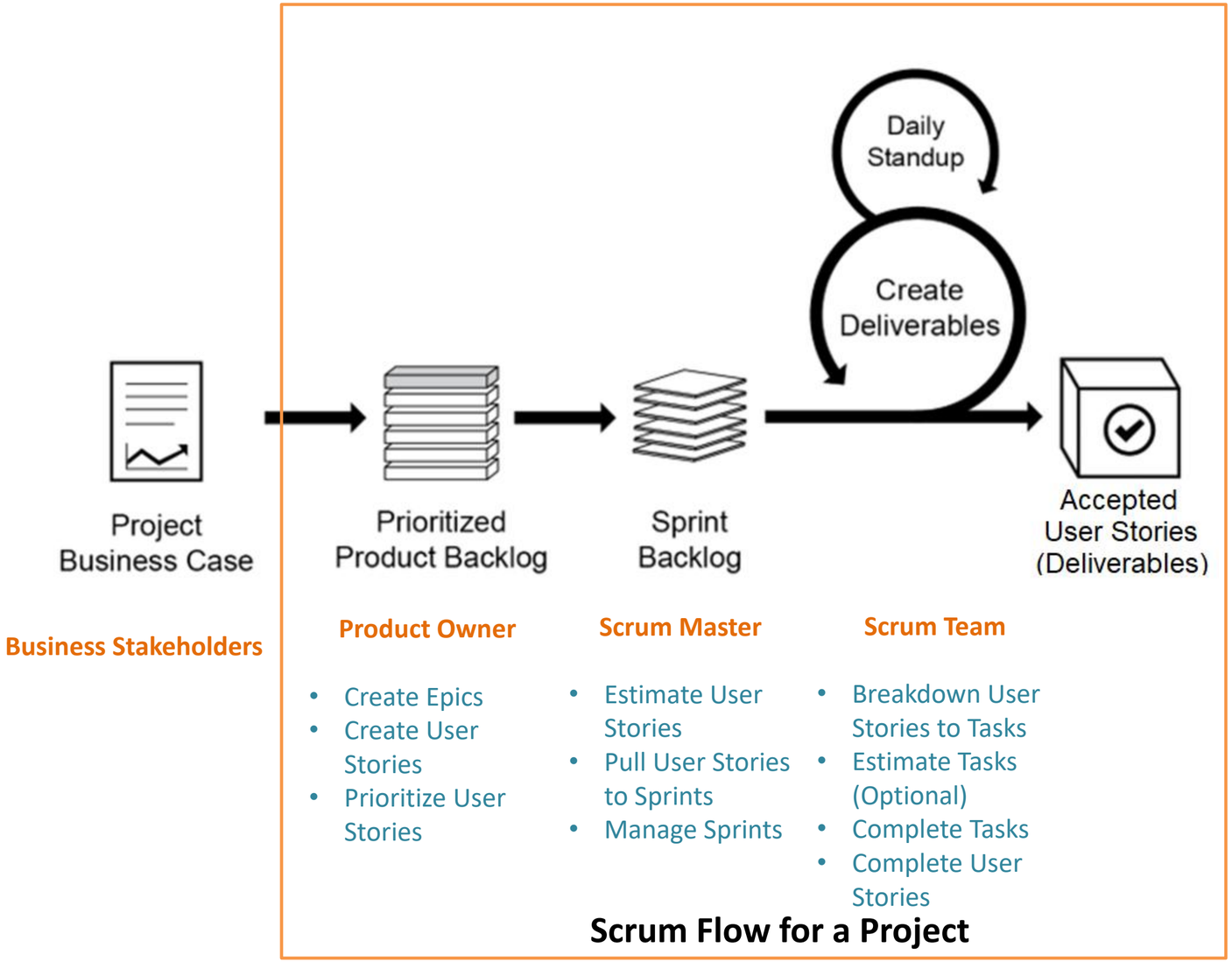
2.b Overview of Scrum Framework

- Programs and Portfolios
- Other Scrum Projects
- Non-core Roles
- Other Frameworks (Scrum, OKRs, DevOps, etc.)

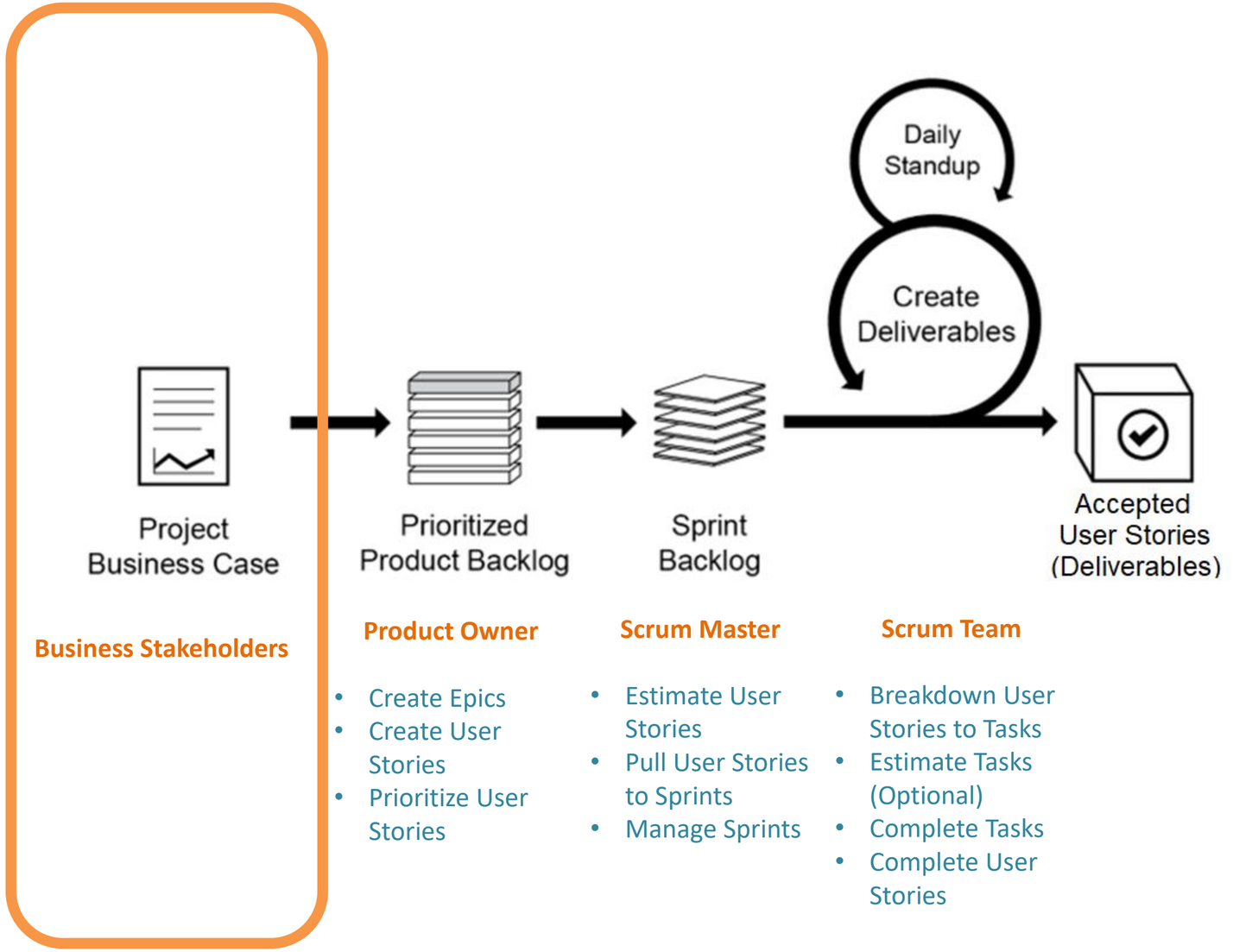
Discussed in the SBOK® Guide and covered in other advanced SCRUMstudy Certifications

2.b Overview of Scrum Framework



Scrum Flow for a Project

2.b Overview of Scrum Framework



Programs and Portfolios

Other Scrum Projects

Non-core Roles

Other Frameworks (Scrum, OKRs, DevOps, etc.)

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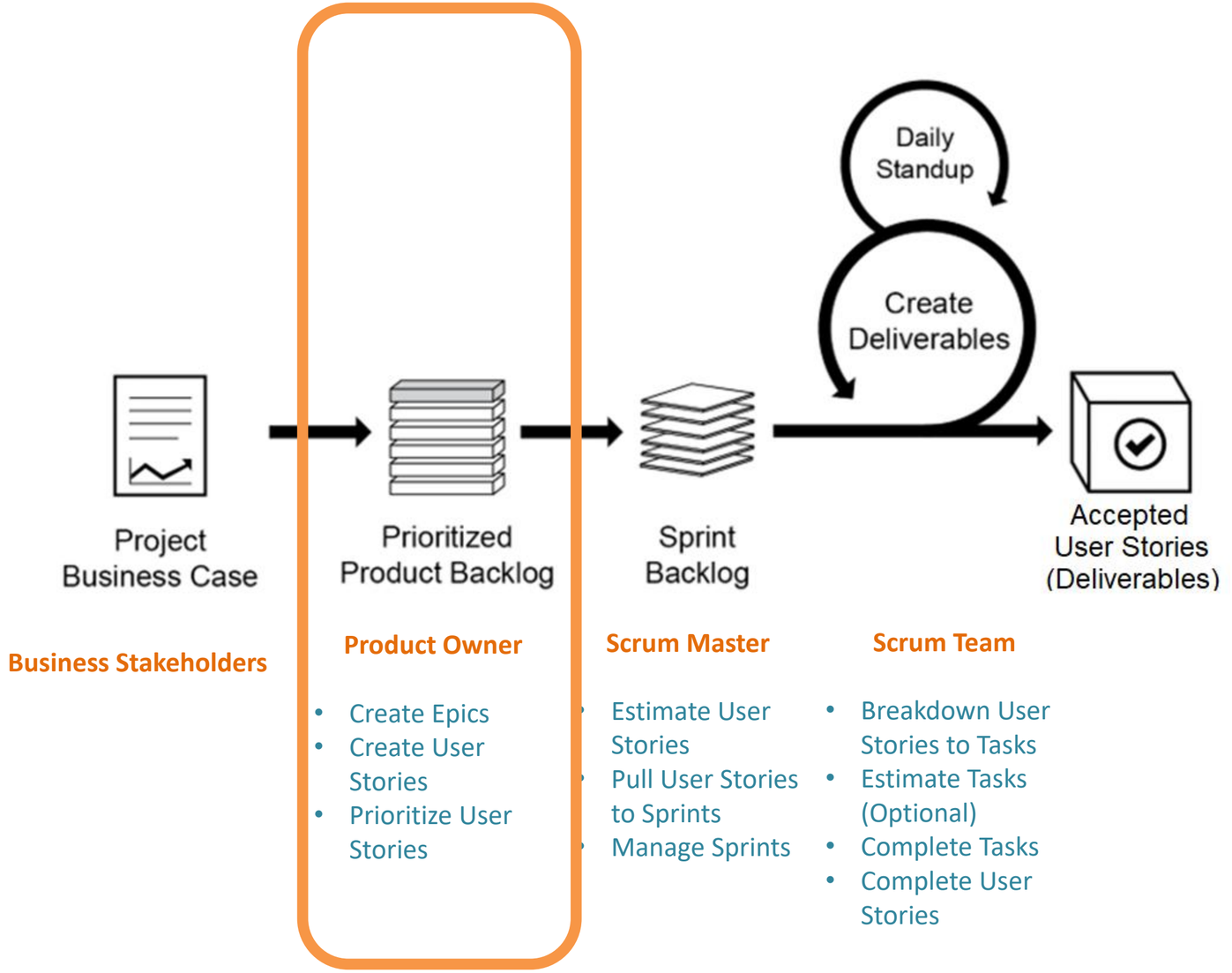

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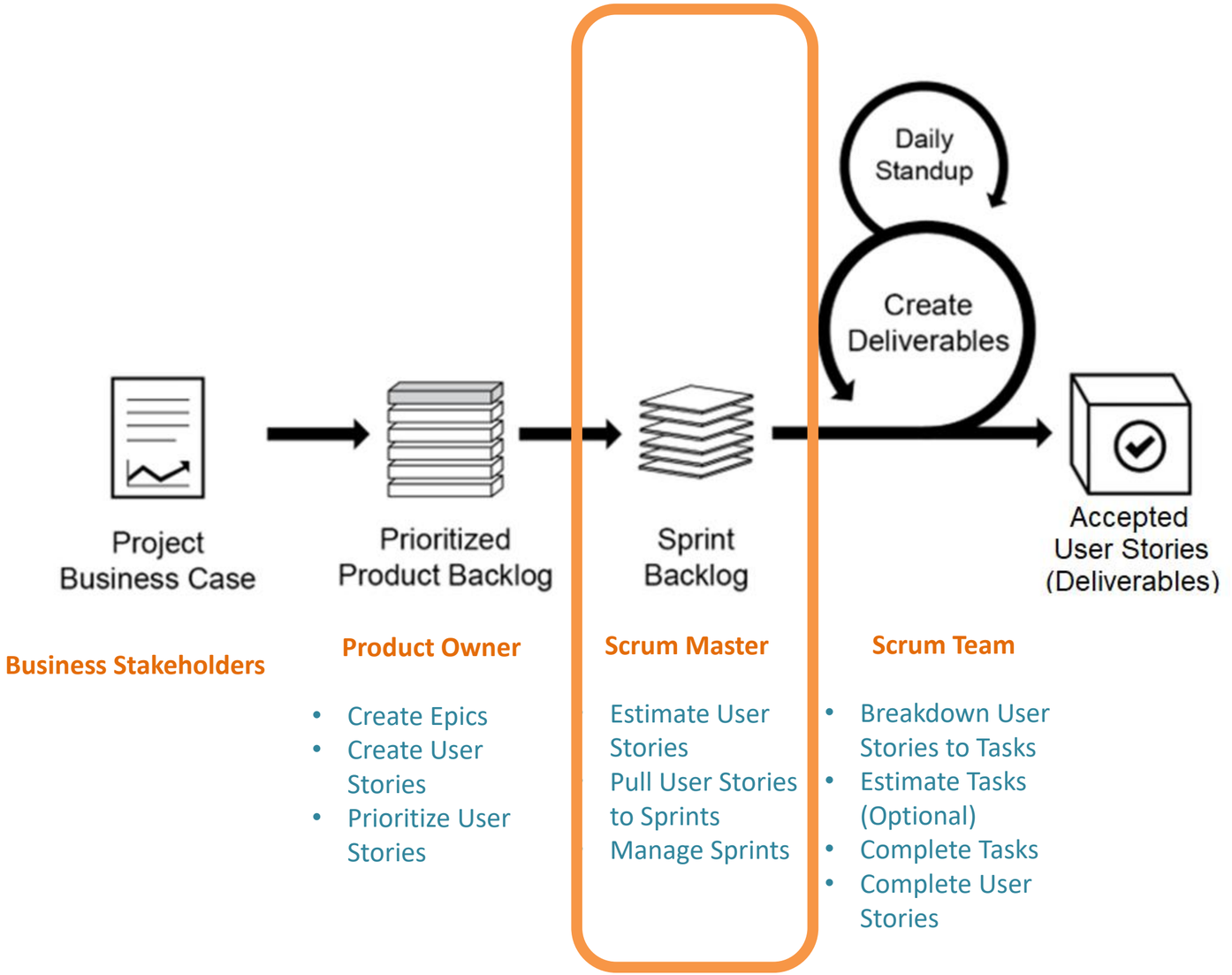

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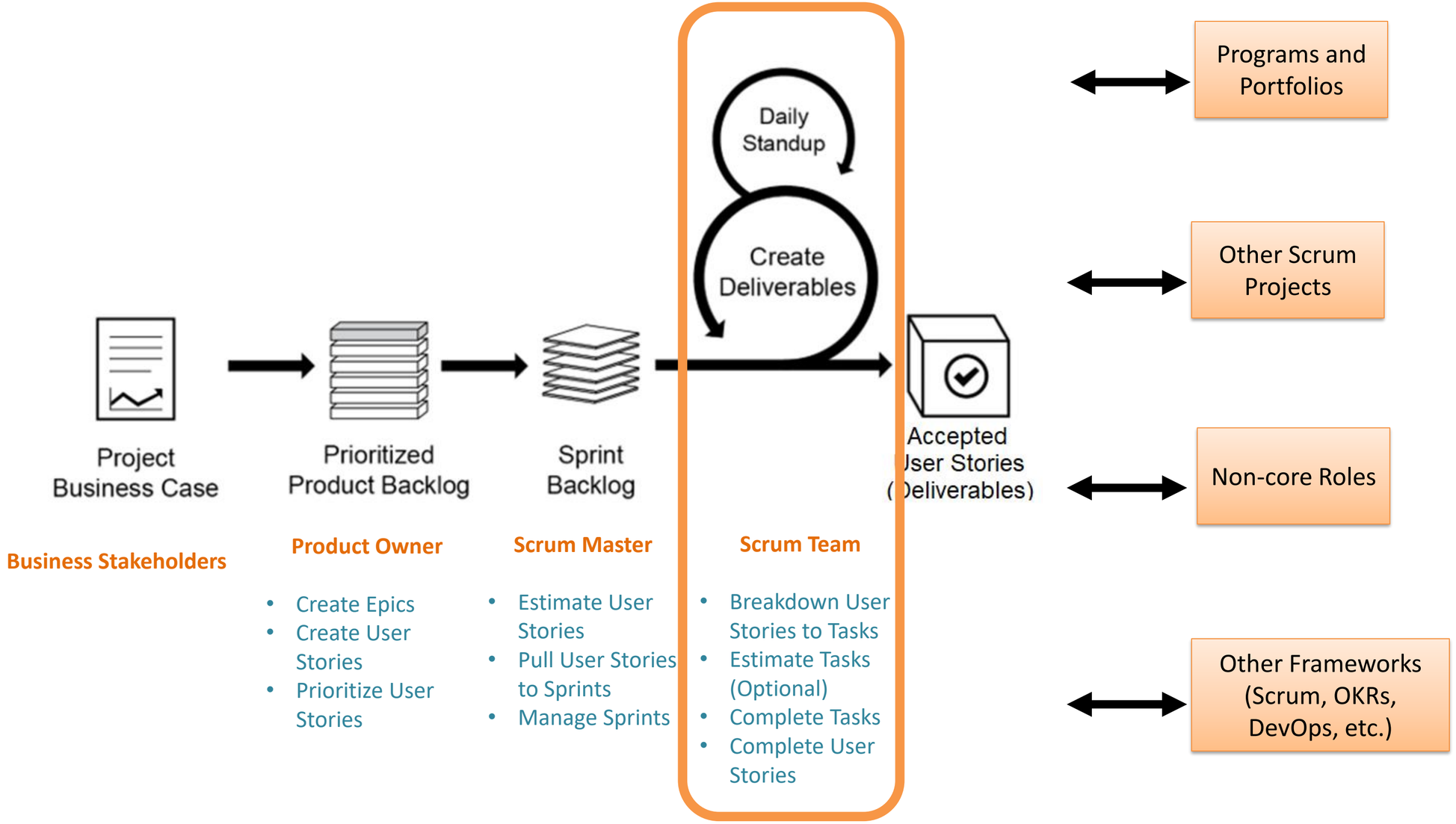

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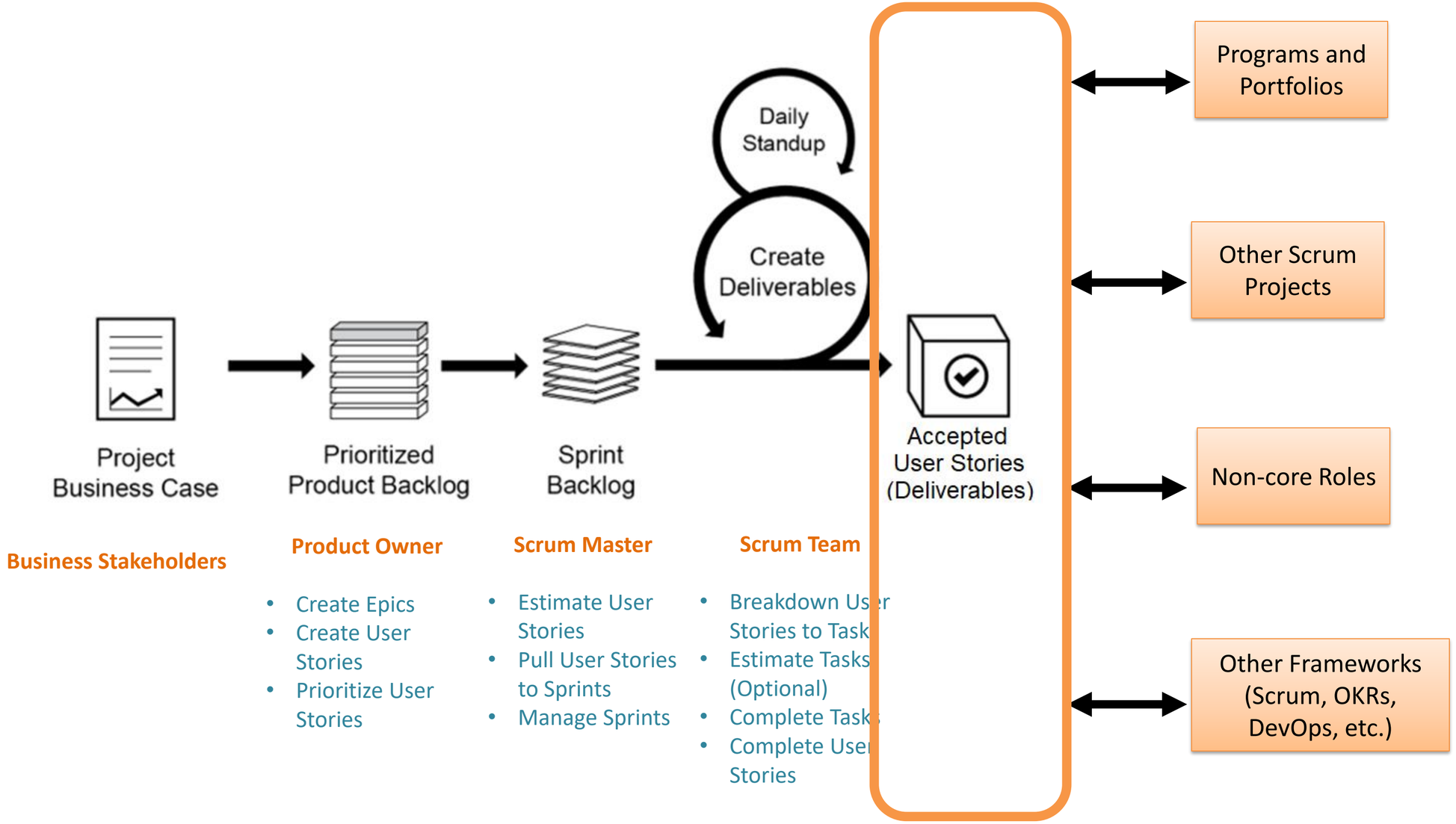

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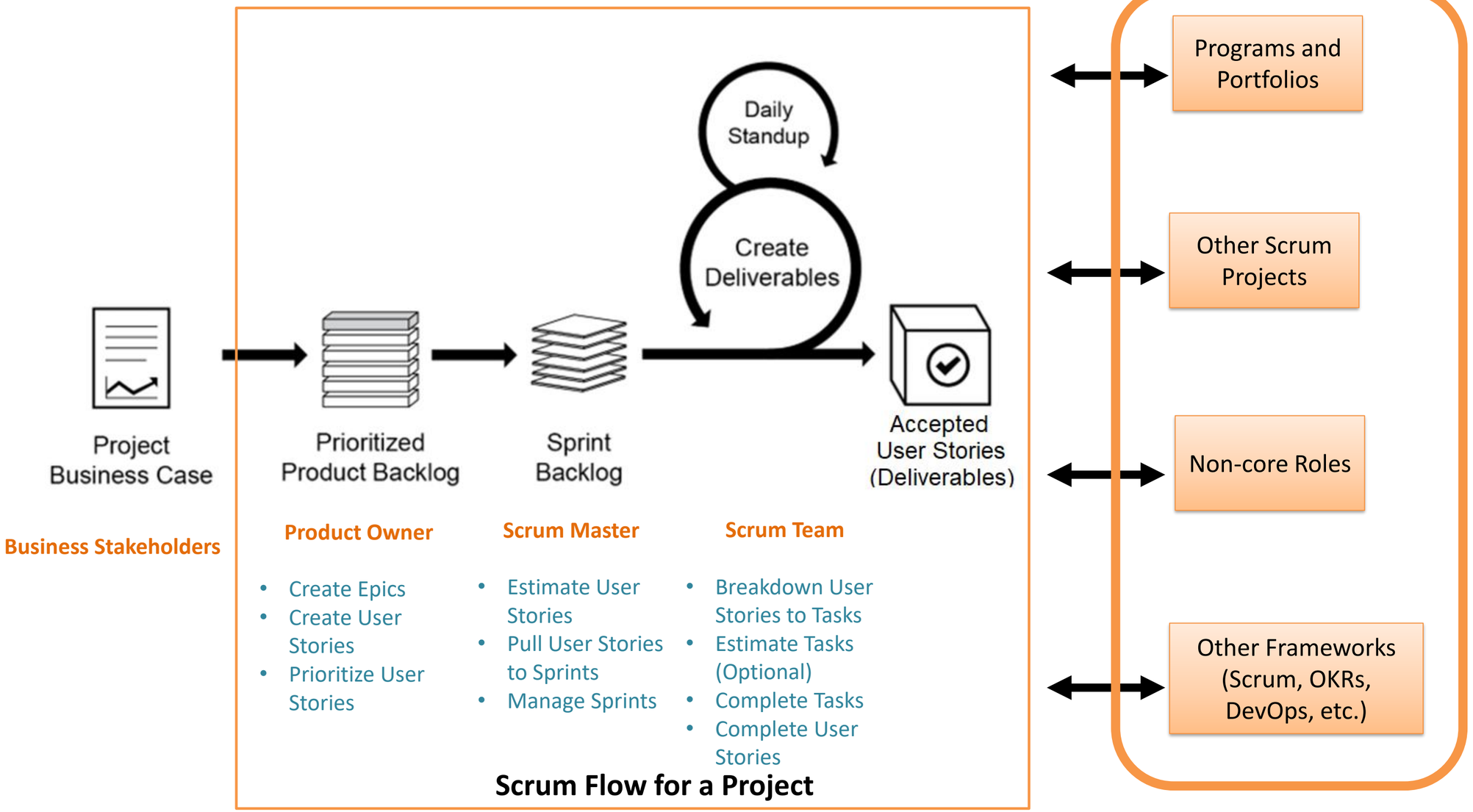

