



*A simple way to learn the key concepts of the most popular framework to organize product development teams.*

# The Scrum Guide

on a single page



# The Scrum Guide on a single page

*is a synthesis of the Scrum Guide version 2020 by Ken Schwaber & Jeff Sutherland.*

*Developed by Fabrício Laguna using the Concept Modeling technique to be used as a quick reference to the main concepts of the guide or for teaching and learning dynamics about Scrum.*



Fabrício Laguna is the main reference on Business Analysis in Brazil. Author and producer of videos, articles, classes, lectures and playful content, he has the ability to explain complex things in a simple and easy to understand way.

He is the president of the Brazil Chapter of IIBA® (International Business Analysis Institute). At the invitation of the Brazilian Ministry of Labor, he worked on defining the skills and duties of the business analyst at CBO (Brazilian Classification of Occupations).

Speaker at international events on the topics of Business Analysis and Agility, he has scientific articles on these topics published in international magazines. He maintains THE BRAZILIAN BA channel on Youtube with video classes on topics related to Business Analysis and Management. His online course at the Udemy platform is among the best rated and has already attracted students from more than 50 different countries.

He has worked as a consultant and instructor on issues related to solution development methodology, business analysis, systems analysis, project management, business architecture and systems architecture for over 25 years. He is a founding partner of Gigante Consultoria.

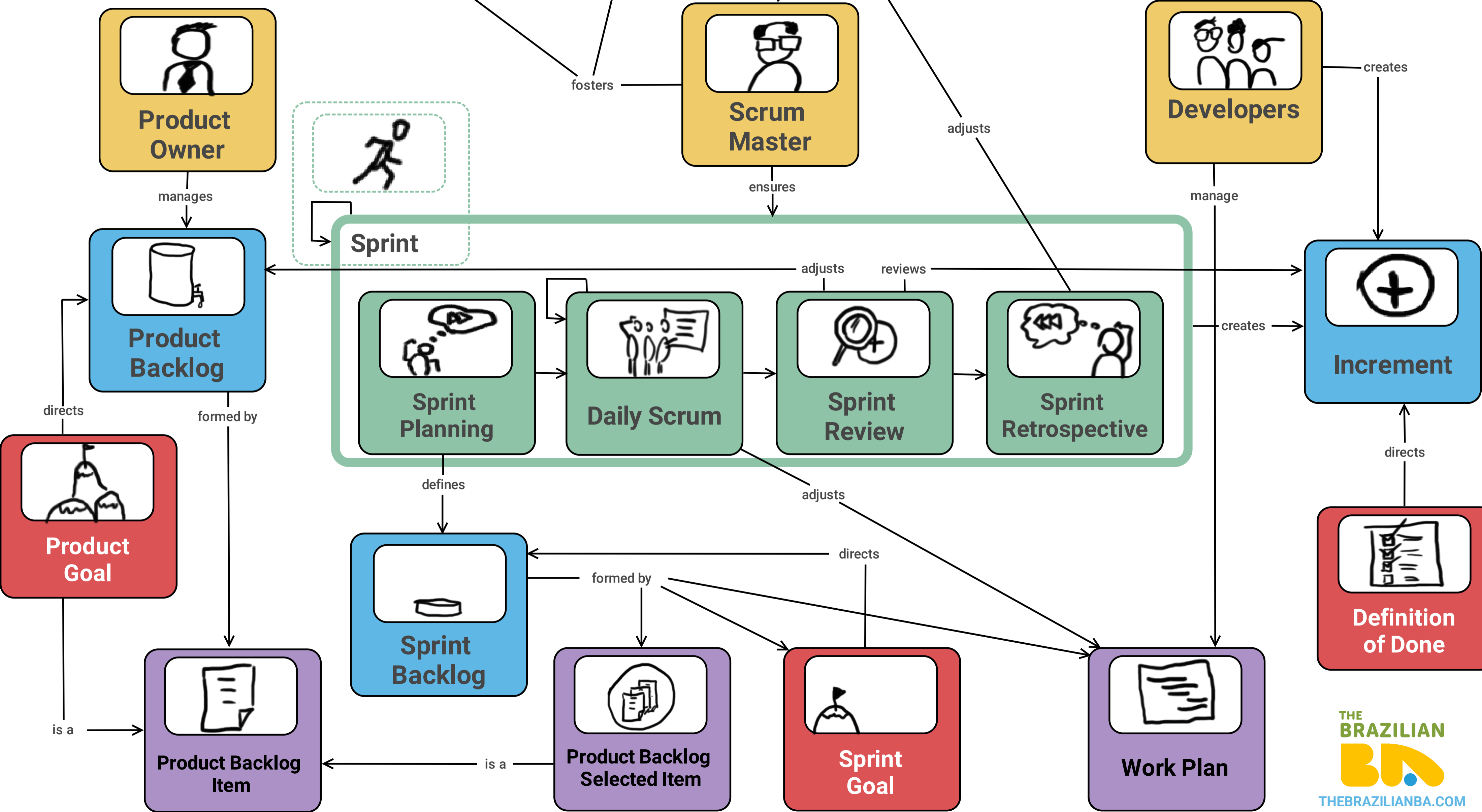
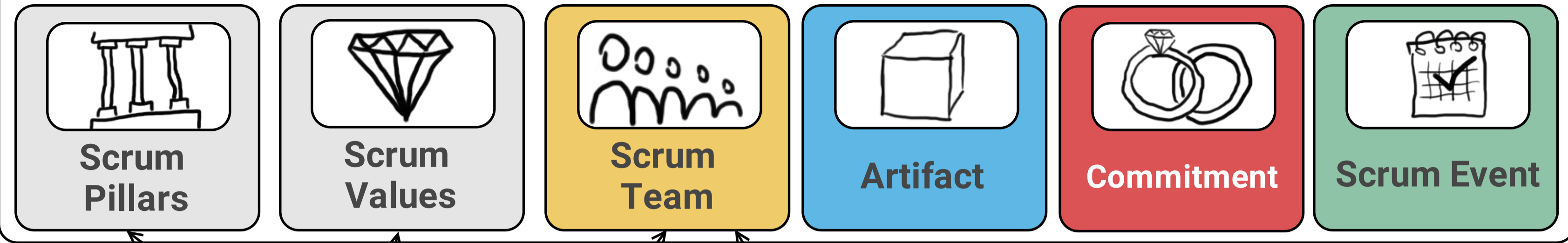
First CBAP® certified professional in Latin America in 2008 by IIBA®. Also PMP® certified in 2009 by PMI®. MBA in Business Administration with a degree in Entrepreneurship from the UN EMPRETEC Program. Bachelor of Computer Science.