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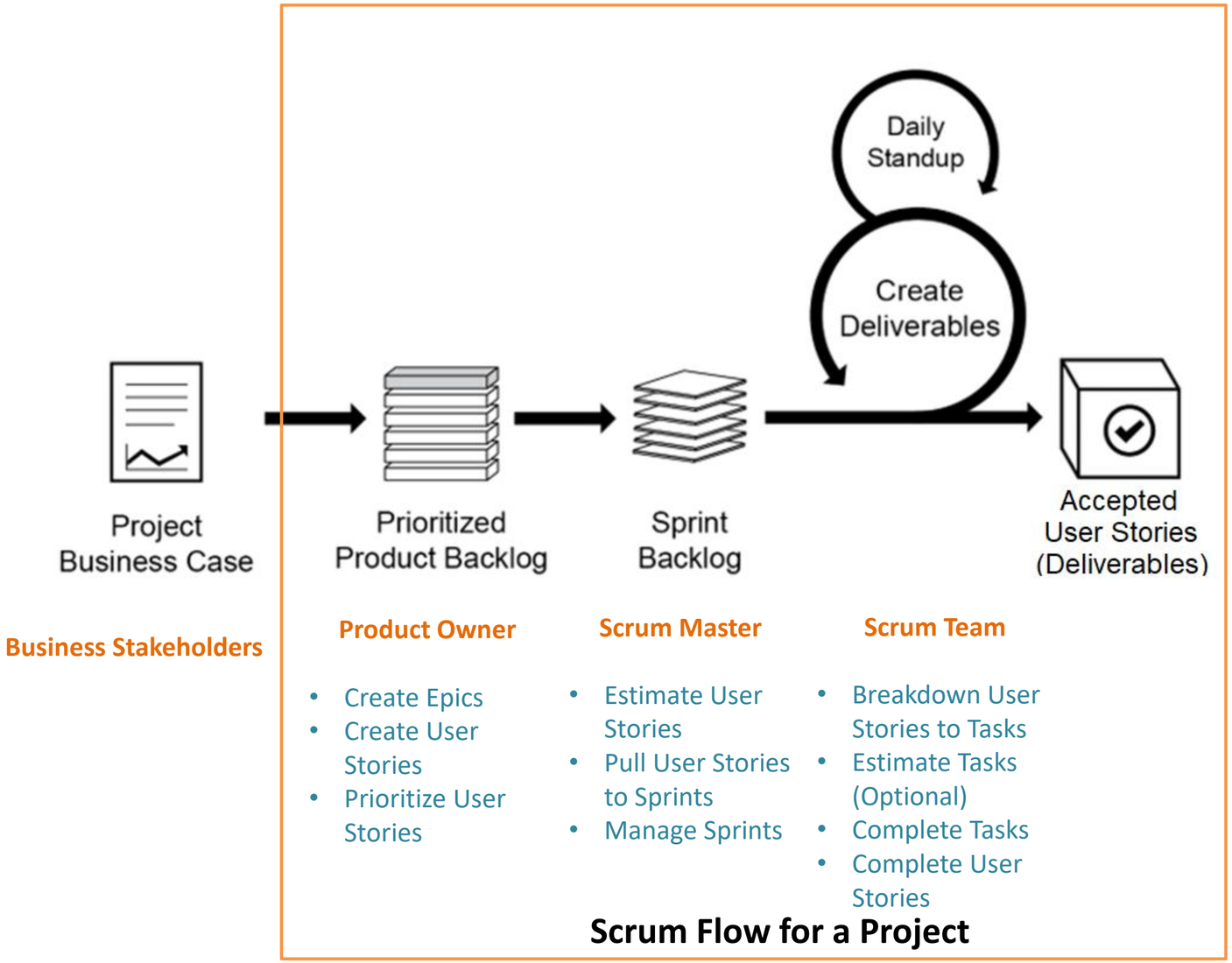

Scrum Flow for a Project

2.b Important Roles in Scrum

Additional Reference and Further study:

- SBOK® Guide (Pages 136 – 273)
  - Chapter 8: Initiate;
  - Chapter 9: Plan and Estimate;
  - Chapter 10: Implement;
  - Chapter 11: Review and Retrospect;
  - Chapter 12: Release

- Advanced Scrumstudy Certifications such as SDC®, SMC®, SPOC®, SAMC™, etc.

2.b Benefits of Scrum?

- **Increases ROI of projects** – delivers value early and frequently.
- **Adaptability** – responds effectively to changing requirements.
- **Transparency** – clear visibility of project progress for all stakeholders.
- **Continuous feedback** – ensures alignment with customer expectations.
- **Continuous improvement** – regular retrospectives enhance processes.
- **Faster problem resolution** – impediments identified and removed quickly.
- **High customer satisfaction** – deliverables meet business value and quality goals.

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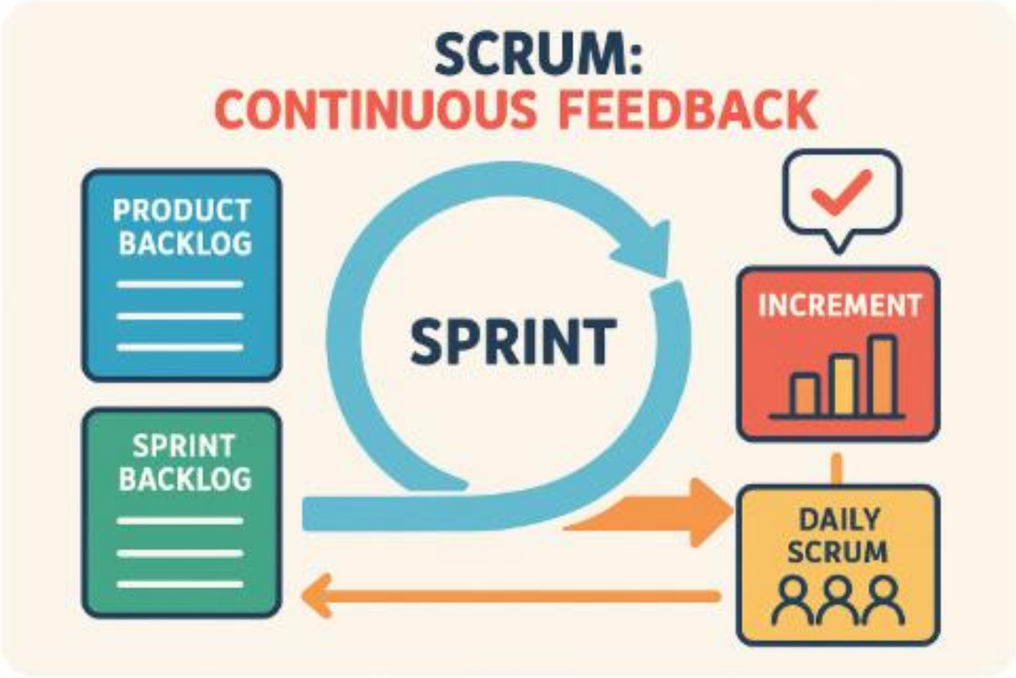

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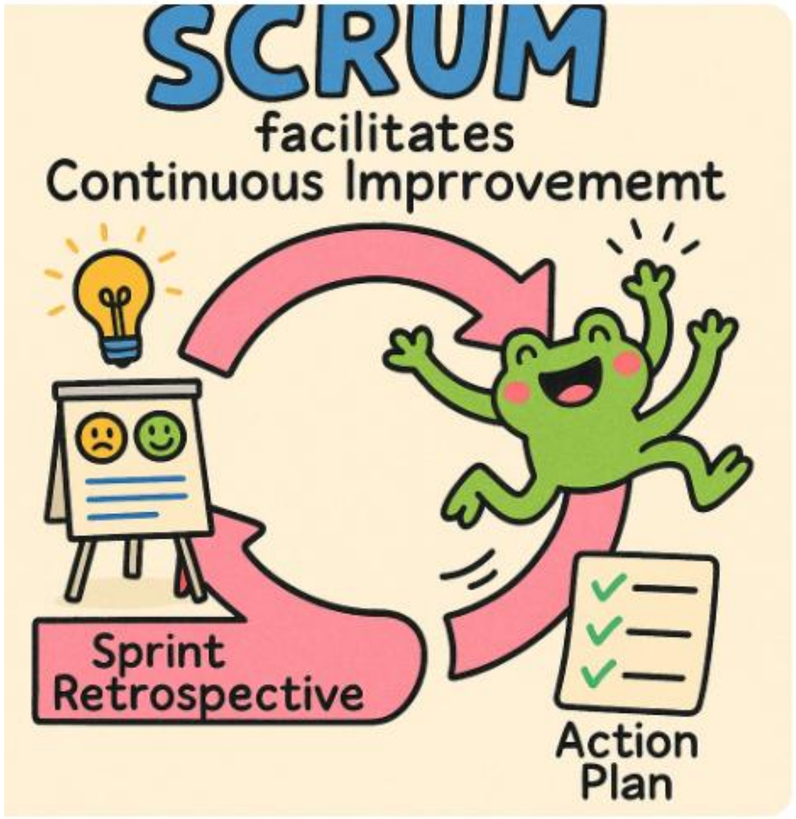

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2.b Benefits of Scrum?

Over the past 25 years, Scrum adoption has followed an S-curve: from early experimental roots (mid-90s), through gradual growth, to rapid expansion—especially in the last few years—making it one of the most widely used Agile methodologies today.

Scrum Adoption by Year

Year	% of Organizations Using Scrum
2021	58%
2024	87%

81% of agile teams report using some version of Scrum, including hybrids like Scrumban

10-minute Break

1. Webinar Format and Prerequisites
2. Understanding Scrum Concepts
   a. Brief History of Scrum
   b. Scrum Overview and Why use Scrum? ✅

10-minute Break

Optional – Please review Pages 35-140 about "Scrum Overview and Why Use Scrum" in the Webinar Reference Document

After the break – 10 question Quiz about Scrum Overview and Why use Scrum?

2.b Overview of Scrum and why Use Scrum? (Ques 1 of 10)

Question:

Which of the following best describes the primary role of a **Product Owner** in Scrum?

A) Manages and prioritizes the Product Backlog to maximize value each Sprint.

B) Makes coffee for the Scrum Team every morning.

C) Writes code and fixes software bugs full-time.

D) Approves company budgets and employee salaries.

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.b Overview of Scrum and why Use Scrum? (Ans 1 of 10)

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Which of the following best describes the primary role of a **Product Owner** in Scrum?

A) Manages and prioritizes the Product Backlog to maximize value each Sprint.

B) Makes coffee for the Scrum Team every morning. ☕

C) Writes code and fixes software bugs full-time.

D) Approves company budgets and employee salaries.

Correct Answer: A

Justification:

- The **Product Owner** is responsible for **managing and prioritizing the Product Backlog** (list of desired product features and requirements), **representing customer needs to the Scrum Team**, ensuring the team delivers **maximum value each Sprint**, and **accepting or rejecting completed User Stories**.
- Options **B, C, and D** are clearly wrong — and in the case of B, it's just funny (though a coffee-loving team might appreciate it).

2.b Overview of Scrum and why Use Scrum? (Ques 2 of 10)

Question:

Which of the following is a key responsibility of a **Scrum Master**?

A) Facilitates Scrum events and helps the team coordinate effectively.

B) Decides which features go into the Product Backlog.

C) Designs user interfaces and writes production code.

D) Approves employee leave requests.

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.b Overview of Scrum and why Use Scrum? (Ans 2 of 10)

Question:

Which of the following is a key responsibility of a **Scrum Master**?

A) Facilitates Scrum events and helps the team coordinate effectively.

B) Decides which features go into the Product Backlog.

C) Designs user interfaces and writes production code.

D) Approves employee leave requests.

Correct Answer: A

Justification:

- The **Scrum Master** ensures that **Scrum events are conducted effectively** and that the team works in a coordinated manner, helping remove obstacles to progress.
- Option **B** is a **Product Owner** responsibility.
- Option **C** is usually handled by the **Development Team**.
- Option **D** is unrelated to Scrum roles.

2.b Overview of Scrum and why Use Scrum? (Ques 3 of 10)

Question:

What is the main responsibility of the **Scrum Team**?

A) Approve annual budgets for the organization.

B) Manage employee salaries and benefits.

C) Develop and deliver a usable product increment each Sprint.

D) Plan company holiday trips.

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.b Overview of Scrum and why Use Scrum? (Ans 3 of 10)

Question:

What is the main responsibility of the **Scrum Team**?

A) Approve annual budgets for the organization.

B) Manage employee salaries and benefits.

C) Develop and deliver a usable product increment each Sprint.

D) Plan company holiday trips.

Correct Answer: C

Justification:

- The **Scrum Team** is responsible for **creating and delivering a potentially shippable product increment** at the end of each Sprint.
- Options **A, B, and D** are unrelated to Scrum Team responsibilities and fall outside the scope of Scrum.

2.b Overview of Scrum and why Use Scrum? (Ques 4 of 10)

Question:

Who are considered **Business Stakeholders** in Scrum?

A) Developers, testers, and designers.

B) Managers, HR staff, and trainers.

C) Customers, users, and sponsors.

D) Product Owner, Scrum Master, and Development Team.

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.b Overview of Scrum and why Use Scrum? (Ans 4 of 10)

Question:

Who are considered **Business Stakeholders** in Scrum?

A) Developers, testers, and designers.

B) Managers, HR staff, and trainers.

C) Customers, users, and sponsors.

D) Product Owner, Scrum Master, and Development Team.

Correct Answer: C

Justification:

- **Business Stakeholders** in Scrum are **customers** (acquire the product), **users** (use the product), and **sponsors** (fund the project).
- They collaborate with the Scrum Team, with the Product Owner ensuring their engagement.
- Options **A, B, and D** list internal team roles or unrelated groups, not the official stakeholder set in Scrum.

2.b Overview of Scrum and why Use Scrum? (Ques 5 of 10)

Question:

What best describes a **User Story** in Scrum?

A) A single piece of functionality completed within a Sprint that contributes to the project's objectives.

B) A bedtime story told by the Scrum Master to the team.

C) A complete project plan covering all features for the next two years.

D) A marketing slogan used to promote the product.

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.b Overview of Scrum and why Use Scrum? (Ans 5 of 10)

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B) A bedtime story told by the Scrum Master to the team. 📖

C) A complete project plan covering all features for the next two years.

D) A marketing slogan used to promote the product.

Correct Answer: A

Justification:

- A **User Story** is a **small, deliverable piece of functionality** that can be finished within one Sprint and directly helps achieve the project's objectives.
- Option **B** is intentionally humorous, **C** is too large in scope for Scrum, and **D** is unrelated to development.

2.b Overview of Scrum and why Use Scrum? (Ques 6 of 10)

Question:

What is a **Prioritized Product Backlog** in Scrum?

A) A daily checklist of tasks completed by the Scrum Master.

B) A prioritized list of all Epics and User Stories in a project.

C) A record of defects found during product testing.

D) A list of team members and their assigned roles.

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.b Overview of Scrum and why Use Scrum? (Ans 6 of 10)

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What is a **Prioritized Product Backlog** in Scrum?

A) A daily checklist of tasks completed by the Scrum Master.
B) A prioritized list of all Epics and User Stories in a project.
C) A record of defects found during product testing.
D) A list of team members and their assigned roles.

Correct Answer: B

Justification:

- The **Prioritized Product Backlog** is an **ordered list** containing all Epics and User Stories that define the scope of work for the project.
- Option **A** refers to Scrum Master tasks, **C** is part of defect tracking, and **D** is unrelated to backlog management.

2.b Overview of Scrum and why Use Scrum? (Ques 7 of 10)

Question:

What is a **Sprint** in Scrum?

A) A time-boxed iteration (usually 2–4 weeks) where the Scrum Team creates User Stories and Deliverables.

B) A race between Scrum Team members to the office.

C) A monthly company meeting to discuss finances.

D) A random brainstorming session with no set time limit.

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.b Overview of Scrum and why Use Scrum? (Ans 7 of 10)

Question:

What is a **Sprint** in Scrum?

A) A time-boxed iteration (usually 2–4 weeks) where the Scrum Team creates User Stories and Deliverables.

B) A race between Scrum Team members to the office.

C) A monthly company meeting to discuss finances.

D) A random brainstorming session with no set time limit.

Correct Answer: A

Justification:

- A **Sprint** is a **fixed-length iteration** in Scrum (commonly 2–4 weeks) where the Scrum Team works on planned **User Stories** and produces agreed **Deliverables**.
- Option **B** is humorous, **C** and **D** are unrelated to Scrum's formal Sprint process.

2.b Overview of Scrum and why Use Scrum? (Ques 8 of 10)

SCRUMstudy

Question:

What is the purpose of a **Daily Standup** in Scrum?

A) To review the Product Backlog with stakeholders.

B) To inspect progress and plan the next 24 hours.

C) To deliver the final product increment to the customer.

D) To evaluate team performance for annual reviews.

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.b Overview of Scrum and why Use Scrum? (Ans 8 of 10)

Question:

What is the purpose of a **Daily Standup** in Scrum?

A) To review the Product Backlog with stakeholders.

B) To inspect progress and plan the next 24 hours.

C) To deliver the final product increment to the customer.

D) To evaluate team performance for annual reviews.

Correct Answer: B

Justification:

- The **Daily Standup** is a **15-minute daily meeting** where the Development Team inspects progress toward the Sprint Goal and plans the next 24 hours.
- Options **A, C, and D** describe other activities outside the scope of the Daily Standup.

2.b Overview of Scrum and why Use Scrum? (Ques 9 of 10)

SCRUMstudy

Question:

Who has the final authority to accept or reject a completed **User Story** in Scrum?

A) Scrum Master

B) Development Team Lead

C) Product Owner

D) Stakeholder Representative

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.b Overview of Scrum and why Use Scrum? (Ans 9 of 10)

Question:

Who has the final authority to accept or reject a completed **User Story** in Scrum?

A) Scrum Master

B) Development Team Lead

C) Product Owner

D) Stakeholder Representative

Correct Answer: C

Justification:

- The **Product Owner** reviews completed User Stories against the **Acceptance Criteria** and **Definition of Done**, then decides to **accept or reject** them.
- The Scrum Master may review work, but final acceptance is always the Product Owner's responsibility.

2.b Overview of Scrum and why Use Scrum? (Ques 10 of 10)

SCRUMstudy

Question:

Which sequence correctly represents the **User Stories Acceptance Process** in Scrum?

A) Product Owner reviews → Scrum Team completes → Scrum Master approves → Stakeholders validate.

B) Scrum Master reviews → Product Owner creates → Development Team completes → Stakeholders approve.

C) Scrum Team completes → (Optional) Scrum Master review → Product Owner checks against Acceptance Criteria & Definition of Done → Product Owner accepts/rejects.

D) Development Team drafts → Stakeholders approve → Scrum Master delivers → Product Owner validates.

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.b Overview of Scrum and why Use Scrum? (Ans 10 of 10)

Question:

Which sequence correctly represents the **User Stories Acceptance Process** in Scrum?

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C) Scrum Team completes → (Optional) Scrum Master review → Product Owner checks against Acceptance Criteria & Definition of Done → Product Owner accepts/rejects.
D) Development Team drafts → Stakeholders approve → Scrum Master delivers → Product Owner validates.

Correct Answer: C

Justification:

- The correct process is:
  1. **Scrum Team completes** the User Story.
  2. **Optional review** by the Scrum Master.
  3. **Product Owner checks** against the **Acceptance Criteria** and **Definition of Done**.
  4. **Product Owner accepts or rejects** the User Story.
- Other options are incorrect because they mix up responsibilities or insert steps not part of Scrum's formal acceptance process.

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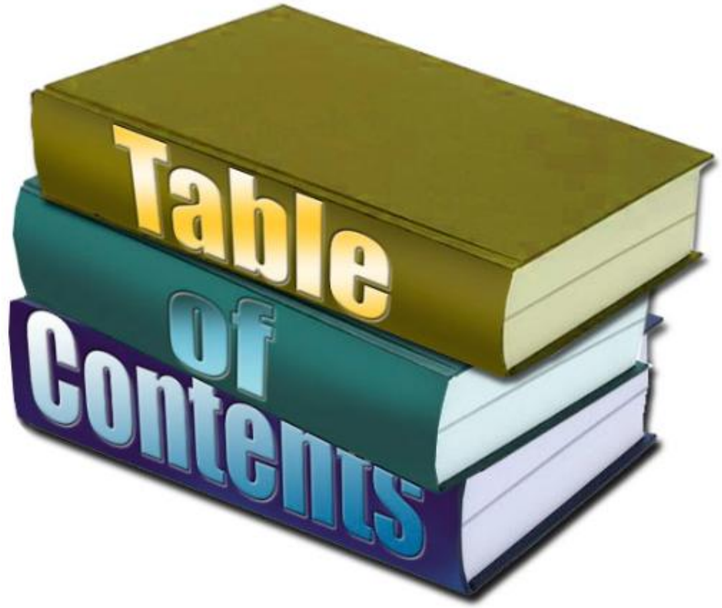

2.c Why use the SBOK® Guide?

SCRUMstudy

Practical, Contemporary and Supports AI

	Other Scrum Books	SBOK® Guide
1.	Overly theoretical, lengthy and lack practical examples	Practical and relevant
2.	No mention of contemporary topics such as AI, or Scrum Tools	Includes Contemporary concepts and AI
3.	No practical use with any tool	Practical implementation with Vabro.ai – a leading AI-powered SaaS Scrum Tool
4.	Very rudimentary (fewer than 20 pages), or extremely lengthy and non-relevant	Very comprehensive but follows the 80-20 rule; detailed Role Guide to focus on what you need to learn for your specific role
5.	No alignment with other frameworks	Aligns with other Frameworks including Scrum, OKRs, DevOps, etc.

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Easily organized and Fun to Read!

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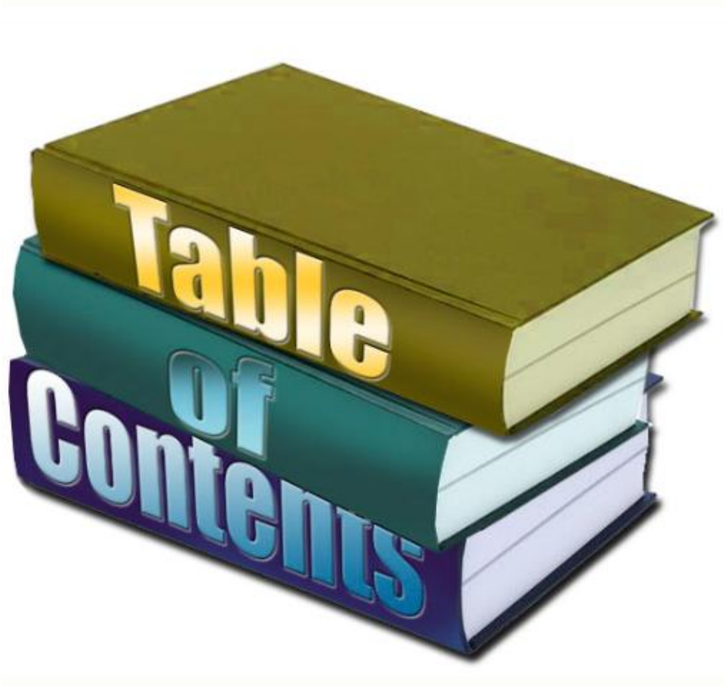
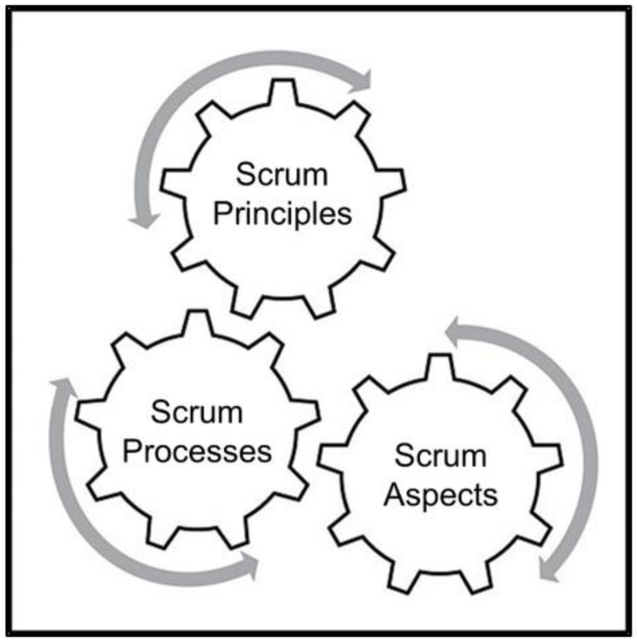


2.d Scrum Framework – Principles, Aspects and Processes

- ***Principles*** covered in chapter 2, form the foundation on which Scrum is based

- ***Aspects*** covered in chapters 3 through 7, describe the important considerations for all Scrum projects—Organization, Business Justification, Quality, Change, and Risk.

- ***Processes*** covered in chapters 8 through 12, walk you through all the key steps of the Scrum process, showing what's needed and how it all fits together.



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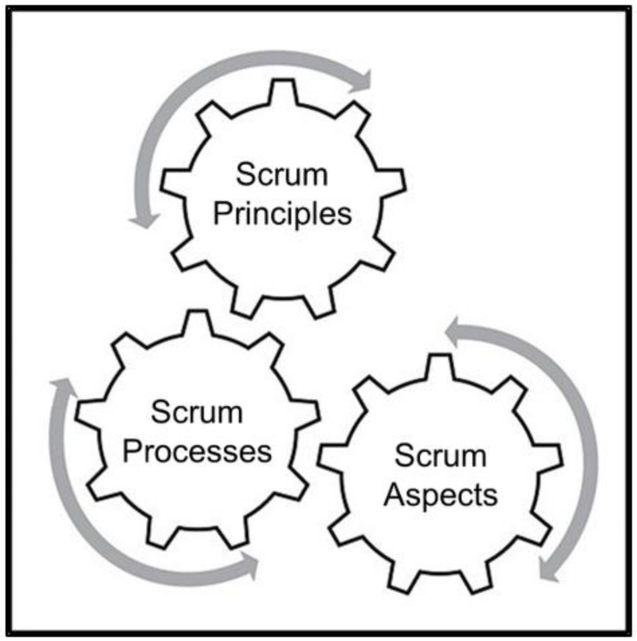

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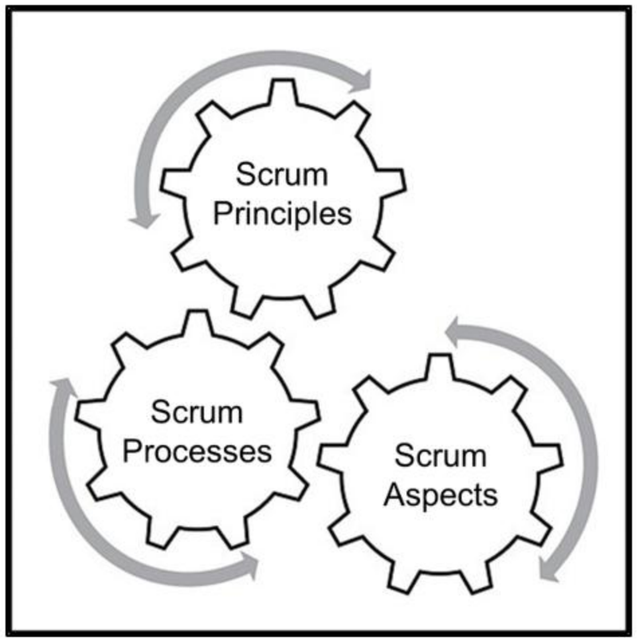

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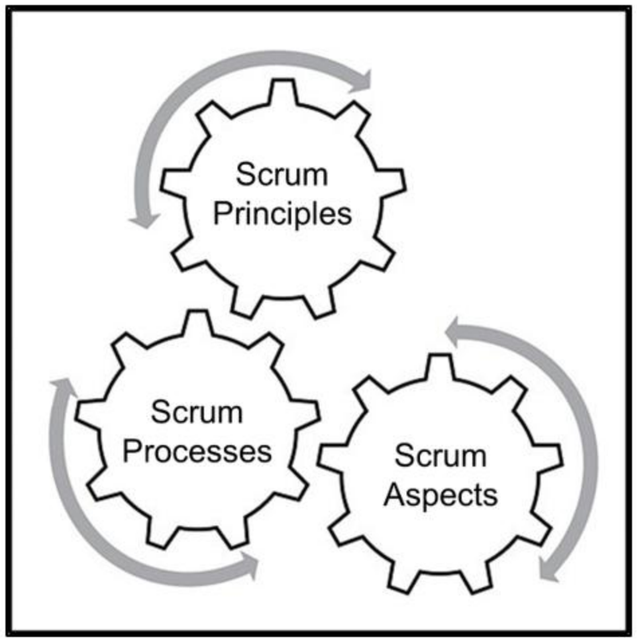

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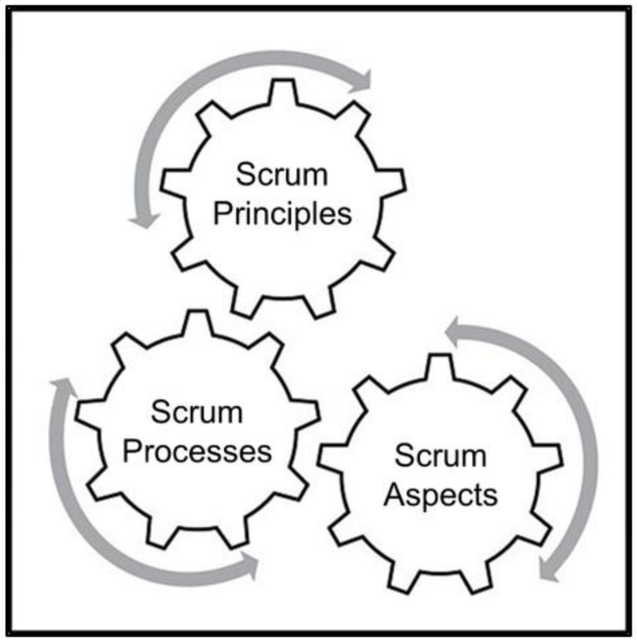


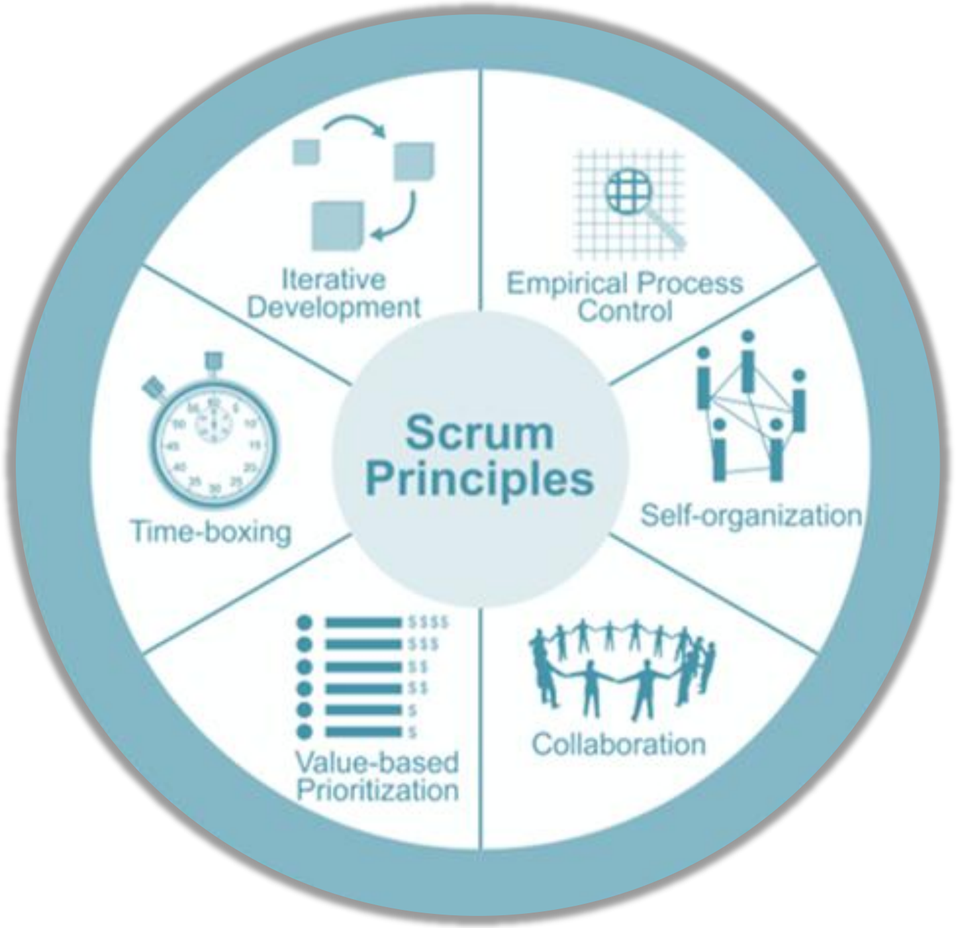
Principles, Aspects, and Processes interact with each other

Principles are non-negotiable, Aspects and Processes can be modified as per project needs

2.d Scrum Principles

- Core guidelines for applying the Scrum framework
- Should mandatorily be used in all Scrum projects
- Non-negotiable and should be kept intact

2.d Scrum Principles

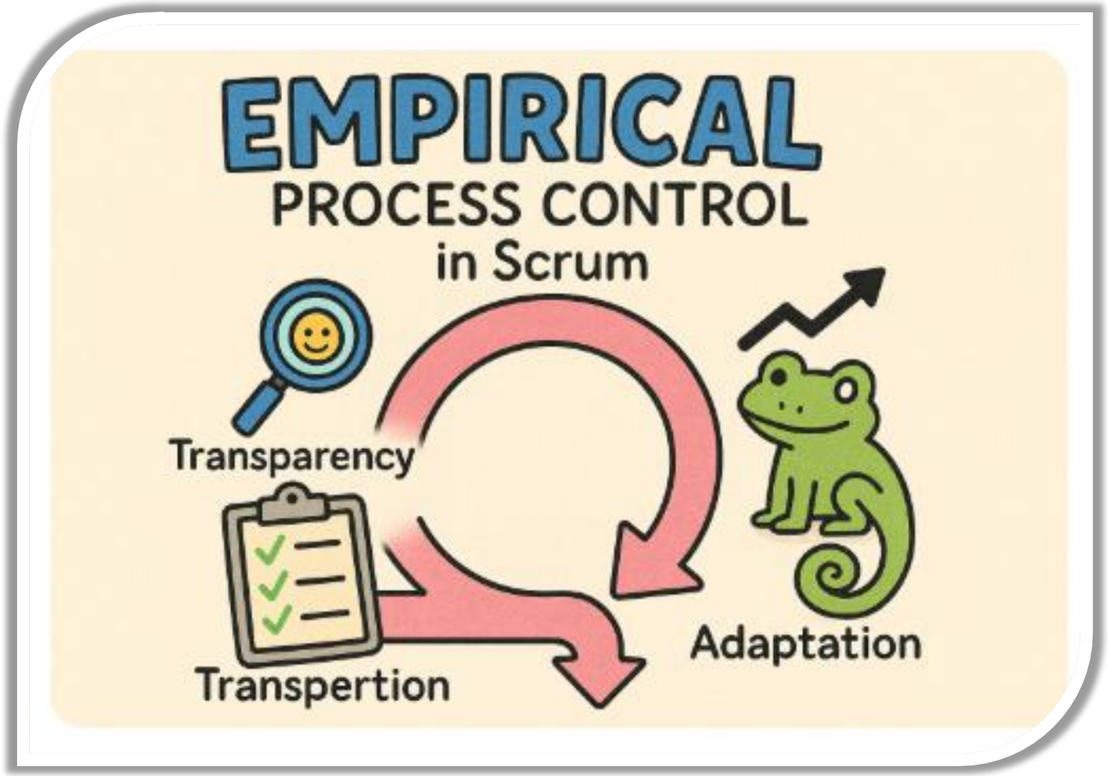


Understanding the basics of Scrum Principles is sufficient for this webinar.

2.d Scrum Principles

Empirical Process Control

- Emphasizes transparency, inspection, and adaptation.
- Decisions are based on observation and experience rather than speculation.



2.d Scrum Principles

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Self-organization

- Teams are empowered to organize their own work, fostering creativity, ownership, and motivation.

2.d Scrum Principles

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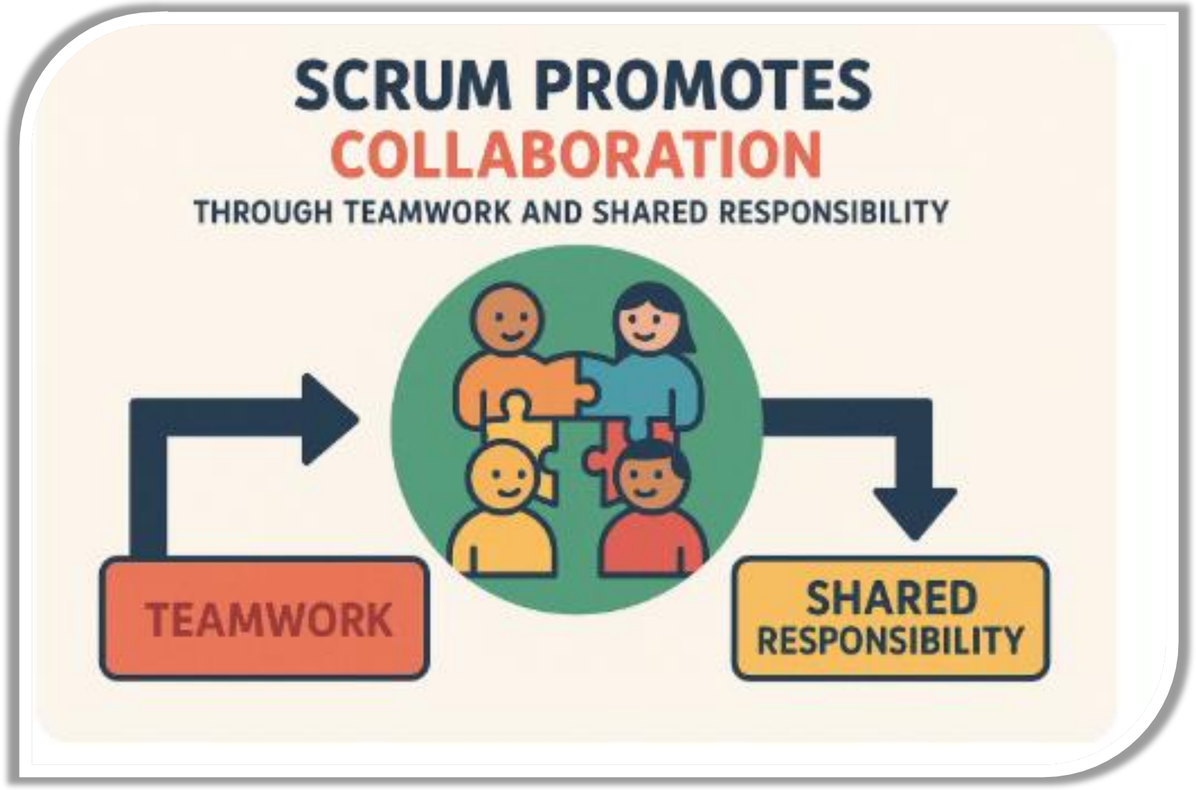
Collaboration

- Scrum promotes teamwork and shared responsibility, ensuring alignment toward common goals.



2.d Scrum Principles

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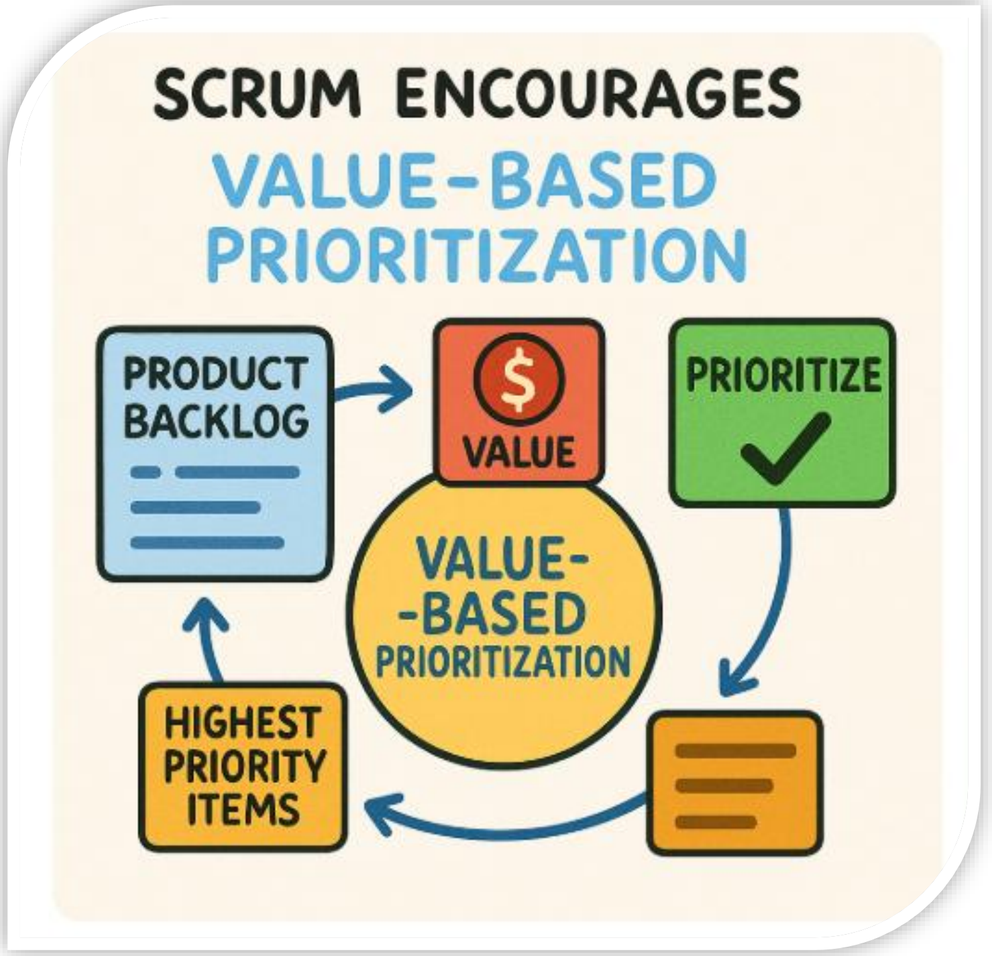
Value-based Prioritization

- Work is prioritized based on delivering the highest value to the customer first.



2.d Scrum Principles

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Time-boxing

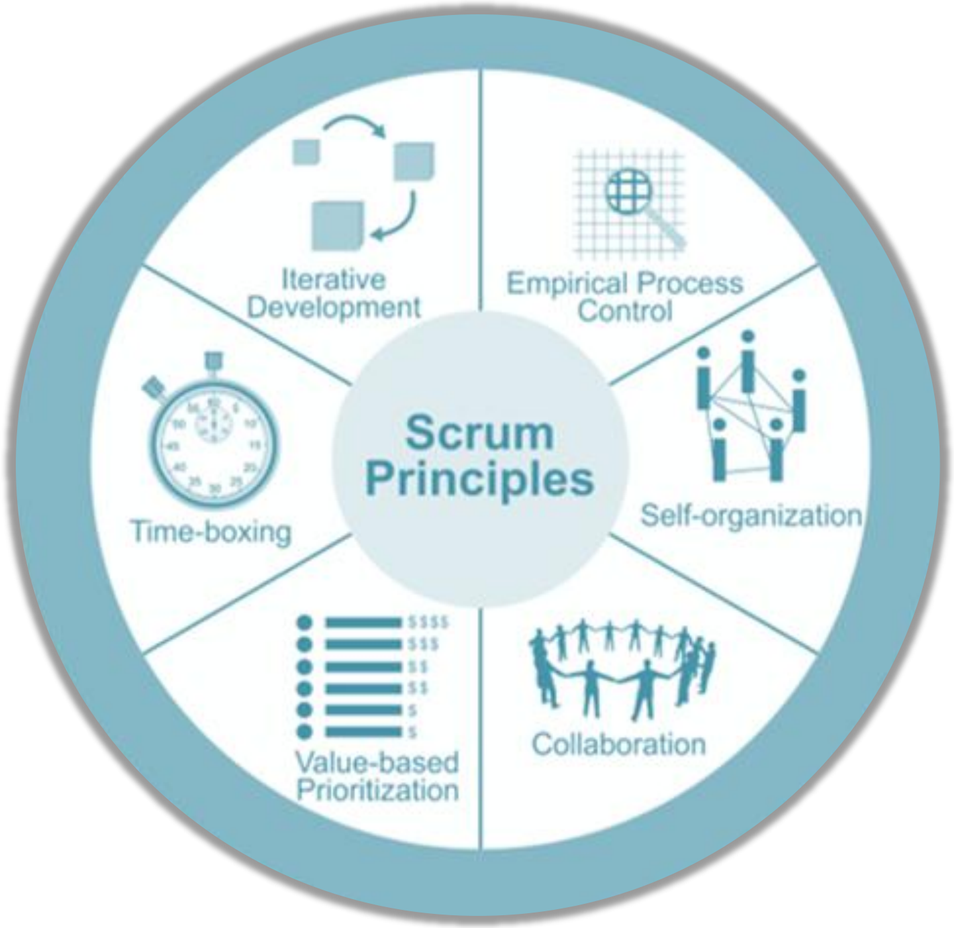
- Each Scrum event, such as sprints or meetings, has fixed time limits to improve focus and efficiency.

2.d Scrum Principles

Iterative Development

- The product is developed in repeated cycles, allowing continuous improvement and adaptation to feedback.

2.d Scrum Principles - Review



Core guidelines for applying the Scrum framework and should mandatorily be used in all Scrum projects

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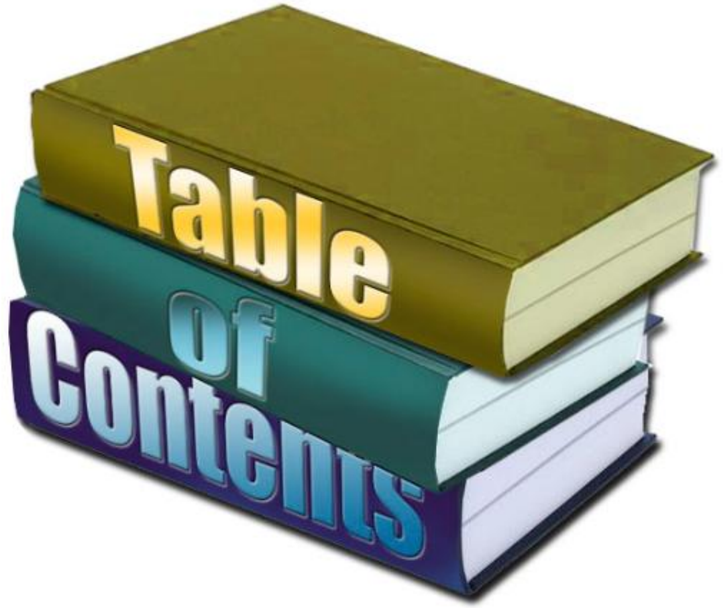
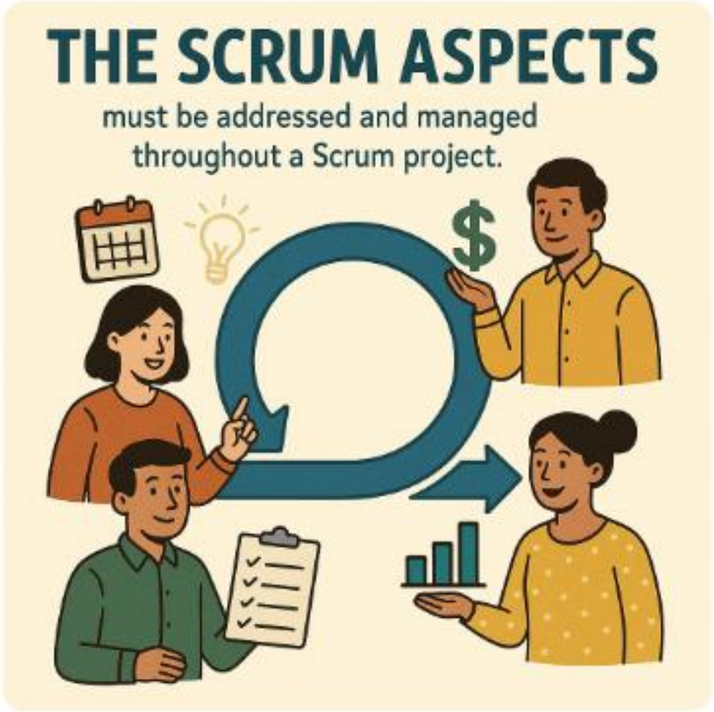


2.e Scrum Aspects

Understanding the basics of Scrum Aspects is sufficient for this webinar.

2.e Scrum Aspects

- The Scrum aspects must be addressed and managed throughout a Scrum project.
- May be modified and fine-tuned for specific project.



2.e Scrum Aspects - Organization

- Organization deals with how to manage all the Roles and Responsibilities in Scrum.

2.e Scrum Aspects - Organization

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Scrum Core Roles (Mandatorily Required for the project)		Scrum Non Core Roles (Not Mandatory, Interface with Scrum Core Team)
Product Owner	Defining, prioritizing, and refining Product Backiog to maximize value	Business Stakeholders
Scrum Master	Facilitates Scrum processes, removes team impediments, manages Sprint	Supporting Services
Scrum Team	Builds and delivers a potentially shippable product increment every Sprint	Vendors
		Scrum Guidance Body

2.e Scrum Aspects - Organization

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More details and advanced certifications – please refer to SBOK® Guide Chapter 3

2.e Scrum Aspects – Business Justification

- Helps key decision makers understand the business need for a change, or for a new product or service.

- Provides justification for moving forward with a project, and its viability.

- Product Owner primarily responsible for Business Justification

2.e Scrum Aspects – Business Justification

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- Adaptability allows the project's objectives and processes to change if its Business Justification changes

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More details and advanced certifications – please refer to SBOK® Guide Chapter 4

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- Quality Definition: Ability of the completed product or deliverables to meet the Acceptance Criteria and achieve the business value expected by the customer.

- Continuous improvement whereby the team learns from experience and stakeholder engagement. Prioritized Product Backlog keeps getting refined regularly.

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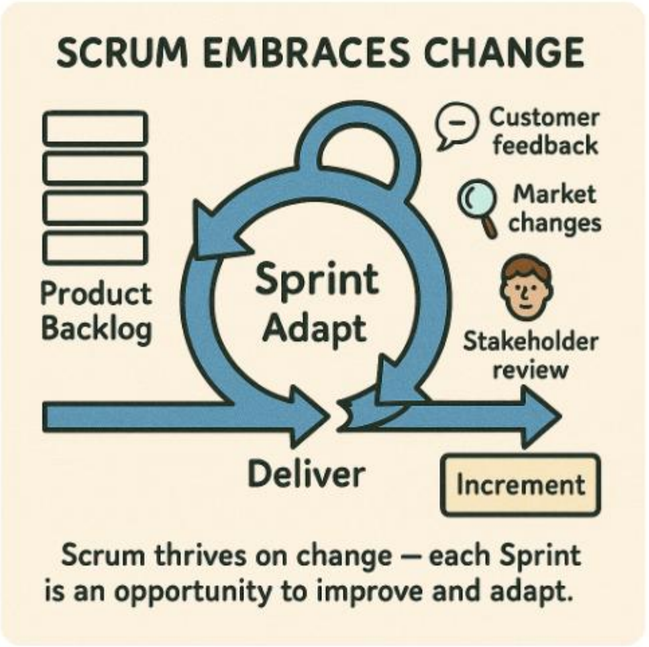
2.e Scrum Aspects – Change

- Scrum development processes are designed to embrace change.

- Try to maximize the benefits that arise from change and minimize any negative impacts through diligent change management processes in accordance with the principles of Scrum.



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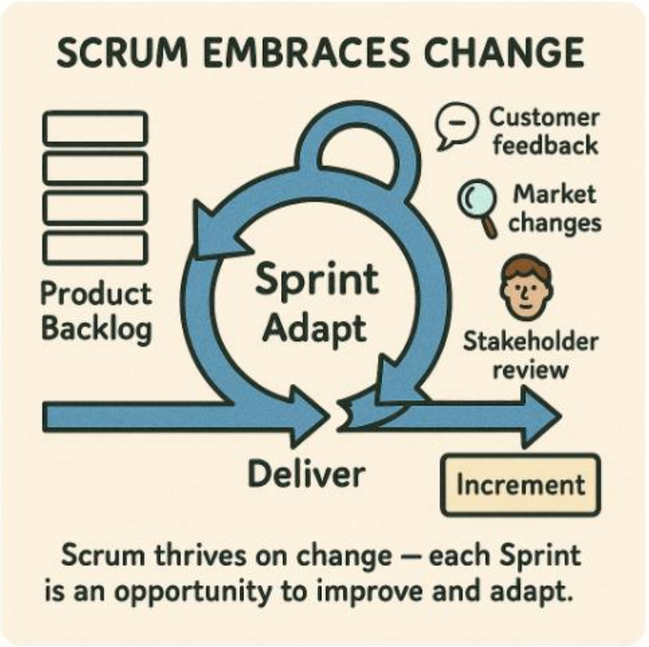

2.e Scrum Aspects – Change

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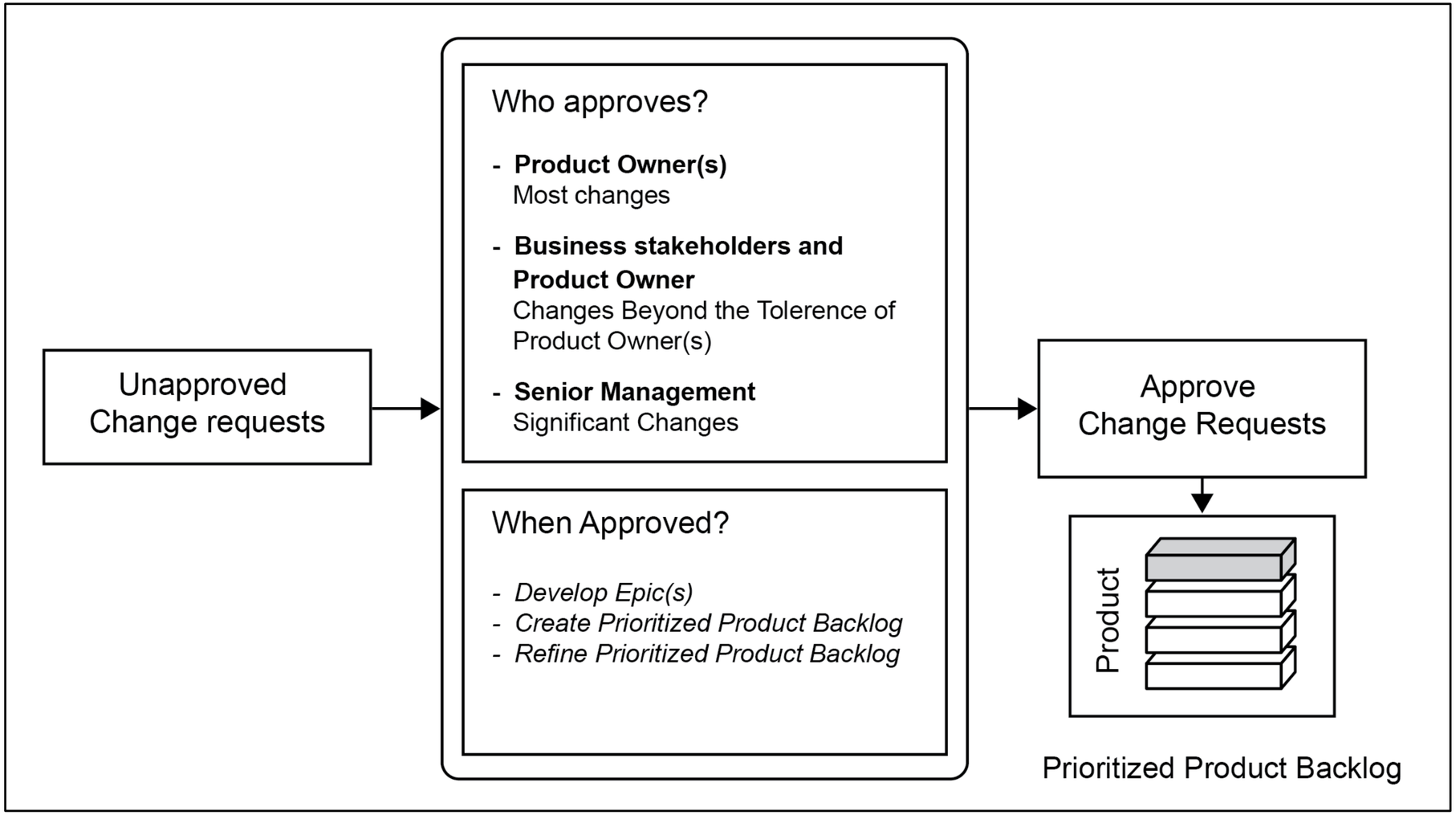

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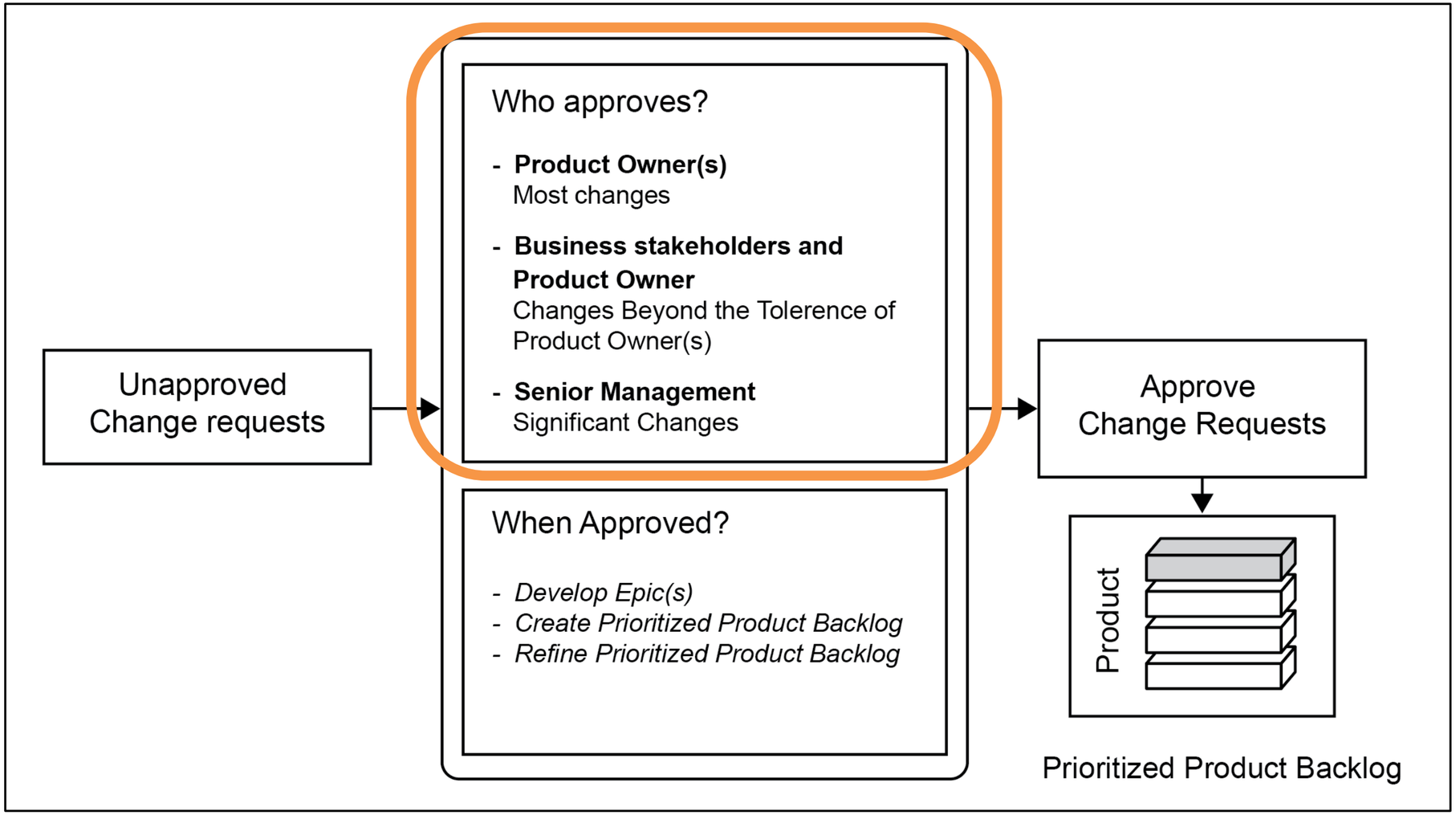

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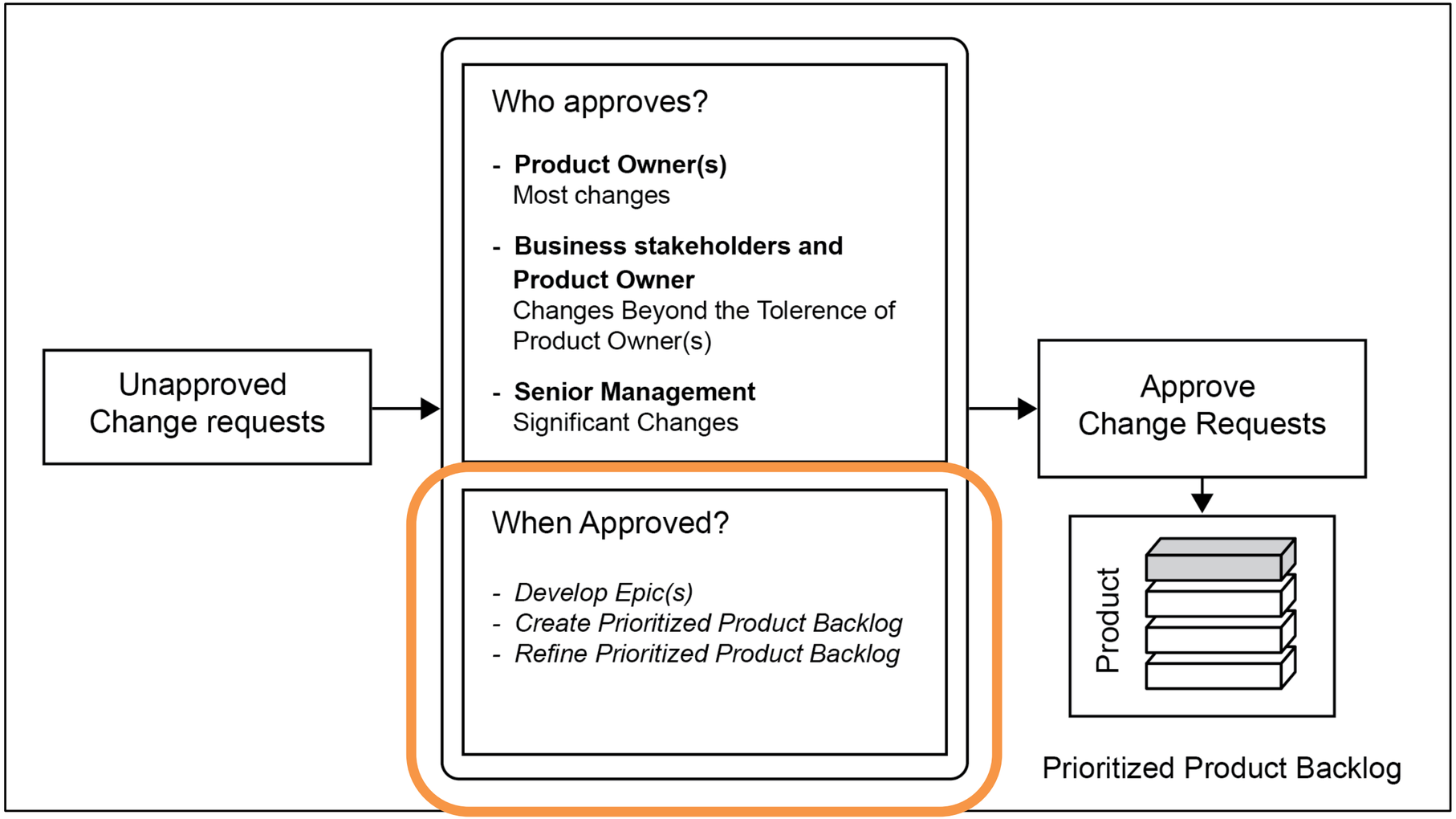

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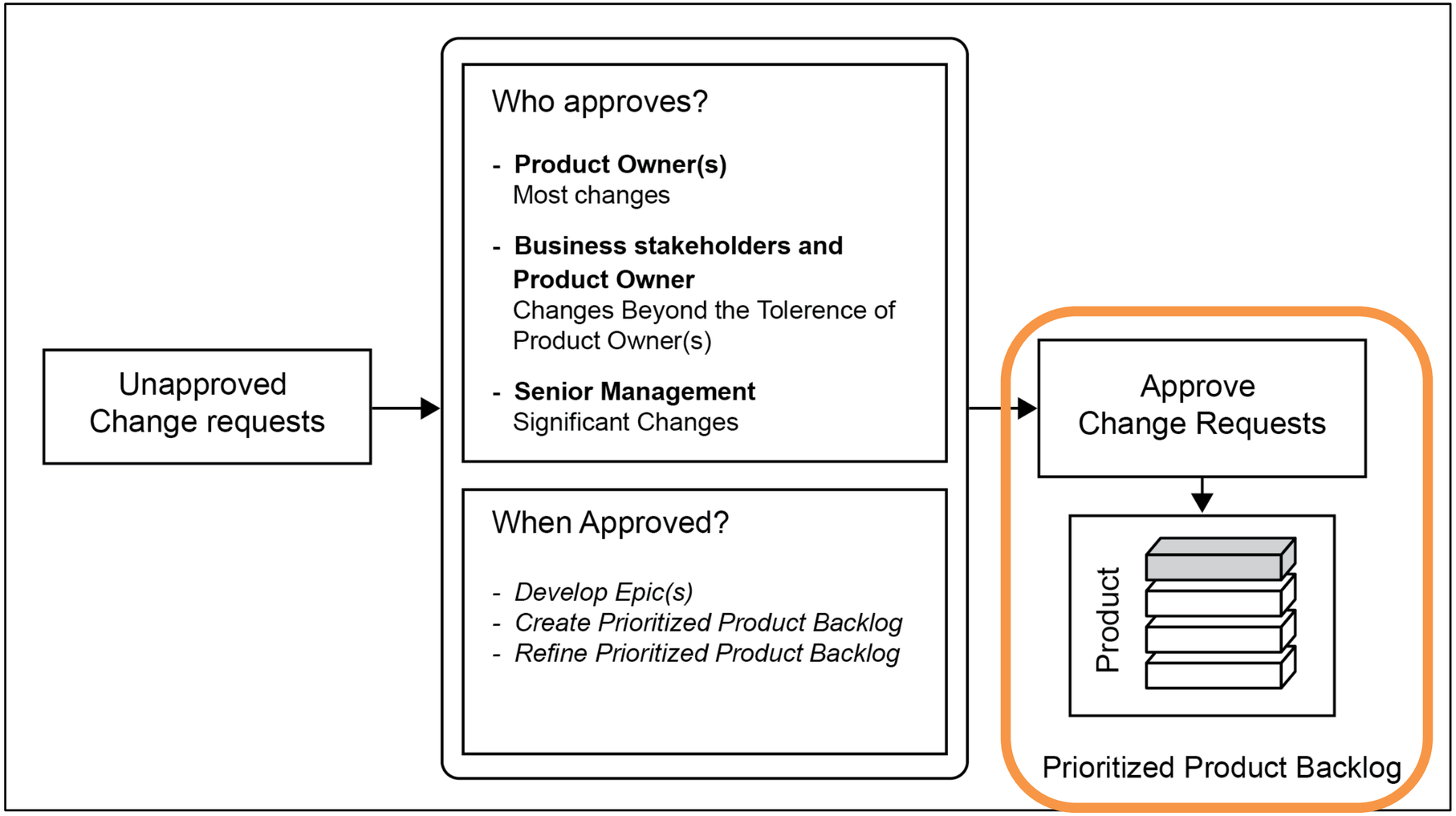

More details and advanced certifications – please refer to SBOK® Guide Chapter 6

2.e Scrum Aspects – Risk

- Definition of Risk: Uncertain event or set of events that can affect the objectives of a project and may contribute to its success or failure.

- Managing risk must be done proactively, and it is an iterative process.

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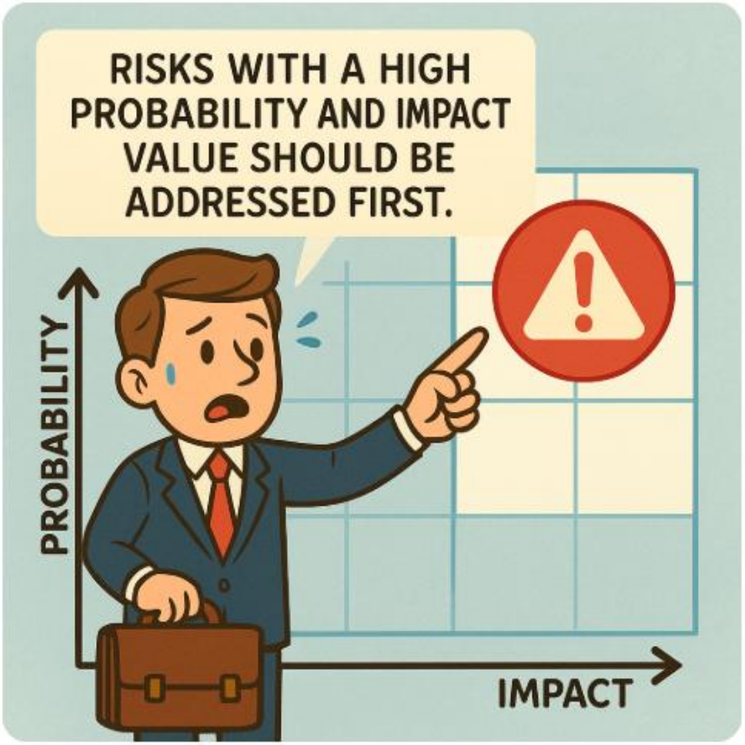
2.e Scrum Aspects – Risk

- Risks with a high probability and impact value (determined by multiplying both factors) should be addressed first.



More details and advanced certifications – please refer to SBOK® Guide Chapter 7

2.e Scrum Aspects - review

- The Scrum aspects must be addressed and managed throughout a Scrum project.
- May be modified and fine-tuned for specific project.

2.e Scrum Aspects

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Additional Reference and Further study:

- SBOK® Guide (Pages 43 – 136)
  - Organization – Chapter 3
  - Business Justification – Chapter 4
  - Quality – Chapter 5
  - Change – Chapter 6
  - Risk – Chapter 7

- Advanced Scrumstudy Certifications such as SDC®, SMC®, SPOC®, SAMC™, etc

Understanding the basics of Scrum Aspects is sufficient for this webinar.

10-minute Break

1. Webinar Format and Prerequisites
2. Understanding Scrum Concepts
   a. Brief History of Scrum
   b. Scrum Overview and Why use Scrum?
   c. Why use the SBOK® Guide? ✅
   d. Scrum Principles ✅
   e. Scrum Aspects ✅

10-minute Break

Optional – Please review Pages 162-219 about Sections 2.c, 2.d and 2.e

After the break – 8 question Quiz about Why use the SBOK® Guide, Scrum Principles and Scrum Aspects

2.c, d,e, Why SBOK? Scrum Principles, Scrum Aspects (Ques 1 of 8)

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Question:

What is one key benefit of the SBOK® Guide?

A) It's very comprehensive but follows the 80–20 rule, with a detailed Role Guide.

B) It only includes advanced topics and ignores the basics.

C) It is just a brief summary of Scrum terms.

D) It is focused only on software development and excludes other industries.

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.c, d,e, Why SBOK? Scrum Principles, Scrum Aspects (Ans 1 of 8)

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Correct Answer:

A) It's very comprehensive but follows the 80–20 rule, with a detailed Role Guide.

Justification:

The SBOK® Guide is designed to be detailed yet efficient, focusing on the most important 20% of concepts that deliver 80% of the value. The Role Guide ensures learners study what's most relevant to their specific Scrum role.

2.c, d,e, Why SBOK? Scrum Principles, Scrum Aspects (Ques 2 of 8)

Question:

In Scrum, which statement is true regarding Principles, Aspects, and Processes?

A) Scrum Principles are non-negotiable; Aspects and Processes can be adapted to project needs.

B) Scrum Principles can be freely changed to suit the team.

C) Aspects are fixed, but Principles and Processes can be altered.

D) All three—Principles, Aspects, and Processes—can be changed anytime.

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.c, d,e, Why SBOK? Scrum Principles, Scrum Aspects (Ans 2 of 8)

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D) All three—Principles, Aspects, and Processes—can be changed anytime.

Correct Answer:

A) Scrum Principles are non-negotiable; Aspects and Processes can be adapted to project needs.

Justification:

Scrum Principles form the core foundation of Scrum and must remain unchanged to preserve its integrity. However, Aspects and Processes can be tailored to fit the specific requirements of a project, allowing flexibility without compromising Scrum's core values.

2.c, d,e, Why SBOK? Scrum Principles, Scrum Aspects (Ques 3 of 8)

Question:

Which of the following lists the six Scrum principles?

A) Planning, Organizing, Leading, Controlling, Scheduling, Reporting

B) Empirical Process Control, Self-organization, Collaboration, Value-based Prioritization, Time-boxing, Iterative Development

C) Brainstorming, Estimating, Designing, Testing, Delivering, Retrospective

D) Speed, Quality, Innovation, Adaptability, Feedback, Scaling

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.c, d,e, Why SBOK? Scrum Principles, Scrum Aspects (Ans 3 of 8)

Question:

Which of the following lists the six Scrum principles?

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Correct Answer:

B) Empirical Process Control, Self-organization, Collaboration, Value-based Prioritization, Time-boxing, Iterative Development

Justification:

These six principles form the unchangeable foundation of Scrum. They guide how Scrum is applied and ensure consistent value delivery across projects.

2.c, d,e, Why SBOK? Scrum Principles, Scrum Aspects (Ques 4 of 8)

Question:

In Scrum, which Aspect focuses on managing all roles and responsibilities?