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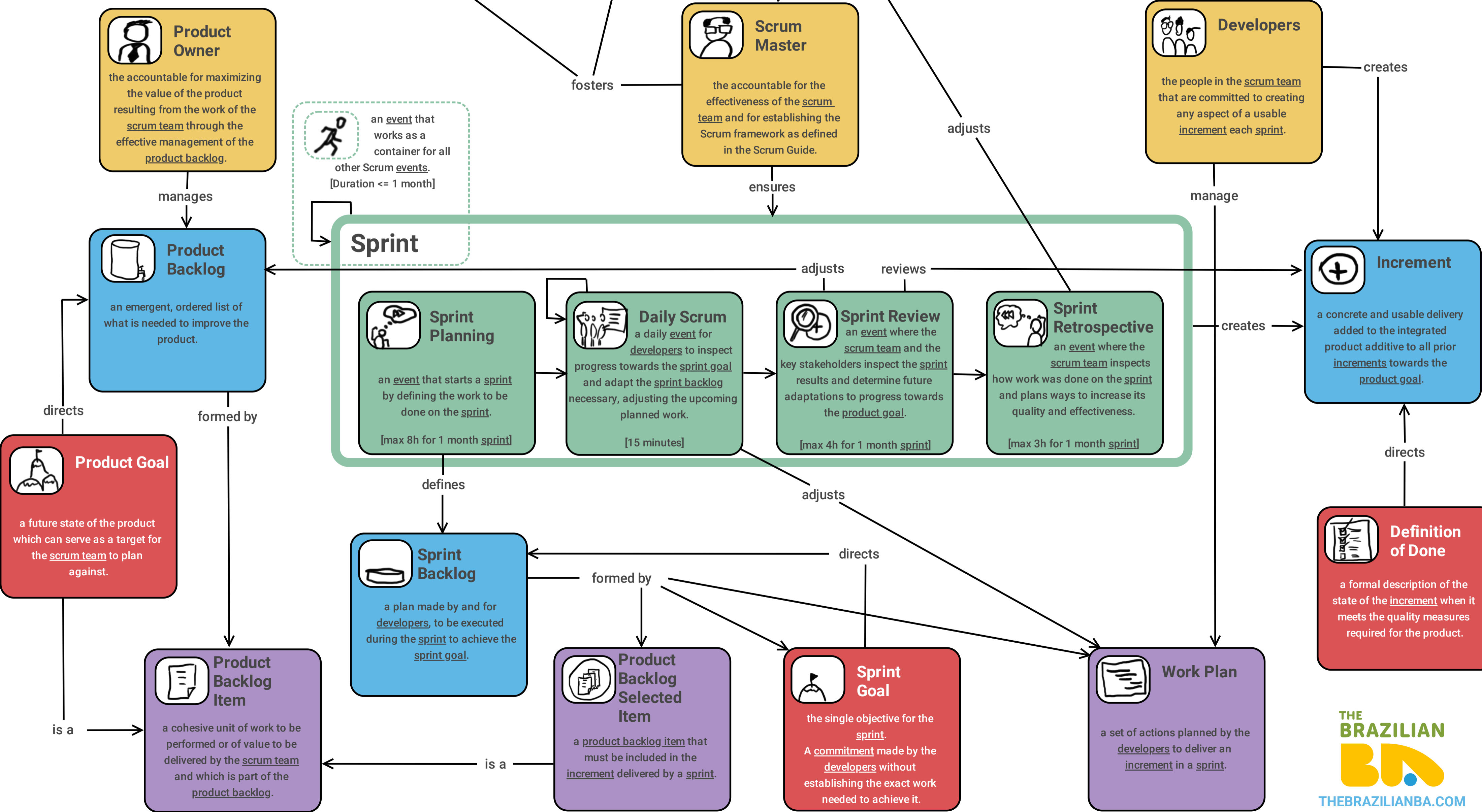
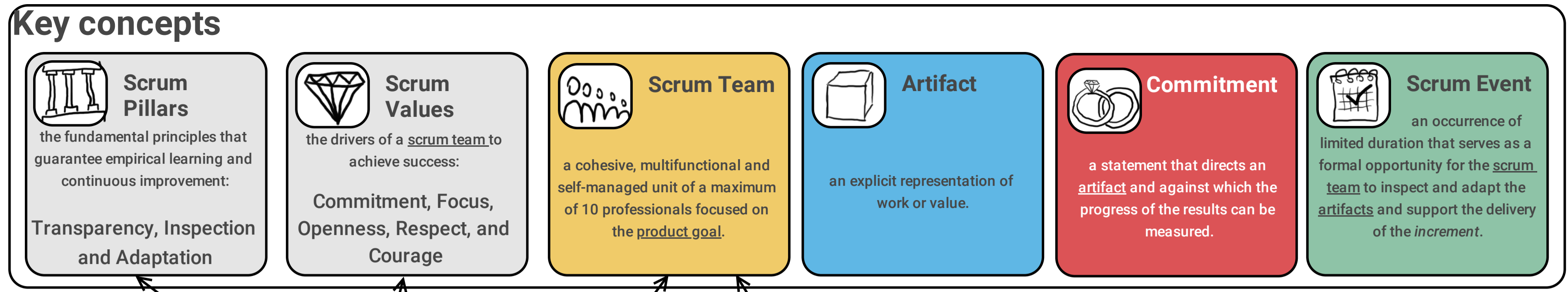
## Key concepts



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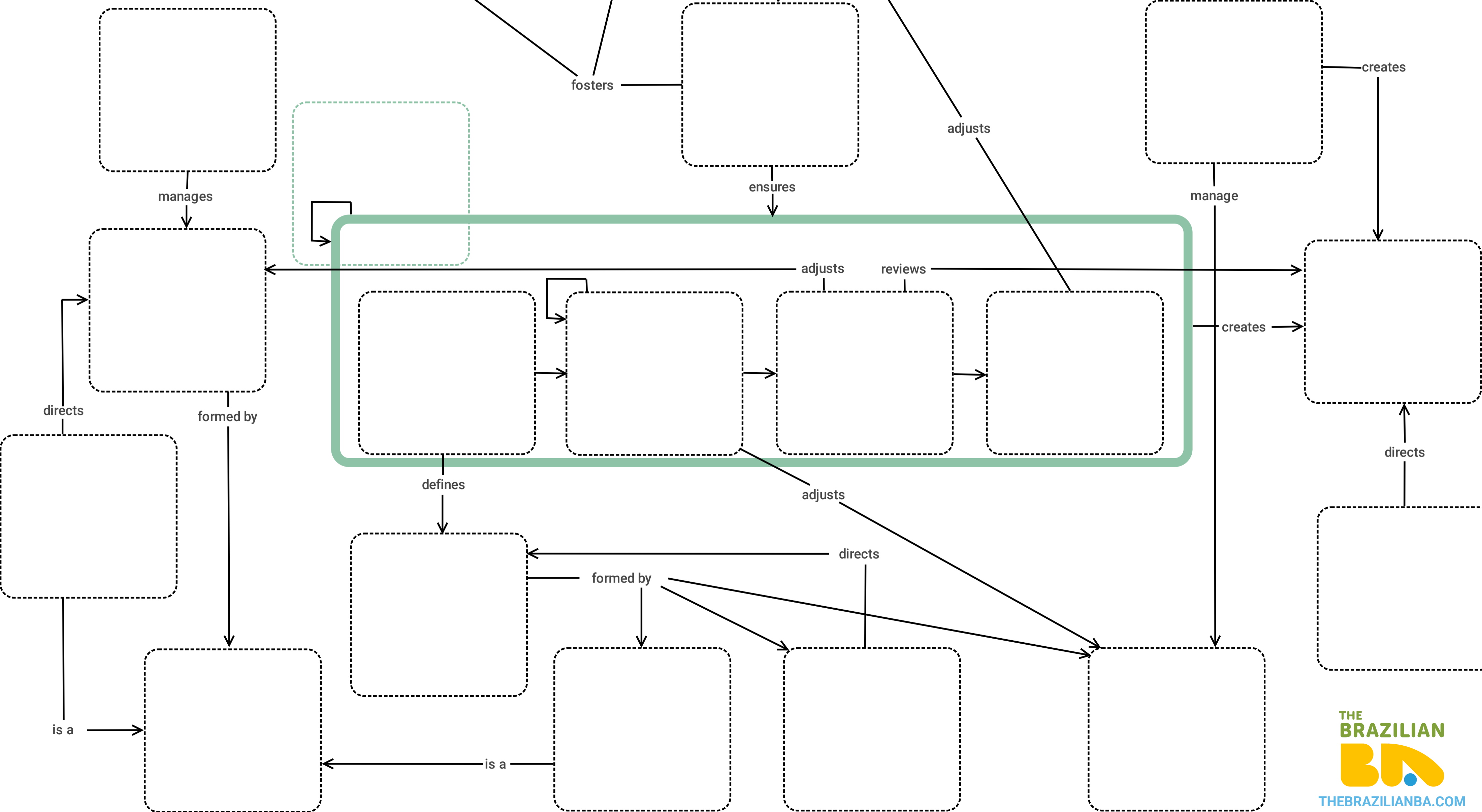
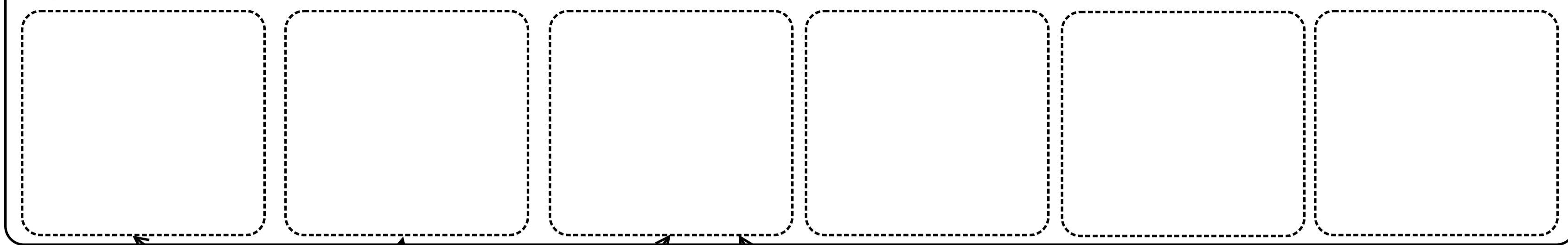