A) Time-boxing

B) Collaboration

C) Organization

D) Iterative Development

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.c, d,e, Why SBOK? Scrum Principles, Scrum Aspects (Ans 4 of 8)

Question:

In Scrum, which Aspect focuses on managing all roles and responsibilities?

A) Time-boxing

B) Collaboration

C) Organization

D) Iterative Development

Correct Answer:

C) Organization

Justification:

Organization is a Scrum Aspect that defines and manages the roles and responsibilities within a Scrum project, ensuring clarity and smooth execution.

2.c, d,e, Why SBOK? Scrum Principles, Scrum Aspects (Ques 5 of 8)

Question:

Who is primarily responsible for Business Justification in Scrum?

A) Scrum Master

B) Development Team

C) Stakeholders

D) Product Owner

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.c, d,e, Why SBOK? Scrum Principles, Scrum Aspects (Ans 5 of 8)

Question:

Who is primarily responsible for Business Justification in Scrum?

A) Scrum Master

B) Development Team

C) Stakeholders

D) Product Owner

Correct Answer:

D) Product Owner

Justification:

In Scrum, the Product Owner ensures that every project and backlog item delivers value to the business, making them primarily responsible for Business Justification.

2.c, d,e, Why SBOK? Scrum Principles, Scrum Aspects (Ques 6 of 8)

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Question:

What is Business Justification in Scrum primarily based on?

A) Delivering all results only at the end of the project

B) Value-driven delivery with early and continuous results despite uncertainty

C) Focusing solely on minimizing project costs

D) Guaranteeing 100% success before the project starts

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.c, d,e, Why SBOK? Scrum Principles, Scrum Aspects (Ans 6 of 8)

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Correct Answer:

B) Value-driven delivery with early and continuous results despite uncertainty

Justification:

In Scrum, Business Justification relies on value-driven delivery, aiming to produce valuable results early and continuously, even when project outcomes are uncertain.

2.c, d,e, Why SBOK? Scrum Principles, Scrum Aspects (Ques 7 of 8)

Question:

How does Scrum help in identifying errors or defects earlier?

A) By reviewing only at the end of the project

B) By completing work in increments during Sprints, including all quality-related tasks in the same Sprint

C) By assigning testing to a separate team after development ends

D) By delaying documentation until after all Sprints are finished

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.c, d,e, Why SBOK? Scrum Principles, Scrum Aspects (Ans 7 of 8)

SCRUMstudy

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Correct Answer:

B) By completing work in increments during Sprints, including all quality-related tasks in the same Sprint

Justification:

Scrum's incremental approach ensures development, testing, and documentation are done together within each Sprint, allowing earlier detection and resolution of errors or defects.

2.c, d,e, Why SBOK? Scrum Principles, Scrum Aspects (Ques 8 of 8)

Question:

How do Scrum projects welcome change effectively?

A) By finalizing all requirements before work begins

B) By avoiding customer interaction until project completion

C) By delivering only at the end of the project

D) By using short, iterative Sprints with customer feedback on each Sprint's deliverables

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.c, d,e, Why SBOK? Scrum Principles, Scrum Aspects (Ans 8 of 8)

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D) By using short, iterative Sprints with customer feedback on each Sprint's deliverables

Correct Answer:

D) By using short, iterative Sprints with customer feedback on each Sprint's deliverables

Justification:

Scrum embraces change through short, iterative Sprints that allow regular customer interaction, review of deliverables, and quick adjustments to requirements when needed.

Index

SCRUMstudy

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2. Understanding Scrum Concepts
   a. Brief History of Scrum
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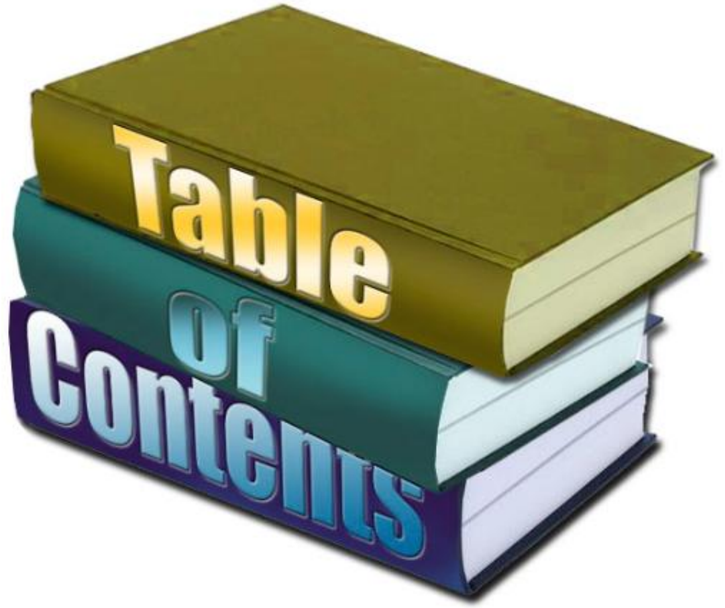
   c. Why use the SBOK® Guide?
   d. Scrum Principles
   e. Scrum Aspects
   f. Scrum Processes
3. Next Steps
4. All ready for the SFC™ Certification!



2.f Scrum Processes

- ***Processes*** covered in chapters 8 through 12, walk you through all the key steps of the Scrum process, showing what's needed and how it all fits together.

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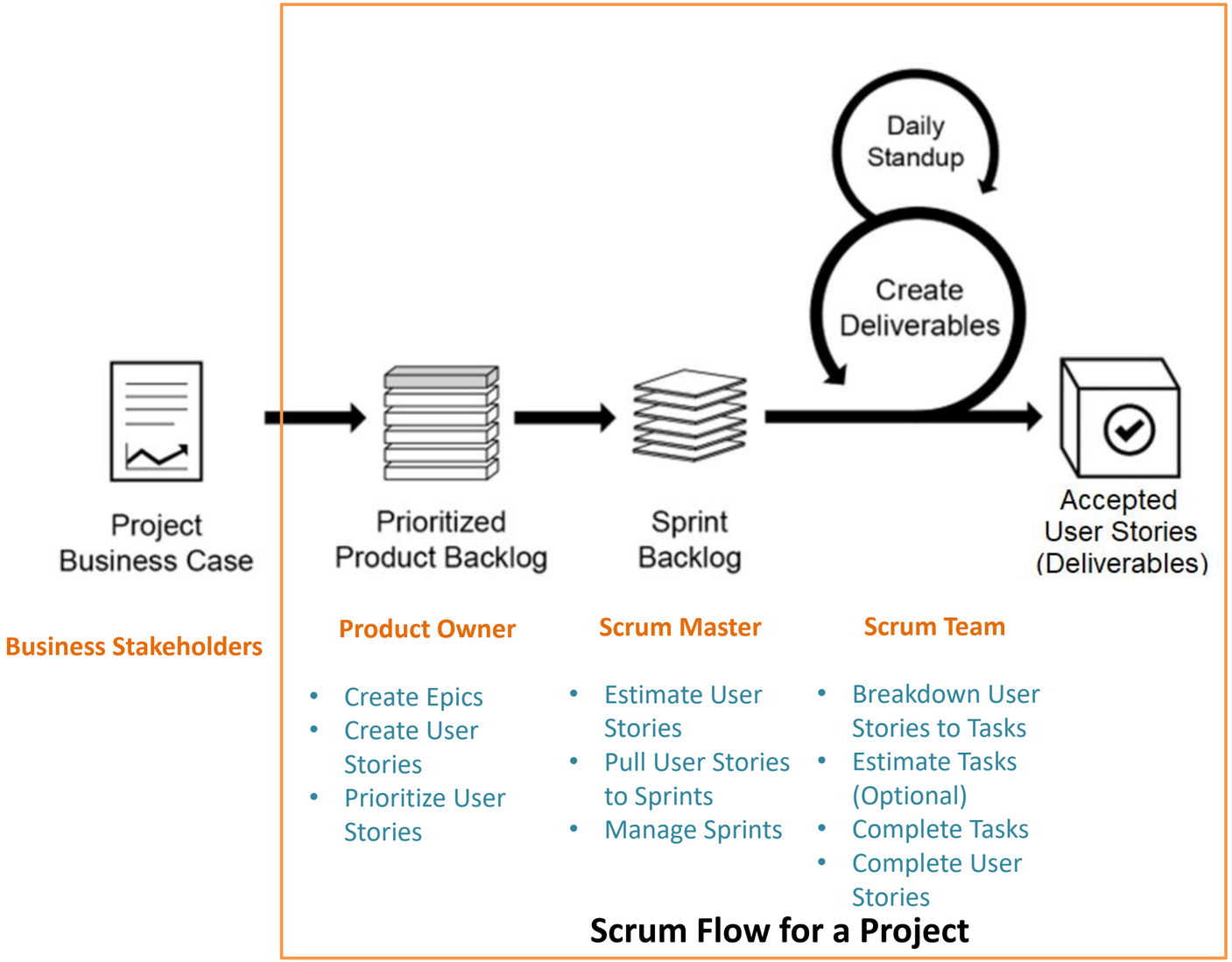


Scrum Flow for a Project

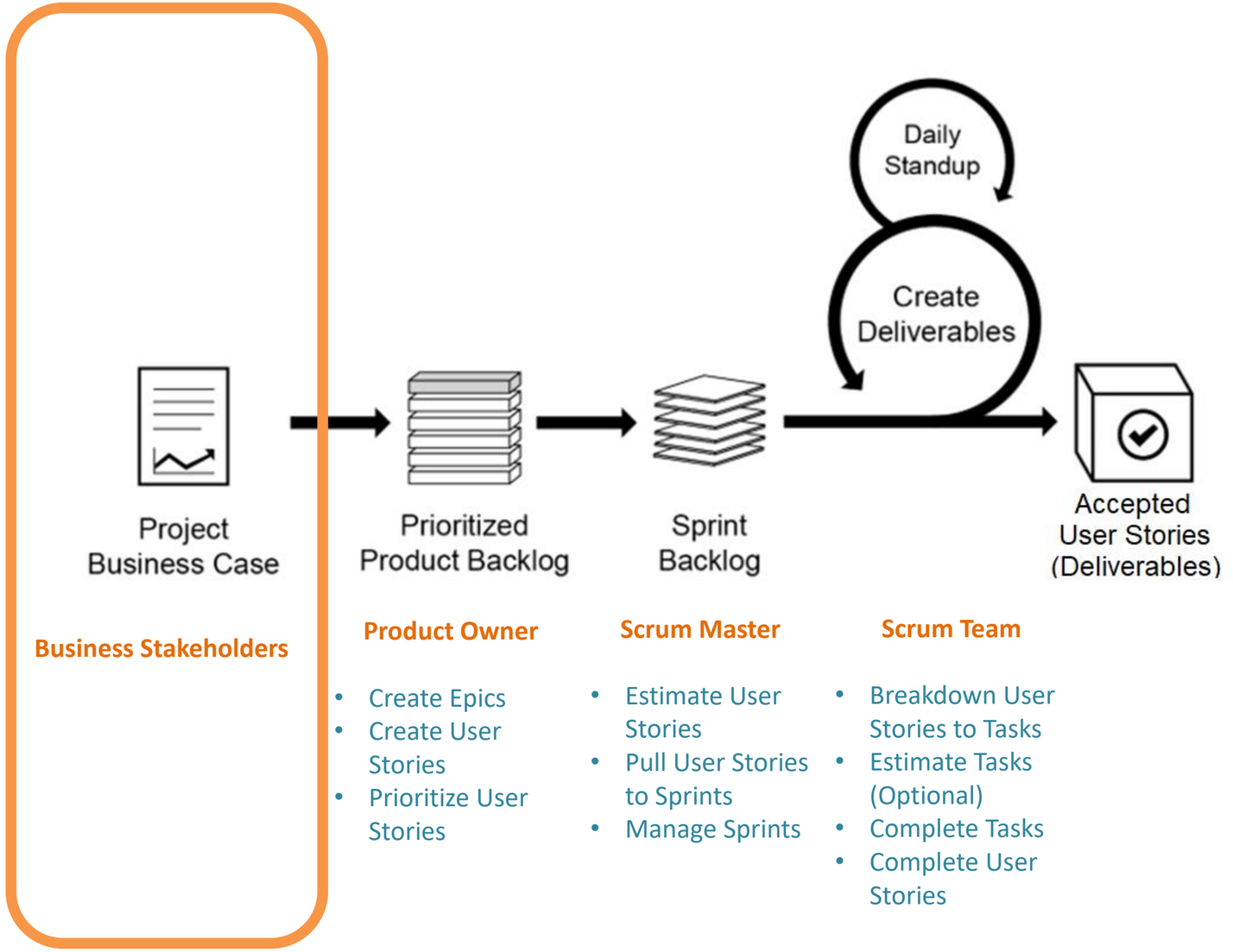
Programs and Portfolios

Other Scrum Projects

Non-core Roles

Other Frameworks (Scrum, OKRs, DevOps, etc.)

2.b Overview of Scrum Framework



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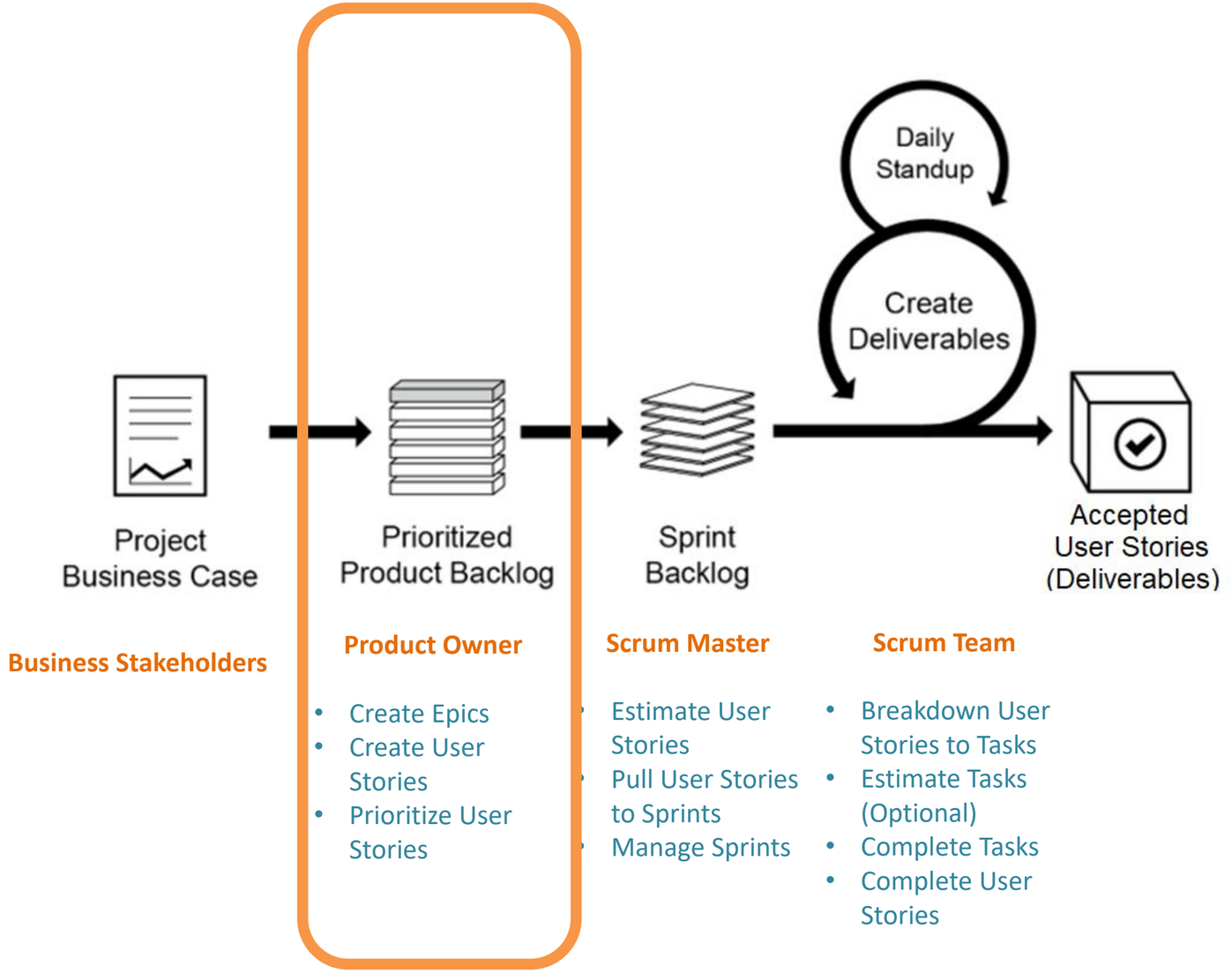

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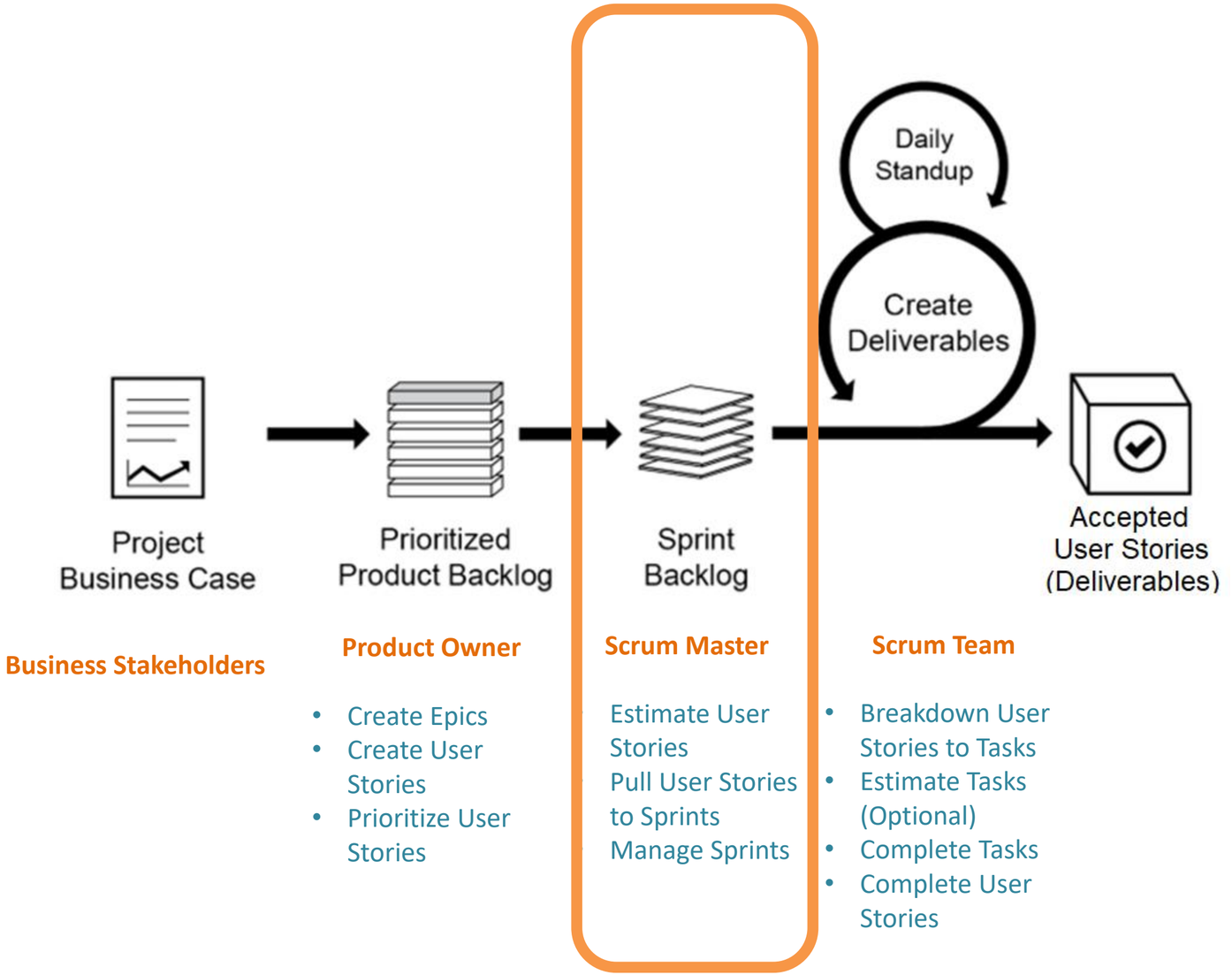

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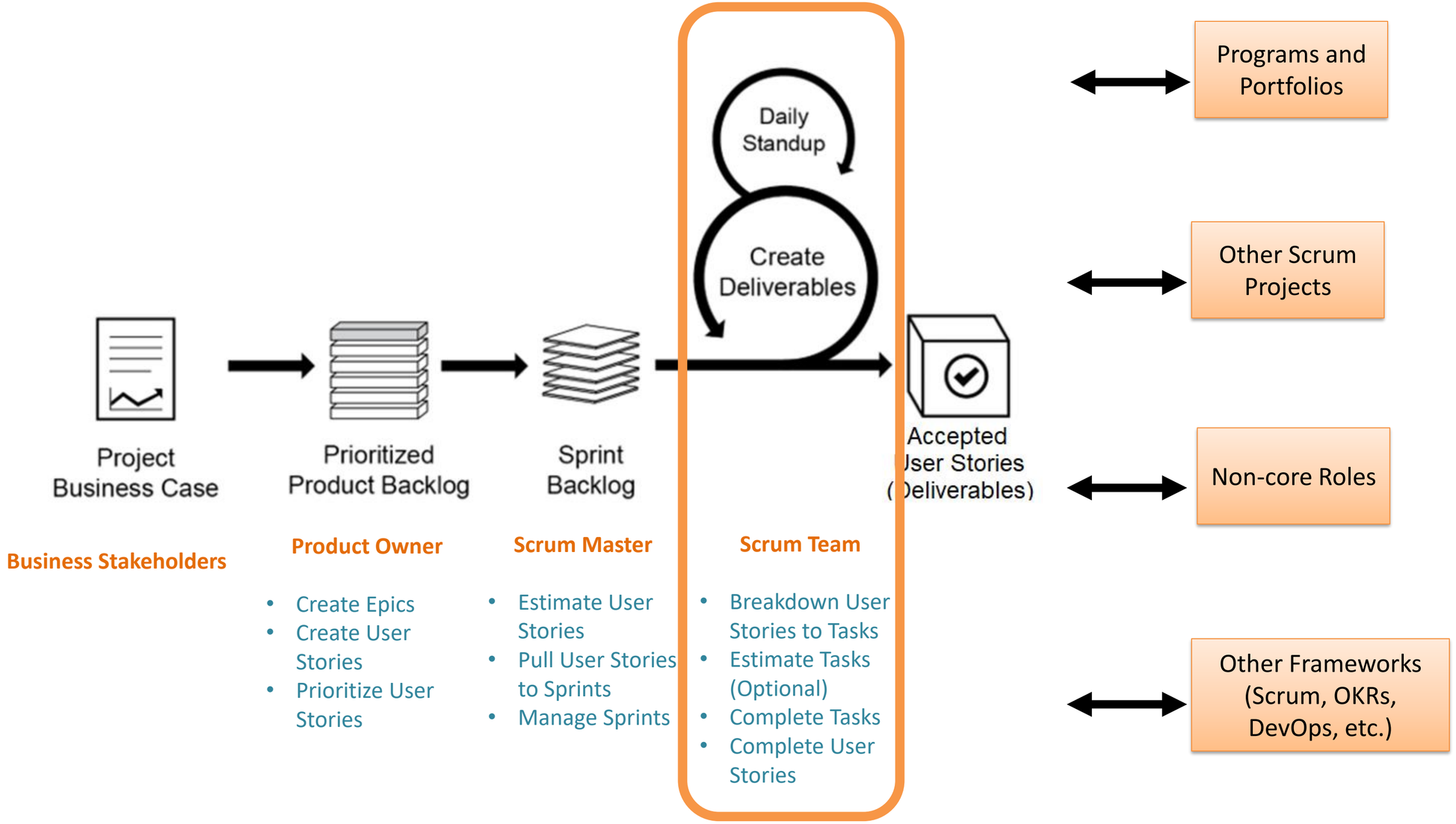

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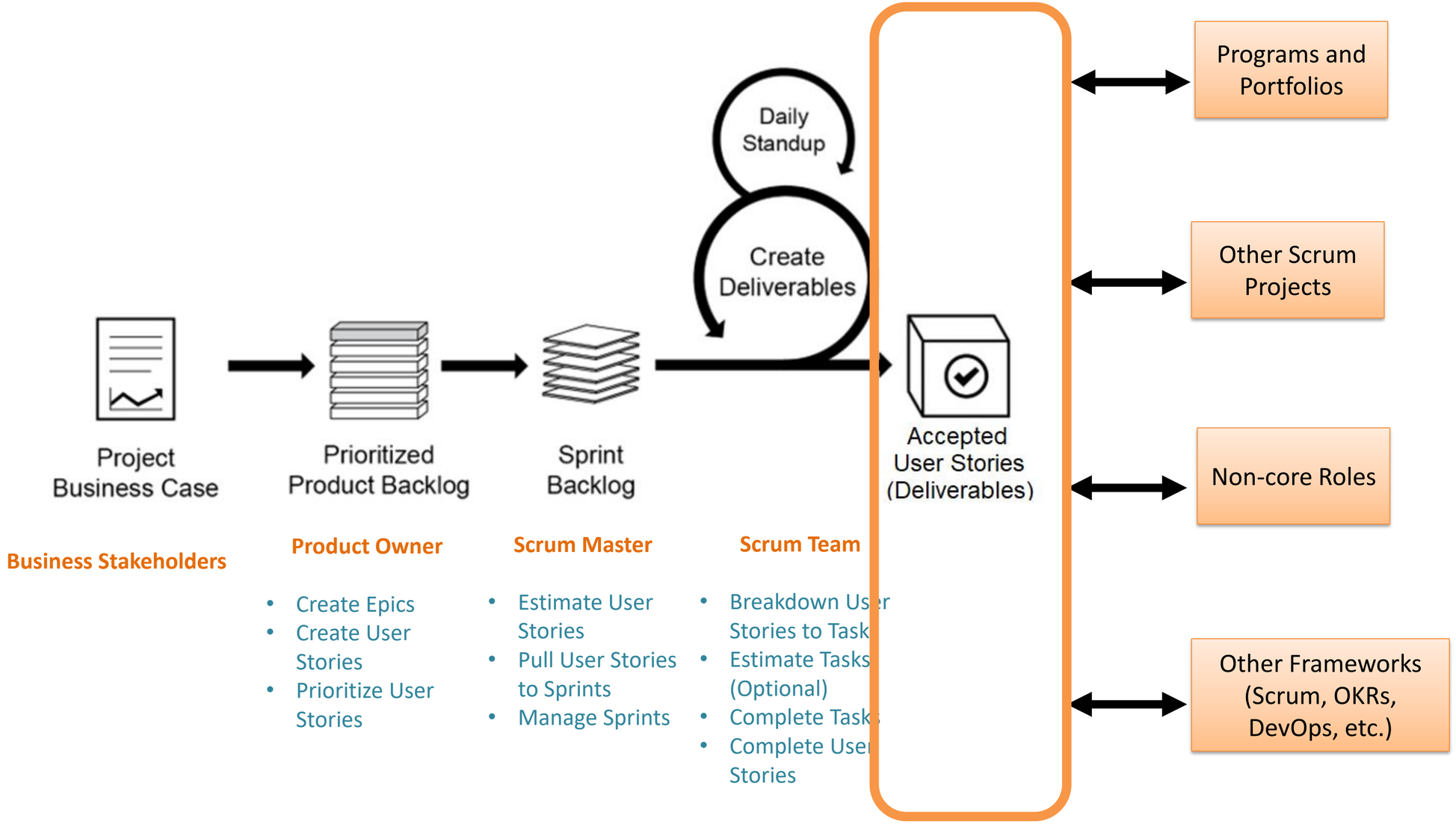

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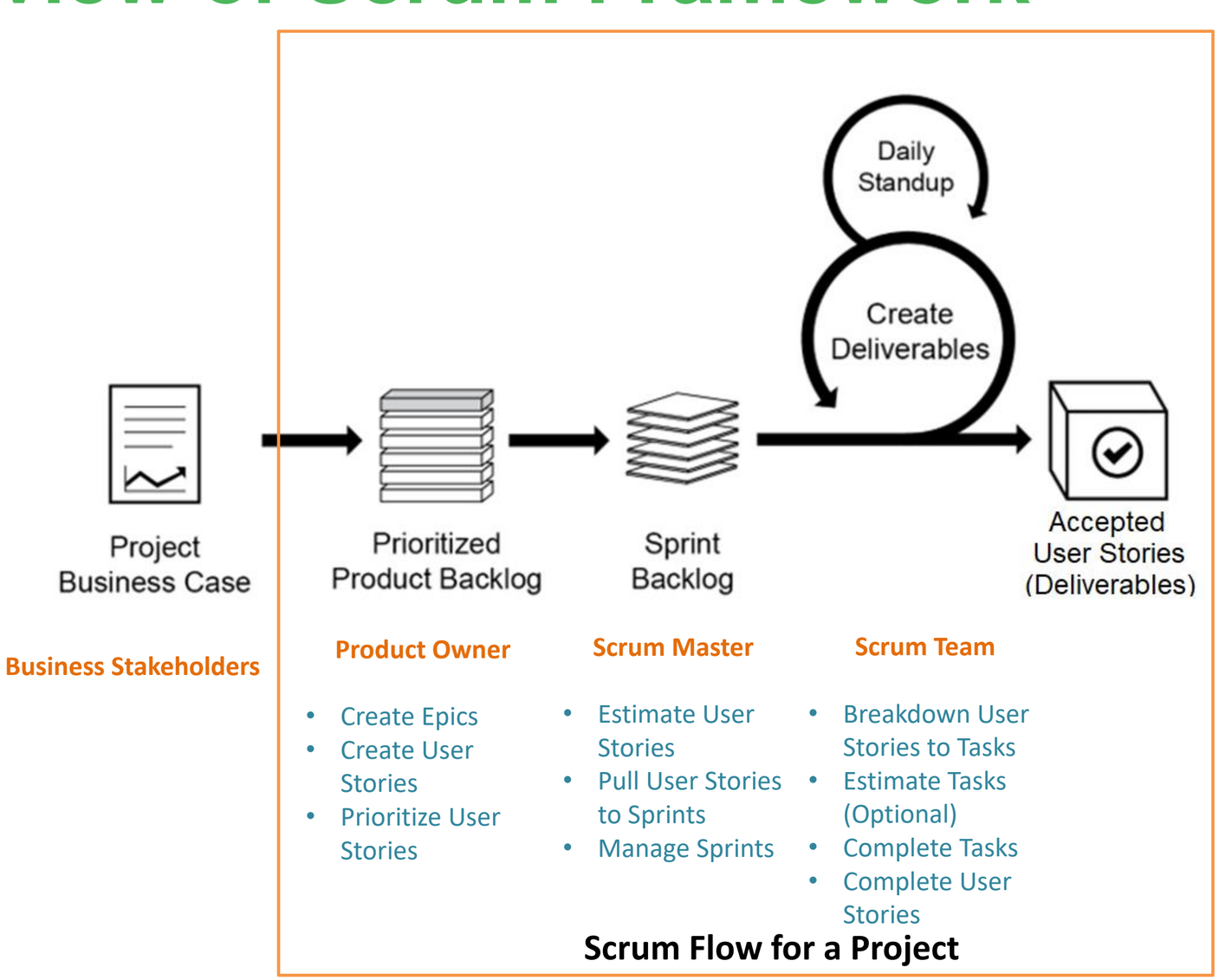
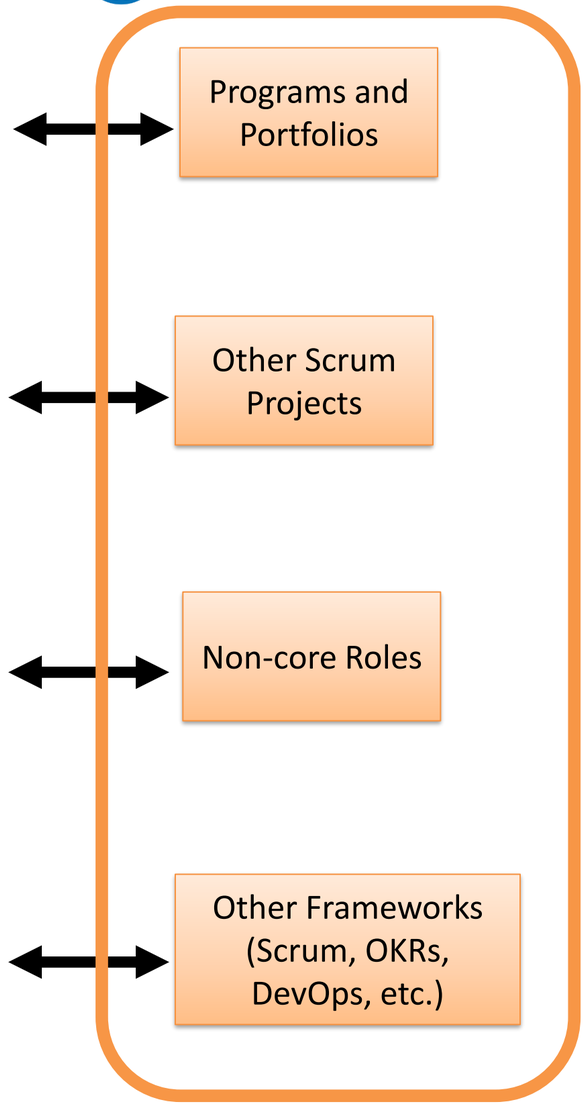


Scrum Flow for a Project



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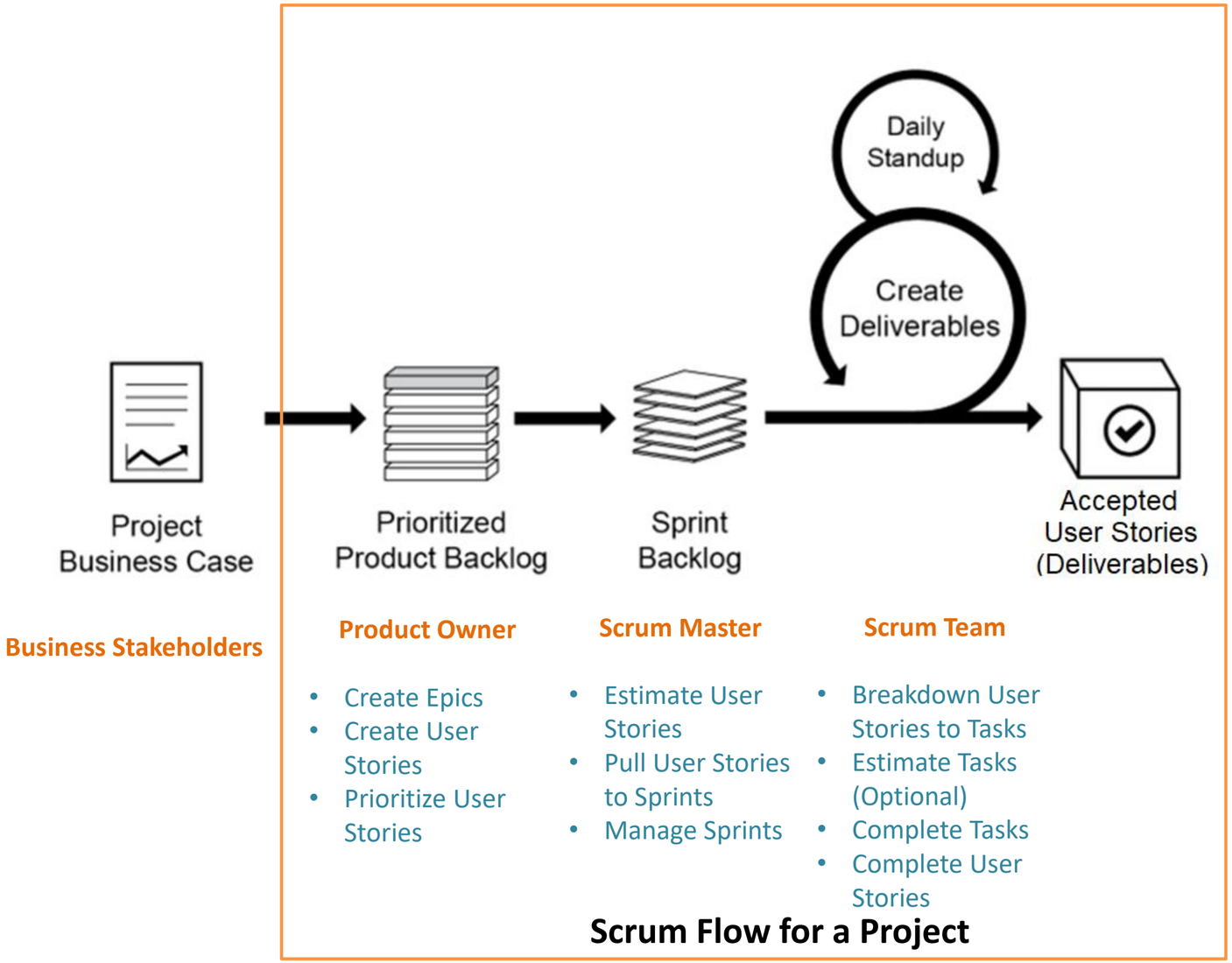

Scrum Flow for a Project

2.f Scrum Processes

- In total there are nineteen fundamental Scrum processes that apply to all projects.
- These nineteen processes are grouped into five phases as shown below.

Chapter	Phase	Fundamental Scrum Processes
8	Initiate	1. Create Project Vision 2. Identify Scrum Master and Business Stakeholder(s) 3. Form Scrum Team 4. Develop Epic(s) 5. Create Prioritized Product Backlog 6. Conduct Release Planning
9	Plan and Estimate	7. Create User Stories 8. Estimate User Stories 9. Commit User Stories 10. Identify Tasks 11. Estimate Tasks 12. Update Sprint Backlog
10	Implement	13. Create Deliverables 14. Conduct Daily Standup 15. Refine Prioritized Product Backlog
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2.f Scrum Processes – Initiate Phase (Chapter 8)

SCRUMstudy

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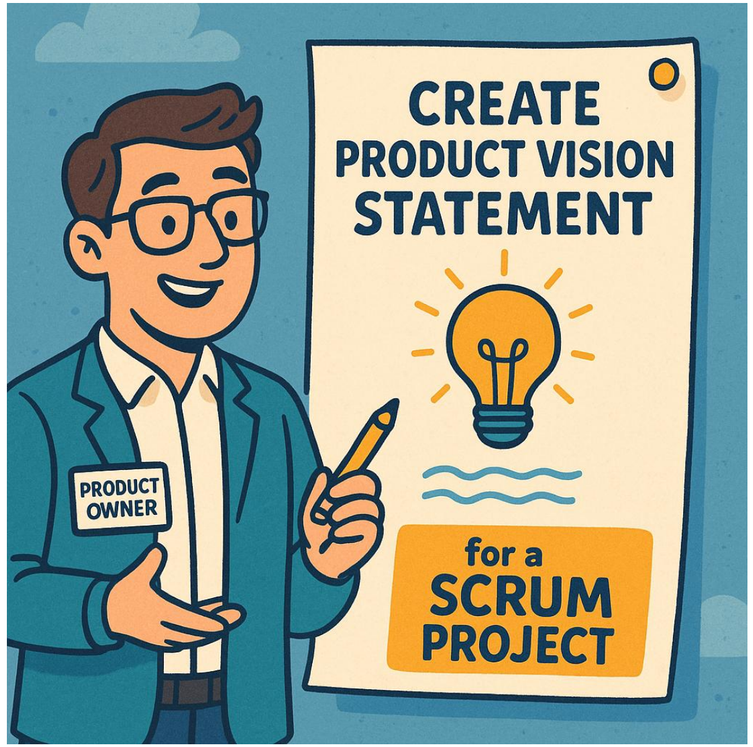
2.f Scrum Processes – Initiate phase (Chapter 8)

1. **Create Project Vision**
   - Create a Project Vision Statement that will serve as the inspiration and provide focus for the entire project.
   - Identify the Product Owner
   - (Optionally) Select an AI-powered Scrum Tool for implementing Scrum projects.



2.f Scrum Processes – Initiate phase (Chapter 8)

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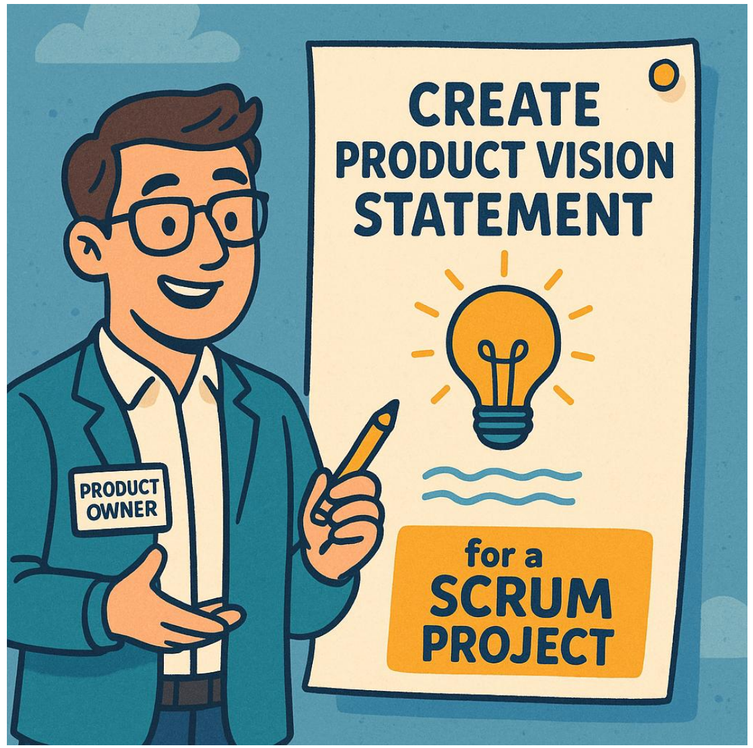

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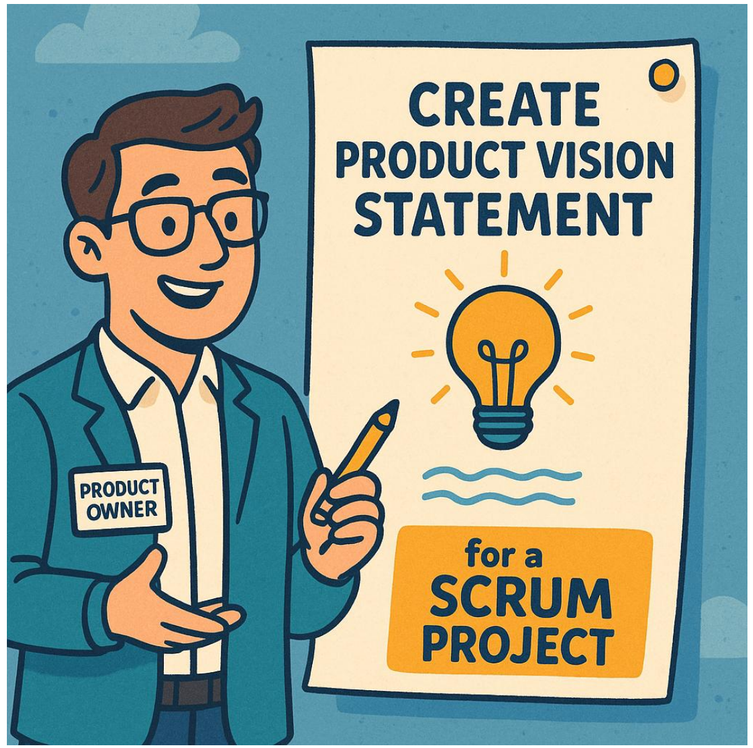

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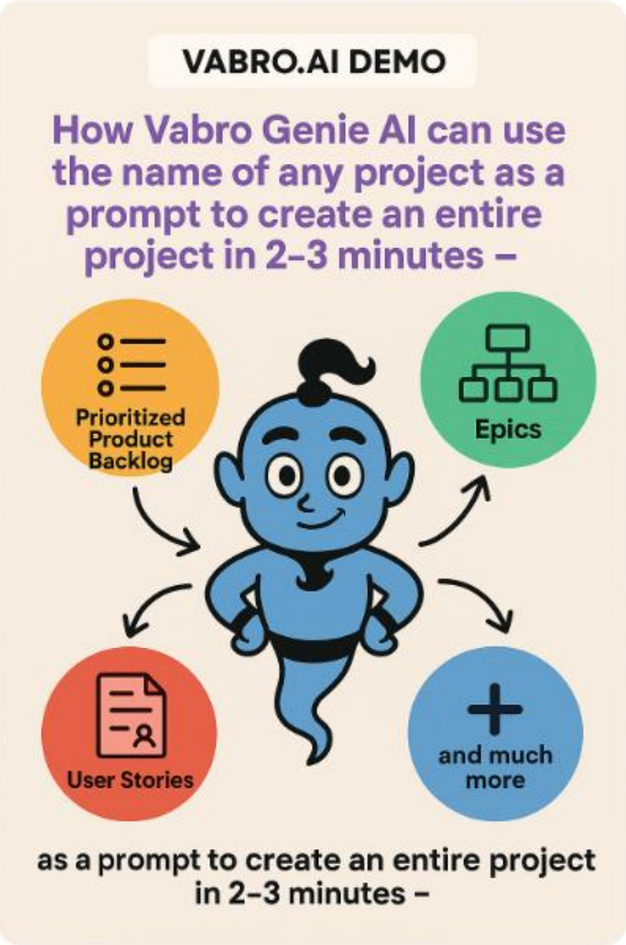

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2.f Scrum Processes – Initiate phase (Chapter 8)

2. **Identify Scrum Master and Business Stakeholder(s)**

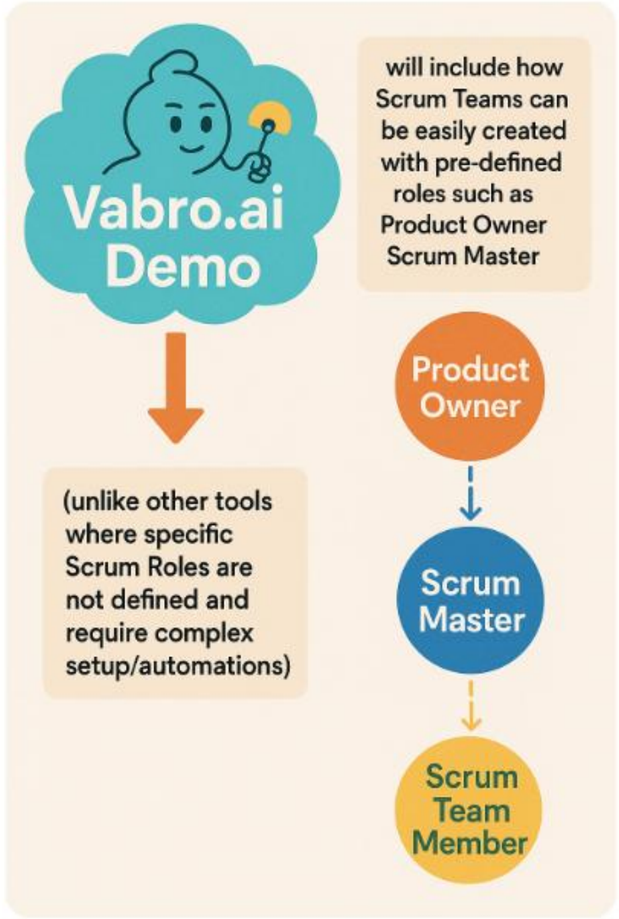
    - Scrum Master and Relevant Business Stakeholders are identified.

2.f Scrum Processes – Initiate phase (Chapter 8)

3. Form Scrum Team

- Scrum Team members are identified.
- Product Owner has the primary responsibility of selecting team members but often does so in collaboration with the Scrum Master.

2.f Scrum Processes – Initiate phase (Chapter 8)



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2.f Scrum Processes – Initiate phase (Chapter 8)

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4. Develop Epic(s)

- Project Vision Statement serves as the basis for developing Epics.

- Epics usually represent broad requirements or features that are too big to complete in a single sprint and need to be decomposed during backlog refinement.

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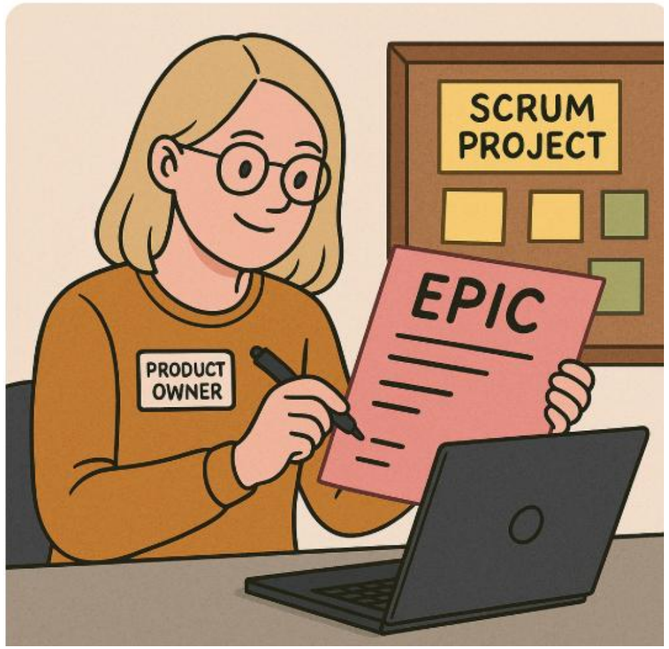

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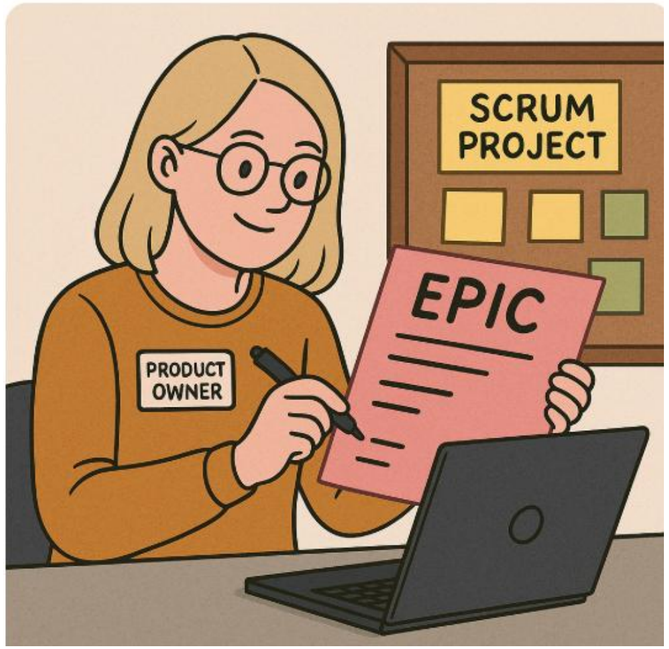

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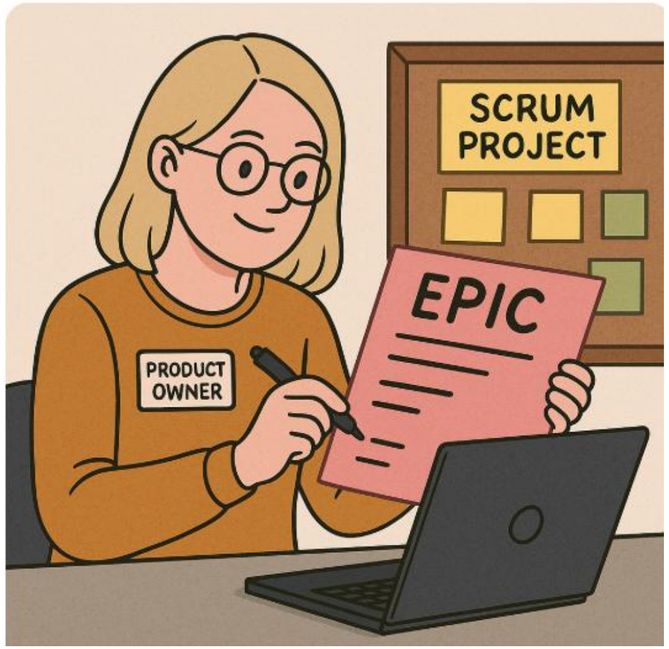

2.f Scrum Processes – Initiate phase (Chapter 8)

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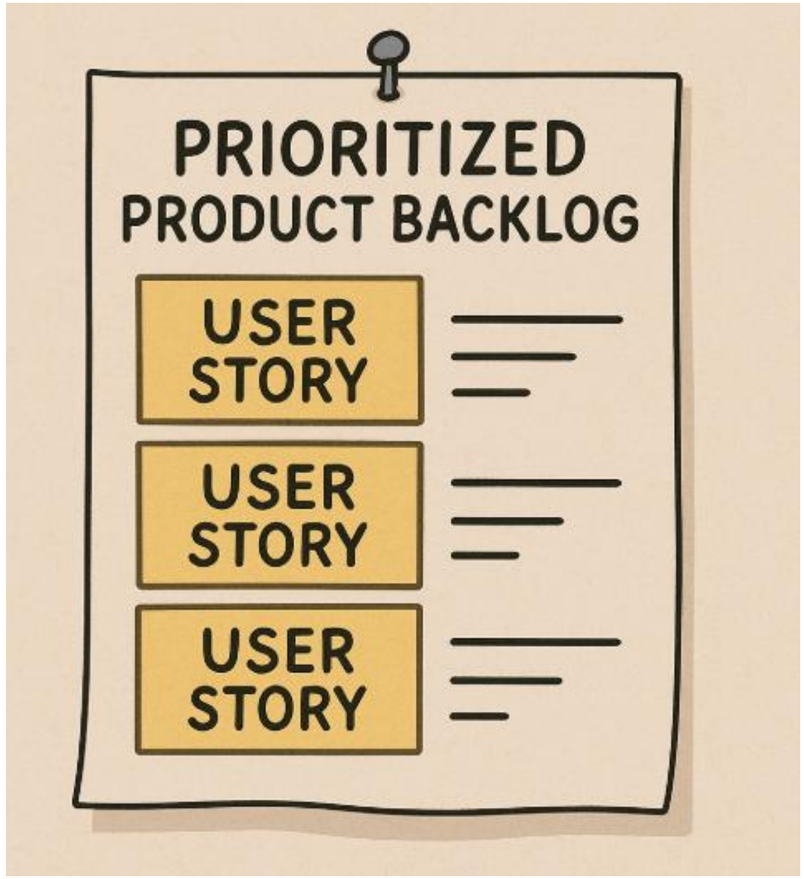
5. Create Prioritized Product Backlog

- Epic(s) are refined, elaborated, and then prioritized.
- Definition of Done Criteria is also established.
- Product Owner is responsible for creating the Prioritized Product Backlog.



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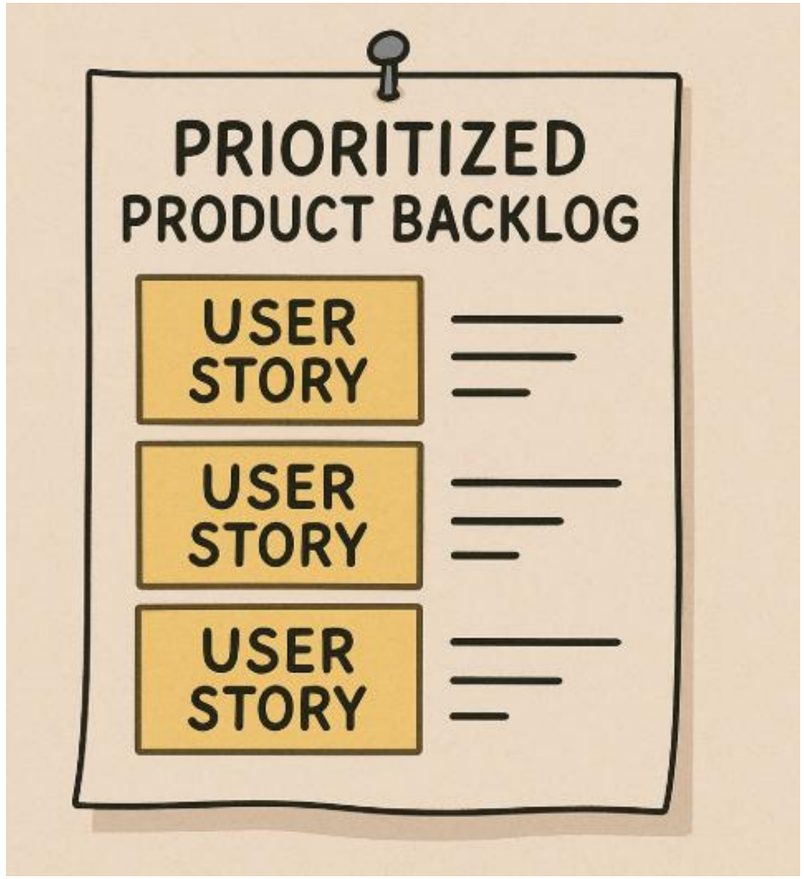

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6. Conduct Release Planning

- Created by Product Owner supported by Scrum Team.

- Release Plan is a Planning Schedule, which is essentially a phased deployment schedule that can be shared with the project's business stakeholders.

- Length of Sprint is determined.

2.f Scrum Processes – Initiate phase (Chapter 8)

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2.f Scrum Processes – Initiate Phase (Chapter 8)

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2.f Scrum Processes – Plan and Estimate Phase (Chapter 9)

Chapter	Phase	Fundamental Scrum Processes
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2.f Scrum Processes – Plan and Estimate Phase (Chapter 9)

SCRUMstudy

7. Create User Stories

- Created by Product Owner incorporated into the Prioritized Product Backlog.

- Short, simple descriptions of a feature or requirement told from the perspective of the person who desires the new capability, usually a user or customer of the product.

- Typically follow the format:

"As a [role], I want [goal] so that [reason]."

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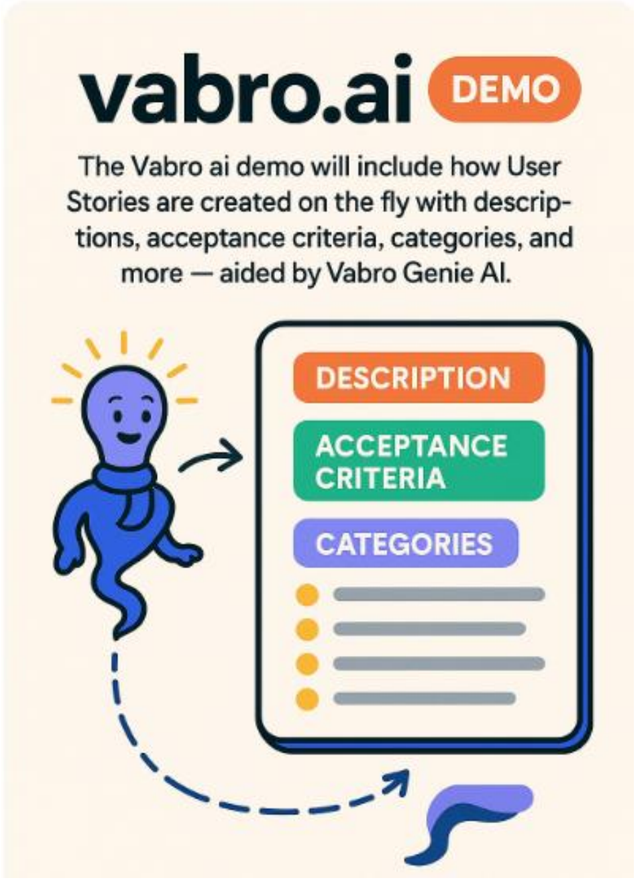

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2.f Scrum Processes – Plan and Estimate Phase (Chapter 9)

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8. Estimate User Stories

- Scrum Team, supported by the Scrum Master, estimates the User Stories.
- Identifies the effort required to develop the functionality described in each User Story.

2.f Scrum Processes – Plan and Estimate Phase (Chapter 9)

SCRUMstudy

9. Commit User Stories

- Scrum Team commits which User Stories to be delivered for the Sprint – approved by Product Owner.

- Scrum Master creates the Sprint Backlog with the Committed User Stories.

- These Committed User Stories are then added to the Scrum Board for the Sprint.

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2.f Scrum Processes – Plan and Estimate Phase (Chapter 9)

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10. Identify Tasks

- Committed User Stories are broken down into specific tasks.

- Breakdown of User stories to tasks is done by the Scrum Team, and represented in the Scrum Board

2.f Scrum Processes – Plan and Estimate Phase (Chapter 9)

SCRUMstudy

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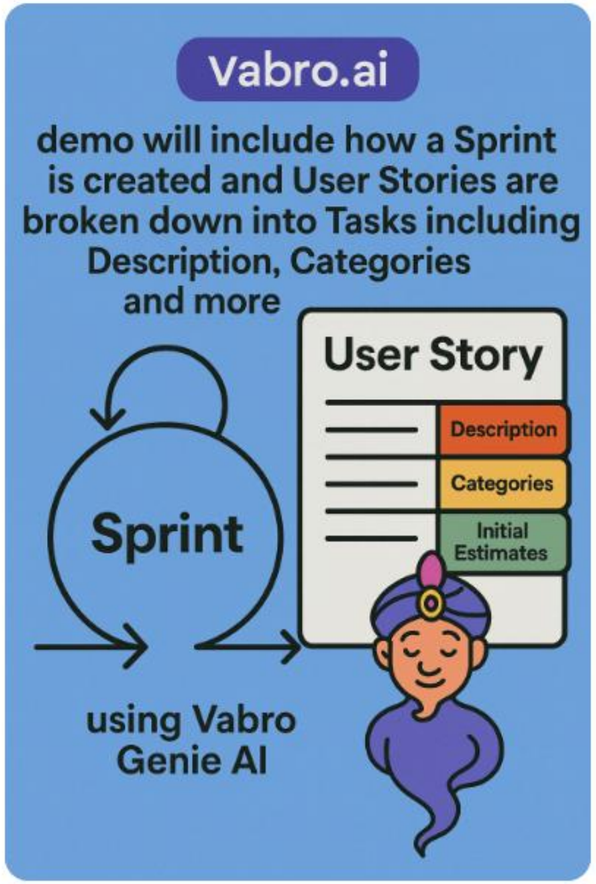
SCRUM TEAM MEMBERS BREAKING DOWN USER STORIES INTO TASKS IN A SCRUM BOARD

2.f Scrum Processes – Plan and Estimate Phase (Chapter 9)



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2.f Scrum Processes – Plan and Estimate Phase (Chapter 9)

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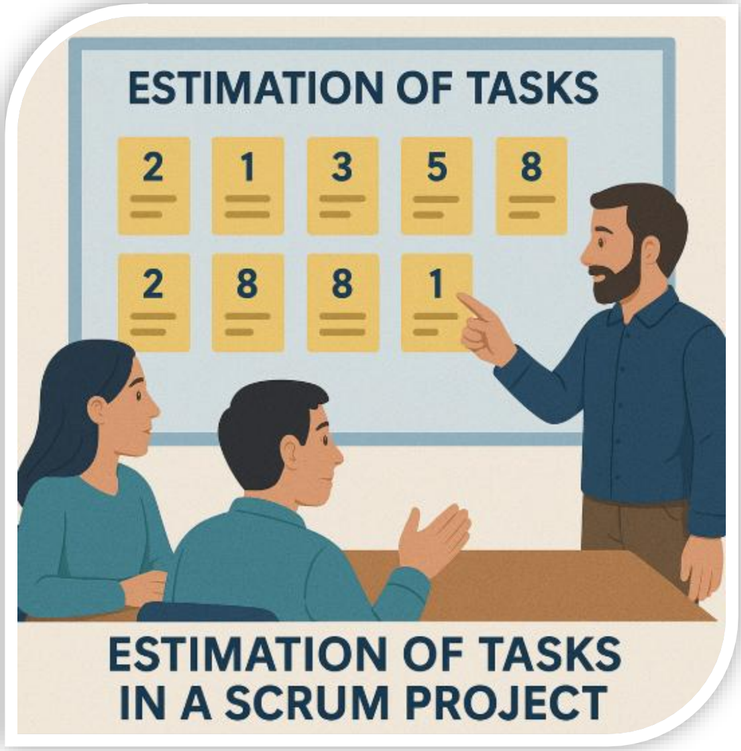
11. Estimate Tasks (Optional)

- This is an Optional process and can be done or skipped.

- Scrum Team estimates the effort required to accomplish each task in the Task List.



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2.f Scrum Processes – Plan and Estimate Phase (Chapter 9)

SCRUMstudy

12. Update Sprint Backlog

- Scrum Core Team updates the Sprint Backlog with further details about the tasks.

- Scrum Board shows the updated visual representation of all User Stories and Tasks.

2.f Scrum Processes – Plan and Estimate Phase (Chapter 9)

SCRUMstudy

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2.f Scrum Processes – Implement (Chapter 10)

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Chapter	Phase	Fundamental Scrum Processes
10	Implement	13. Create Deliverables 14. Conduct Daily Standup 15. Refine Prioritized Product Backlog

2.f Scrum Processes – Implement (Chapter 10)

SCRUMstudy

13. Create Deliverables

- Scrum Team works on the tasks in the Sprint Backlog to create Sprint Deliverables.

- Scrumboard is used to track all the work done.

- After all tasks associated with a User Story are completed, the User Story is considered to be complete and can be sent for Product Owner Approval (typically after a review by the Scrum Master). Approved User Stories are considered to be “Done”

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2.f Scrum Processes – Implement (Chapter 10)

SCRUMstudy

14. Conduct Daily Standup

- Everyday highly focused, Time-boxed meeting (typically 10-15 mins), referred to as the Daily Standup Meeting, is conducted. Update each other on their individual progress and any impediments Scrum Team may be facing.

- Three Questions
  - What did I do yesterday?
  - What will I do today?
  - Are there any impediments?

2.f Scrum Processes – Implement (Chapter 10)

SCRUMstudy

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2.f Scrum Processes – Implement (Chapter 10)

SCRUMstudy

15. Refine Prioritized Product Backlog

- Prioritized Product Backlog is continuously updated and maintained by the Product Owner.

- Includes approved Change Requests and new requirements because of Identified Risk

2.f Scrum Processes – Implement (Chapter 10)

SCRUMstudy

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2.f Scrum Processes – Review and Retrospect (Chapter 11)

SCRUMstudy

Chapter	Phase	Fundamental Scrum Processes
11	Review and Retrospect	16. Demonstrate and Validate Sprint 17. Retrospect Sprint

2.f Scrum Processes – Review and Retrospect (Chapter 11)

SCRUMstudy

16. Demonstrate and Validate Sprint

- Scrum Team demonstrates the Sprint deliverables to the Product Owner and relevant business stakeholders in a Sprint Review Meeting.

- Secure approval and acceptance of the Sprint User Stories by the Product Owner.

2.f Scrum Processes – Review and Retrospect (Chapter 11)

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2.f Scrum Processes – Review and Retrospect (Chapter 11)

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17. Retrospect Sprint

- Scrum Master and Scrum Team meet to discuss the lessons learned throughout the Sprint.

- Agreed actionable improvements.

2.f Scrum Processes – Review and Retrospect (Chapter 11)

SCRUMstudy

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2.f Scrum Processes – Review and Retrospect (Chapter 11)

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2.f Scrum Processes – Release (Chapter 12)

Chapter	Phase	Fundamental Scrum Processes
12	Release	18. Ship Deliverables 19. Retrospect Release

2.f Scrum Processes – Release (Chapter 12)

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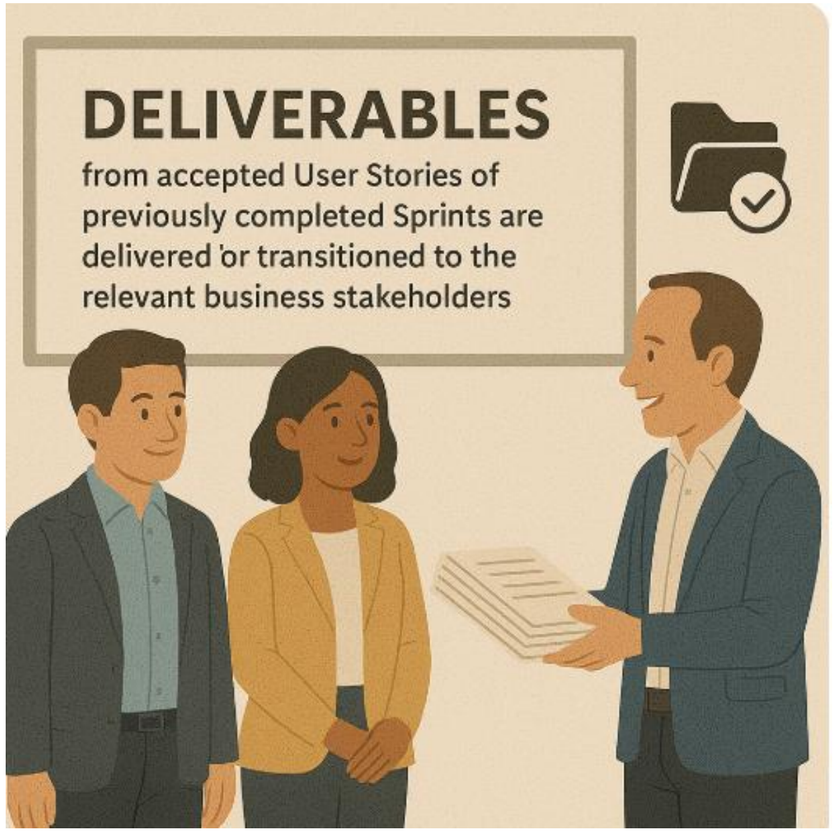
18. Ship Deliverables

- Deliverables from the accepted User Stories of previously completed Sprints are delivered or transitioned to the relevant business stakeholders.

- Document the successful completion of the release.



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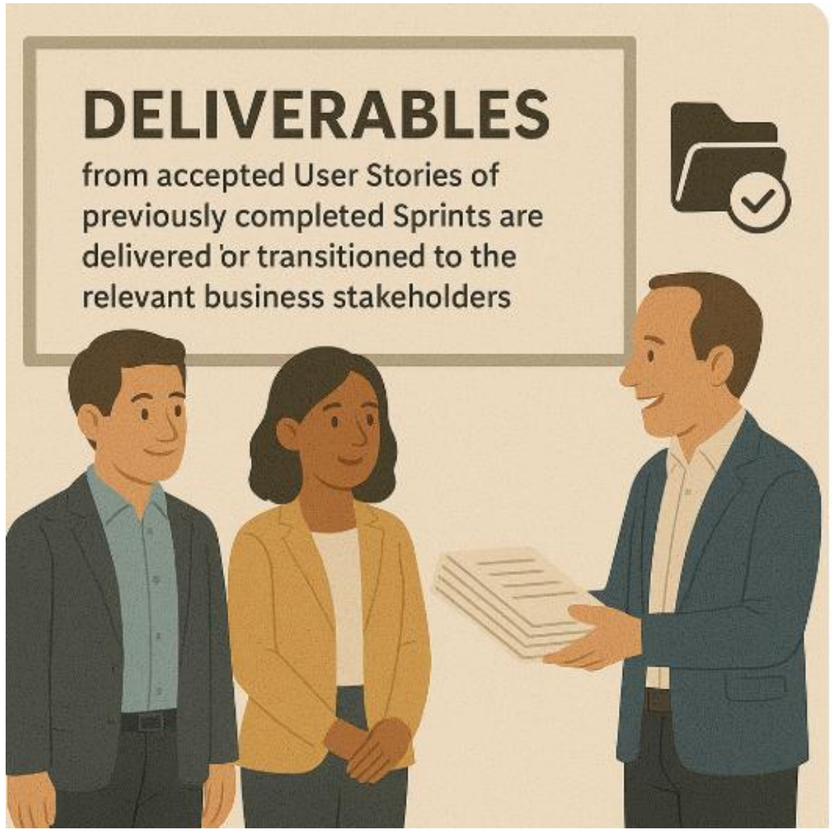

2.f Scrum Processes – Release (Chapter 12)

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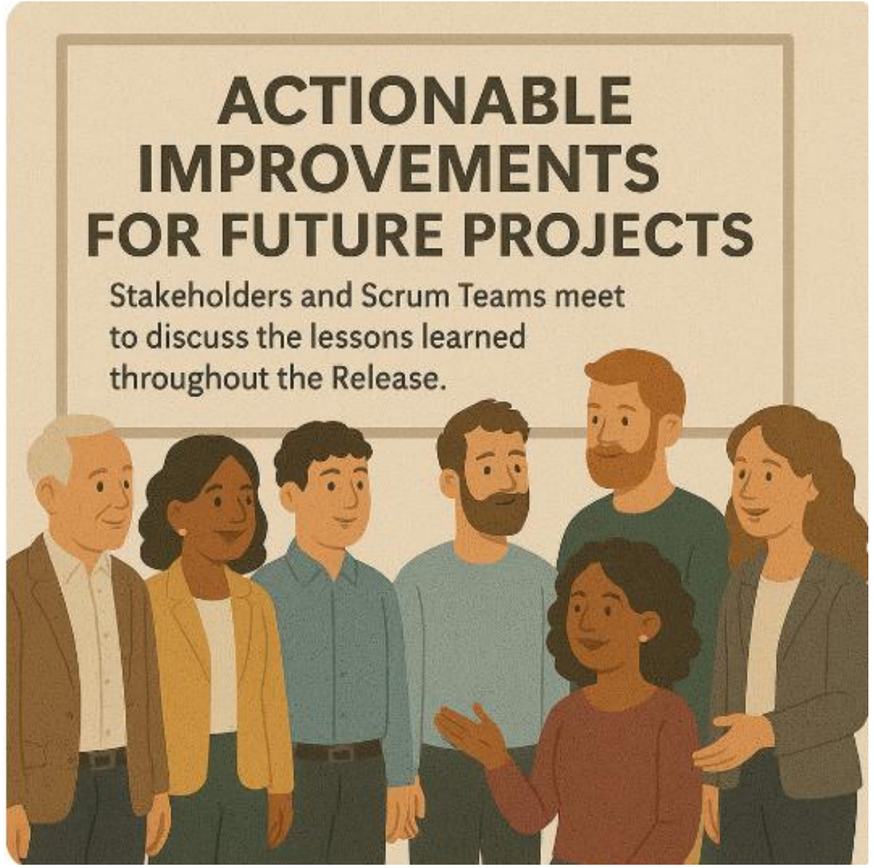
19. Retrospect Release

- This process completes a release. Business stakeholders and Scrum Core Team members assemble to reflect on the release and identify, document, and internalize the lessons learned.

- Agreed actionable improvements for future projects.



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- In total there are nineteen fundamental Scrum processes that apply to all projects.
- These nineteen processes are grouped into five phases as shown below.

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2.b Important Roles in Scrum

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Additional Reference and Further study:

- SBOK® Guide (Pages 136 – 273)
  - Chapter 8: Initiate;
  - Chapter 9: Plan and Estimate;
  - Chapter 10: Implement;
  - Chapter 11: Review and Retrospect;
  - Chapter 12: Release

- Advanced Scrumstudy Certifications such as SDC®, SMC®, SPOC®, SAMC™, etc.

12-minute Break

1. Webinar Format and Prerequisites
2. Understanding Scrum Concepts
   a. Brief History of Scrum
   b. Scrum Overview and Why use Scrum?
   c. Why use the SBOK® Guide?
   d. Scrum Principles
   e. Scrum Aspects
   f. Scrum Processes

Optional – Please review Pages 237 -319 about Sections 2.f Scrum Processes

After the break – 10 question Quiz about Why use the SBOK® Guide, Scrum Principles and Scrum Aspects

12-minute Break

2.f. Scrum Processes (Ques 1 of 10)

SCRUMstudy

Question:

What is the main purpose of creating a Project Vision Statement?

a) To serve as the inspiration and provide focus for the entire project

b) To list all the tasks for the project

c) To determine the project budget

d) To assign team roles

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.f. Scrum Processes (Ans 1 of 10)

SCRUMstudy

Question:

What is the main purpose of creating a Project Vision Statement?

a) To serve as the inspiration and provide focus for the entire project

b) To list all the tasks for the project

c) To determine the project budget

d) To assign team roles

Correct Answer: a) To serve as the inspiration and provide focus for the entire project

Justification:

A Project Vision Statement is created to inspire and guide the team, ensuring everyone works towards a common goal. It provides a clear focus for the entire project, rather than detailing tasks, budgets, or team assignments.

2.f. Scrum Processes (Ques 2 of 10)

SCRUMstudy

Question:

Who has the primary responsibility of selecting team members in Scrum?

a) Scrum Master alone

b) Development Team alone

c) Product Owner, often in collaboration with the Scrum Master

d) Project Sponsor

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.f. Scrum Processes (Ans 2 of 10)

SCRUMstudy

Question:

Who has the primary responsibility of selecting team members in Scrum?

a) Scrum Master alone

b) Development Team alone

c) Product Owner, often in collaboration with the Scrum Master

d) Project Sponsor

Correct Answer: c) Product Owner, often in collaboration with the Scrum Master

Justification:

In Scrum, the Product Owner holds the primary responsibility for selecting team members, ensuring they align with the project's goals. However, this is frequently done in consultation with the Scrum Master to ensure team balance and effectiveness.

2.f. Scrum Processes (Ques 3 of 10)

SCRUMstudy

Question:

What is an Epic in Scrum?

a) A small, detailed user story completed in one sprint

b) A large, high-level user story representing broad requirements too big for a single sprint

c) A list of all project risks

d) A sprint retrospective report

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.f. Scrum Processes (Ans 3 of 10)

SCRUMstudy

Question:

What is an Epic in Scrum?

a) A small, detailed user story completed in one sprint

b) A large, high-level user story representing broad requirements too big for a single sprint

c) A list of all project risks

d) A sprint retrospective report

Correct Answer: b) A large, high-level user story representing broad requirements too big for a single sprint

Justification:

An Epic in Scrum is a broad, high-level user story that cannot be completed in a single sprint. It typically needs to be broken down into smaller, more manageable user stories during backlog refinement to fit into sprint planning.

2.f. Scrum Processes (Ques 4 of 10)

SCRUMstudy

Question:

Which of the following is the correct typical format for writing a User Story?

a) "As a [role], I want [goal] so that [reason]."

b) "I want [goal] because I am [role]."

c) "[Role] should achieve [goal] for [reason]."

d) "We will complete [goal] for [role]."

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.f. Scrum Processes (Ans 4 of 10)

SCRUMstudy

Question:

Which of the following is the correct typical format for writing a User Story?

a) "As a [role], I want [goal] so that [reason]."

b) "I want [goal] because I am [role]."

c) "[Role] should achieve [goal] for [reason]."

d) "We will complete [goal] for [role]."

Correct Answer: a) "As a [role], I want [goal] so that [reason]."

Justification:

The standard User Story format in Agile/Scrum clearly defines the user's role, the desired goal, and the reason for achieving it. This structure ensures clarity in requirements and aligns the development work with user needs and business value.

2.f. Scrum Processes (Ques 5 of 10)

SCRUMstudy

Question:

Who approves the User Stories that the Scrum Team commits to deliver in a Sprint?

a) Product Owner

b) Scrum Master

c) Development Team Lead

d) Project Sponsor

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.f. Scrum Processes (Ans 5 of 10)

SCRUMstudy

Question:

Who approves the User Stories that the Scrum Team commits to deliver in a Sprint?

a) Product Owner

b) Scrum Master

c) Development Team Lead

d) Project Sponsor

Correct Answer: a) Product Owner

Justification:

In Scrum, the Scrum Team selects the User Stories for the Sprint, but these must be approved by the Product Owner to ensure alignment with project goals and priorities. Once approved, the Scrum Master creates the Sprint Backlog, and the committed stories are added to the Scrum Board.

2.f. Scrum Processes (Ques 6 of 10)

SCRUMstudy

Question:

What does the Scrum Board display?

a) Only the project budget

b) The product roadmap

c) The sprint retrospective notes

d) The updated visual representation of all User Stories and Tasks

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.f. Scrum Processes (Ans 6 of 10)

SCRUMstudy

Question:

What does the Scrum Board display?

a) Only the project budget

b) The product roadmap

c) The sprint retrospective notes

d) The updated visual representation of all User Stories and Tasks

Correct Answer: d) The updated visual representation of all User Stories and Tasks

Justification:

The Scrum Board is a key visual tool in Scrum that shows the current status of all User Stories and Tasks, helping the team track progress and identify bottlenecks. It ensures transparency and clear communication within the Scrum Team.

2.f. Scrum Processes (Ques 7 of 10)

SCRUMstudy

Question:

Which of the following is **NOT** one of the three standard questions asked in a Scrum Daily Standup?

a) What did I do yesterday?

b) What is the project budget?

c) What will I do today?

d) Are there any impediments?

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.f. Scrum Processes (Ans 7 of 10)

Question:

Which of the following is **NOT** one of the three standard questions asked in a Scrum Daily Standup?

a) What did I do yesterday?

b) What is the project budget?

c) What will I do today?

d) Are there any impediments?

Correct Answer: b) What is the project budget?

Justification:

The three questions in a Daily Standup are meant to track progress and identify blockers:

1. What did I do yesterday?
2. What will I do today?
3. Are there any impediments?

   Asking about the project budget is not part of the Daily Standup purpose.

2.f. Scrum Processes (Ques 8 of 10)

SCRUMstudy

Question:

Who is responsible for continuously updating and maintaining the Prioritized Product Backlog in Scrum?

a) Scrum Master

b) Development Team

c) Product Owner

d) Project Sponsor

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.f. Scrum Processes (Ans 8 of 10)

SCRUMstudy

Question:

Who is responsible for continuously updating and maintaining the Prioritized Product Backlog in Scrum?

a) Scrum Master

b) Development Team

c) Product Owner

d) Project Sponsor

Correct Answer: c) Product Owner

Justification:

In Scrum, the Product Owner owns the Prioritized Product Backlog. They ensure it is continuously updated with approved change requests, new requirements, and adjustments based on identified risks to keep the project aligned with business priorities.

2.f. Scrum Processes (Ques 9 of 10)

SCRUMstudy

Question:

What is the main purpose of the Sprint Retrospective in Scrum?

a) To discuss lessons learned during the Sprint and agree on actionable improvements

b) To review the project budget

c) To assign tasks for the next Sprint

d) To present the final product to stakeholders

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.f. Scrum Processes (Ans 9 of 10)

SCRUMstudy

Question:

What is the main purpose of the Sprint Retrospective in Scrum?

a) To discuss lessons learned during the Sprint and agree on actionable improvements

b) To review the project budget

c) To assign tasks for the next Sprint

d) To present the final product to stakeholders

Correct Answer: a) To discuss lessons learned during the Sprint and agree on actionable improvements

Justification:

The Sprint Retrospective is a Scrum ceremony where the Scrum Master and Scrum Team reflect on the Sprint, identify what went well, what could be improved, and agree on specific actions to enhance future Sprints. It is focused on continuous improvement, not budget reviews or product presentations.

2.f. Scrum Processes (Ques 10 of 10)

SCRUMstudy

Question:

What happens during the "Ship Deliverables" step in Scrum?

a) User Stories are estimated for the next Sprint

b) Deliverables from accepted User Stories of completed Sprints are delivered to stakeholders

c) The Scrum Team reviews impediments from the Sprint

d) The Product Backlog is reprioritized

Please select the correct option. The correct answer and justification will be shown on the next slide.

2.f. Scrum Processes (Ans 10 of 10)

SCRUMstudy

Question:

What happens during the "Ship Deliverables" step in Scrum?

a) User Stories are estimated for the next Sprint

b) Deliverables from accepted User Stories of completed Sprints are delivered to stakeholders

c) The Scrum Team reviews impediments from the Sprint

d) The Product Backlog is reprioritized

Correct Answer: b) Deliverables from accepted User Stories of completed Sprints are delivered to stakeholders

Justification:

In Scrum, "Ship Deliverables" refers to delivering or transitioning the outputs from accepted User Stories of past Sprints to the relevant business stakeholders. This ensures the value created in the Sprint is made available for use.

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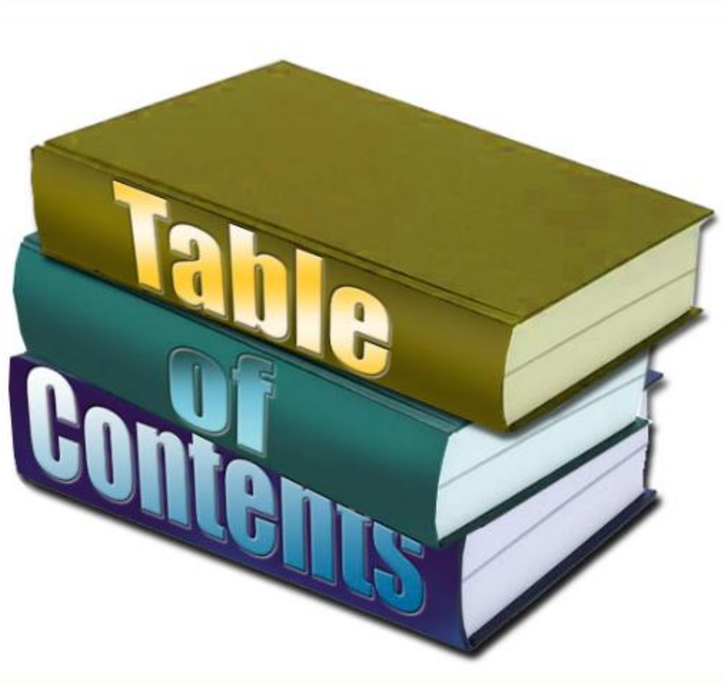


3. Next Steps

Recommended next steps are:

1. Understand how Scrum works in real-life scenarios using a high-end, AI-powered SaaS tool. Scrumstudy facilitates this through a free certification program — **Scrum with AI Certified (SAC™)** — where you create complete Scrum projects and practice using a leading AI-powered SaaS platform, **Vabro.ai**.

   You will understand how to use Scrum to significantly increase ROI and productivity in your Scrum projects.

3. Next Steps

Recommended next steps are:

2. As you become more familiar with using Scrum, you may want to explore its nuances and deeper details to apply it more effectively.

   Consider pursuing advanced certifications and courses offered by Scrumstudy, such as Scrum Developer Certified (**SDC™**), Scrum Master Certified (**SMC™**), Scrum Product Owner Certified (**SPOC™**), and more.

   These programs will help you gain advanced knowledge and skill sets to apply Scrum with greater expertise and confidence.

3.1 Get Scrum with AI Certified (SAC™) in 2 hours!

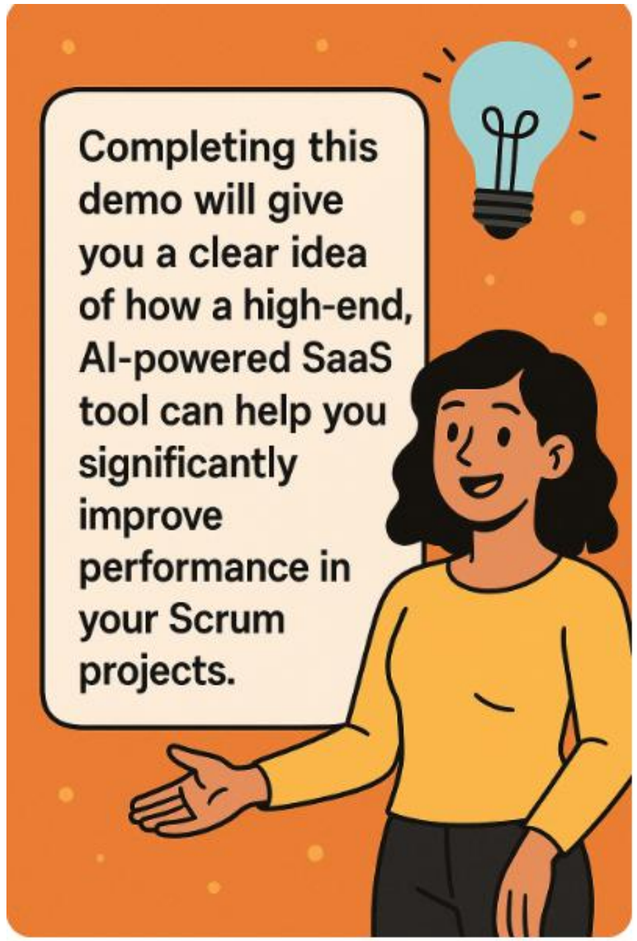
(Also learn how AI improves the productivity of Scrum.)

SCRUMstudy

1. Overview of Scrum Framework (15 mins)
2. Steps to prepare for the Vabro.ai demo (10 mins)
3. Setting up your Vabro.ai account (7 mins)
4. Using Vabro Genie AI to Set Up your entire project using your own AI prompt (5 mins)
5. As a Product Owner, create, edit. prioritize and estimate Epics, User Stories and more (30 mins).

10 Minutes Break!

6. As a Scrum Master, create and edit the Sprint Backlog, pull User Stories to Sprints, estimate User Stories, and manage Sprints (17 mins)
7. As a Scrum Team Member, work on the Scrum Board and create deliverables (15 mins)
8. 150+ Features – Bigger and Better (1 minute)



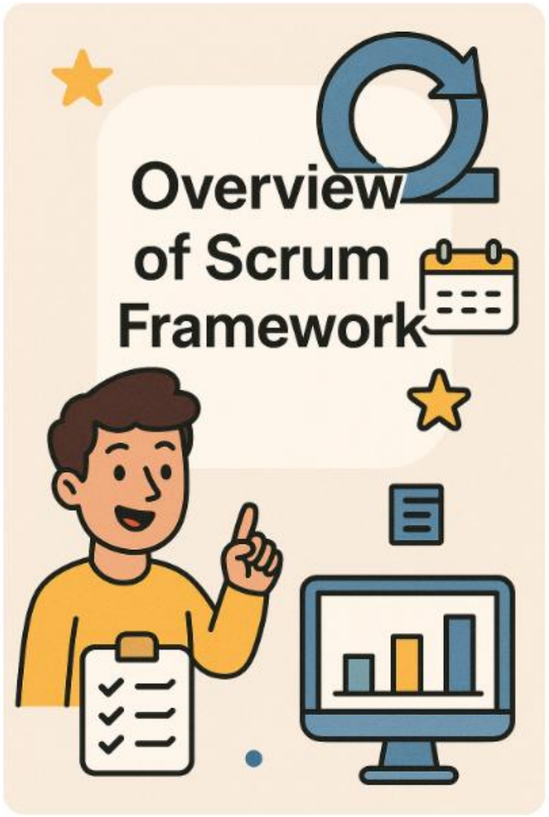
3.1 Get Scrum with AI Certified (SAC™) in 2 hours!

(Also learn how AI improves the productivity of Scrum.)

SCRUMstudy

1. **Overview of Scrum Framework**

   Emphasizes iterative development, defined roles, time-boxed events, collaboration, transparency, and continuous improvement



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(Also learn how AI improves the productivity of Scrum.)

SCRUMstudy

2. Steps to prepare for the Vabro.ai demo

Ensures that you understand what to expect and can follow along easily

3.1 Get Scrum with AI Certified (SAC™) in 2 hours!

(Also learn how AI improves the productivity of Scrum.)

SCRUMstudy

3. Setting up your Vabro.ai account

We will then walk you through setting up your Vabro.ai account

3.1 Get Scrum with AI Certified (SAC™) in 2 hours!

(Also learn how AI improves the productivity of Scrum.)

SCRUMstudy

4. Using Vabro Genie AI to Set Up your entire project using your own AI prompt

Vabro Genie AI can automatically create your entire project just from a single AI prompt — making project setup faster and smarter.

You simply give a project name, and Vabro Genie-AI will auto-generate the complete project with Epic, User Stories and more.

3.1 Get Scrum with AI Certified (SAC™) in 2 hours!

(Also learn how AI improves the productivity of Scrum.)

SCRUMstudy

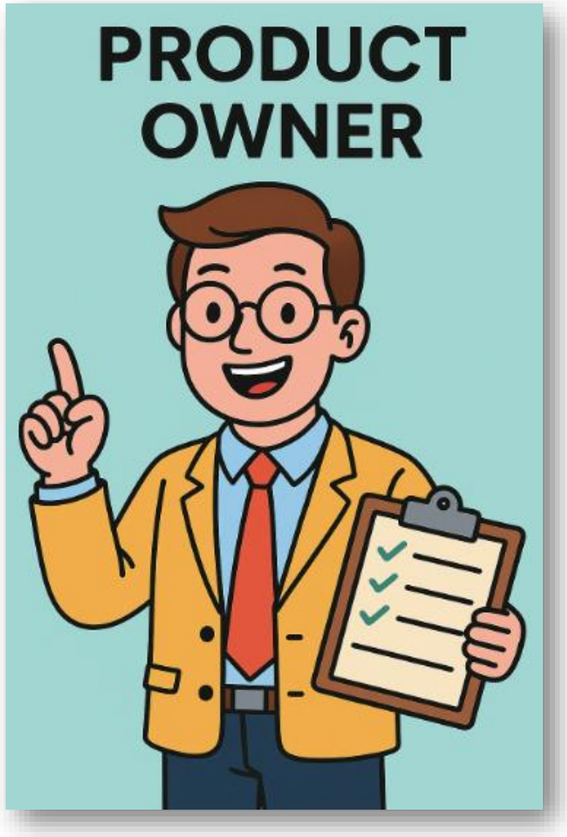
5. As a Product Owner,

a) Review the project details, create Project Business Case and Definition of Done with Vabro Genie AI, and set up the project team

b) Review the Prioritized Product Backlog, Epics and User Stories created by Vabro Genie AI

c) Finalize one User Story, create User Story Description, Generate Acceptance Criteria through AI

d) Prioritize User Stories



3.1 Get Scrum with AI Certified (SAC™) in 2 hours!

(Also learn how AI improves the productivity of Scrum.)

SCRUMstudy

6. As a Scrum Master,

a) Create a Sprint Backlog for your Sprint – determine start date and team, finalize Sprint Goals

b) Pull relevant User Stories into the Sprint

c) Estimate User Stories

d) Start the Sprint

e) View the Scrumboard with all selected and estimated user stories, along with the relevant columns in the Scrumboard.

3.1 Get Scrum with AI Certified (SAC™) in 2 hours!

(Also learn how AI improves the productivity of Scrum.)

SCRUMstudy

7. **As a Scrum Team Member,**
   a) For one User Story, use Vabro Genie AI to generate tasks along with descriptions, categories, and Task Estimates
   b) Complete Tasks for each User Story
   c) Submit completed User Stories for Product Owner approval

3.1 Get Scrum with AI Certified (SAC™) in 2 hours!

(Also learn how AI improves the productivity of Scrum.)

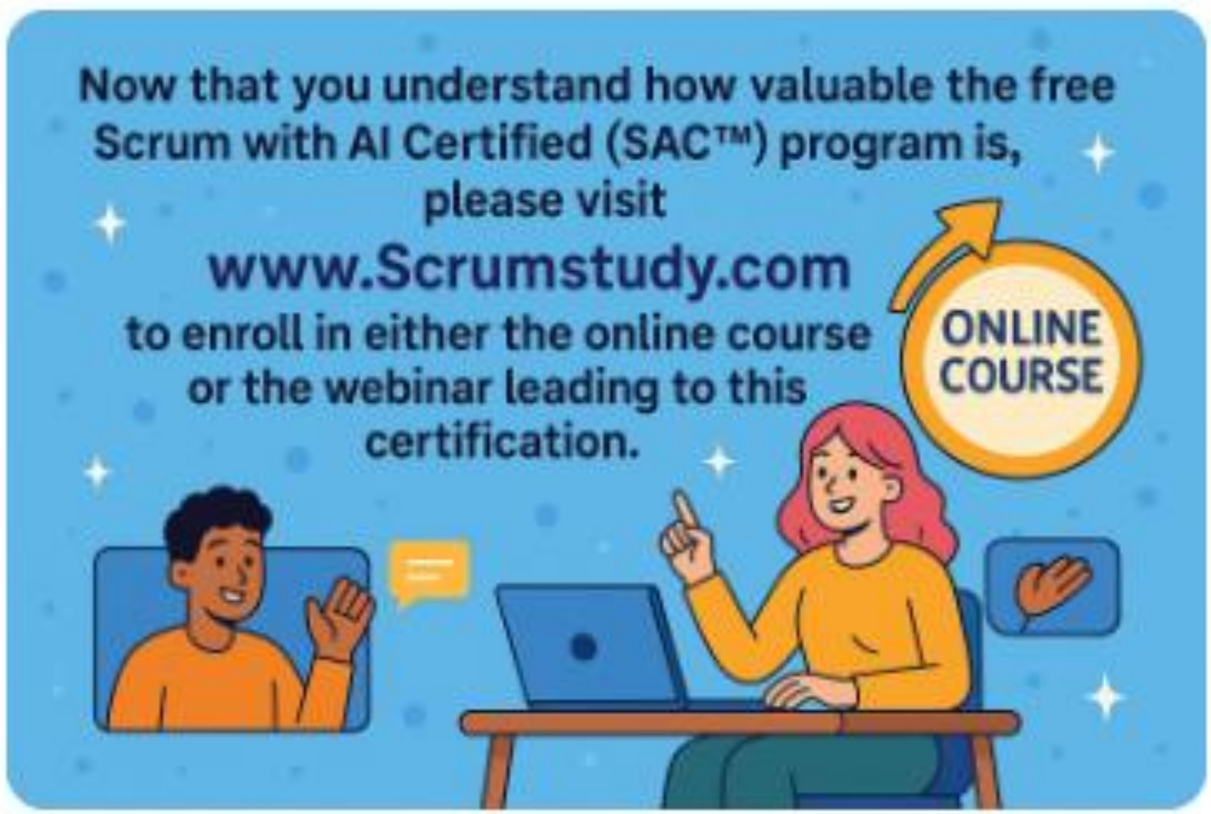
SCRUMstudy

8. 150+ Features – Bigger and Better

Extensive set of over 150 features that make Vabro.ai more powerful and versatile than traditional tools

3.1 Get Scrum with AI Certified (SAC™) in 2 hours!

(Also learn how AI improves the productivity of Scrum.)



To get the free **SAC™** certification,

- Complete the Vabro.ai demo included in this free SAC™ webinar or online course.
- Upload a screenshot of the Scrum Board you created, with at least one User Story and two tasks.
- The Scrumstudy team will review your submission and award the certificate within 2 business days.

No exams are required for the SAC™ certification!

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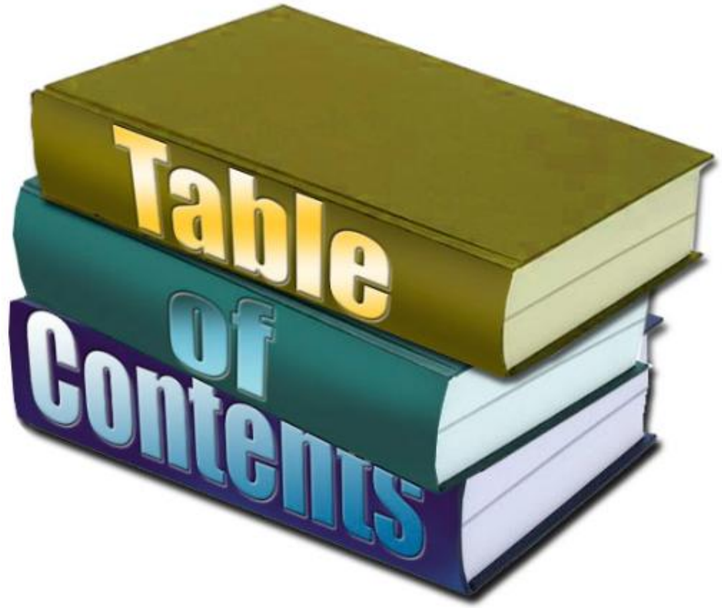

4. SFC™ Certification

SCRUMstudy

Exam Format

- Multiple choice
- 40 questions per exam
- One mark awarded for every right answer
- No negative marks for wrong answers
- 30 questions need to be answered correctly to pass
- 60 minutes duration
- Online unproctored exam

For more details about this certification exam, please visit

Scrumstudy.com -> Certification -> Scrum Fundamentals Certified (SFC™)

To register and take this certification, you can

- Click on the link available in this webinar
- Click on this link - https://www.scrumstudy.com/account/register

If you have completed this webinar, you are ready for the SFC™ Certification Exam.

No additional preparation is required, and you can take the exam at your convenience!

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SCRUMstudy

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Next Steps

Thank you for joining this webinar. We hope you enjoyed it and gained valuable learning!

Please ensure that you obtain your highly valued SFC™ and SAC™ certifications, and display them on your LinkedIn profile, and other Social Media. Also please refer your friends and colleagues to these webinars. You'll earn discount vouchers and other benefits when you refer your colleagues to this webinar.

Kindly submit your feedback using the link available in the webinar portal. We look forward to hearing from you.

All the best!

VMEdu

Targeting success