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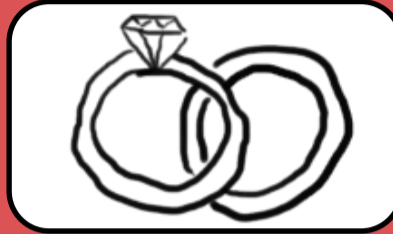
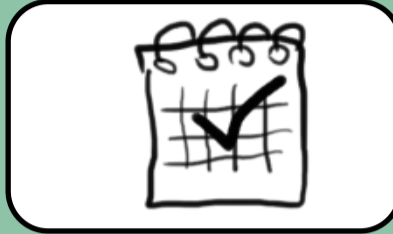




















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## Key concepts




# Front Cards

 <p>Scrum Team</p>	 <p>Artifact</p>	 <p>Commitment</p>	 <p>Scrum Event</p>	 <p>Sprint Review</p>	 <p>THE BRAZILIAN BA THEBRAZILIANBA.COM</p>
 <p>Scrum Master</p>	 <p>Product Backlog</p>	 <p>Product Goal</p>	 <p>Sprint</p>	 <p>Sprint Retrospective</p>	 <p>Product Backlog Item</p>
 <p>Developers</p>	 <p>Sprint Backlog</p>	 <p>Sprint Goal</p>	 <p>Sprint Planning</p>	 <p>Scrum Pillars</p>	 <p>Product Backlog Selected Item</p>
 <p>Product Owner</p>	 <p>Increment</p>	 <p>Definition of Done</p>	 <p>Daily Scrum</p>	 <p>Scrum Values</p>	 <p>Work Plan</p>

# Back Cards

**Fabrício Laguna**

*DIFFICULT IDEAS IN AN APPROACHABLE AND CHARMING WAY*



**Sprint Review**  
 an event where the scrum team and the key stakeholders inspect the sprint results and determine future adaptations to progress towards the product goal.  
 [max 4h for 1 month sprint]

**Scrum Event**  
 an occurrence of limited duration that serves as a formal opportunity for the scrum team to inspect and adapt the artifacts and support the delivery of the increment.

**Commitment**  
 a statement that directs an artifact and against which the progress of the results can be measured.

**Artifact**  
 an explicit representation of work or value.

**Scrum Team**  
 a cohesive, multifunctional and self-managed unit of a maximum of 10 professionals focused on the product goal.

**Product Backlog Item**  
 a cohesive unit of work to be performed or of value to be delivered by the scrum team and which is part of the product backlog.

**Sprint Retrospective**  
 an event where the scrum team inspects how work was done on the sprint and plans ways to increase its quality and effectiveness.  
 [max 3h for 1 month sprint]

an event that works as a container for all other Scrum events.  
 [Duration <= 1 month]

**Sprint**

**Product Goal**  
 a future state of the product which can serve as a target for the scrum team to plan against.

**Product Backlog**  
 an emergent, ordered list of what is needed to improve the product.

**Scrum Master**  
 the accountable for the effectiveness of the scrum team and for establishing the Scrum framework as defined in the Scrum Guide.

**Product Backlog Selected Item**  
 a product backlog item that must be included in the increment delivered by a sprint.

**Scrum Pillars**  
 the fundamental principles that guarantee empirical learning and continuous improvement:  
**Transparency, Inspection and Adaptation**

**Sprint Planning**  
 an event that starts a sprint by defining the work to be done on the sprint.  
 [max 8h for 1 month sprint]

**Sprint Goal**  
 the single objective for the sprint.  
 A commitment made by the developers without establishing the exact work needed to achieve it.

**Sprint Backlog**  
 a plan made by and for developers, to be executed during the sprint to achieve the sprint goal.

**Developers**  
 the people in the scrum team that are committed to creating any aspect of a usable increment each sprint.

**Work Plan**  
 a set of actions planned by the developers to deliver an increment in a sprint.

**Scrum Values**  
 the drivers of a scrum team to achieve success:  
**Commitment, Focus, Openness, Respect, and Courage**

**Daily Scrum**  
 a daily event for developers to inspect progress towards the sprint goal and adapt the sprint backlog necessary, adjusting the upcoming planned work.  
 [15 minutes]

**Definition of Done**  
 a formal description of the state of the increment when it meets the quality measures required for the product.

**Increment**  
 a concrete and usable delivery added to the integrated product additive to all prior increments towards the product goal.

**Product Owner**  
 the accountable for maximizing the value of the product resulting from the work of the scrum team through the effective management of the product backlog.

# The Scrum Guide on a single page

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special thanks to:

André Gomes by helping on definitions

bibliography:

The Scrum Guide - <https://www.scrum.org/>

other relevant content by The Brazilian BA:

