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The Home of Scrum

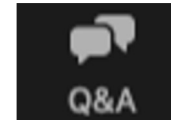
17 Mythen über Scrum und wie du sie widerlegst

Simon Flossmann

17.05.2023

Quick Guidelines

- Your microphones will be muted throughout
- This session is recorded. The recording and slides will be available after the webinar within 24 hours.
- Please ask questions!
 - Submit questions by selecting the Q & A icon:



Who is Scrum.org

Mission:
*Helping People and
Teams Solve
Complex Problems*



Ken Schwaber
Scrum.org Founder,
Chairman and
Co-creator of Scrum



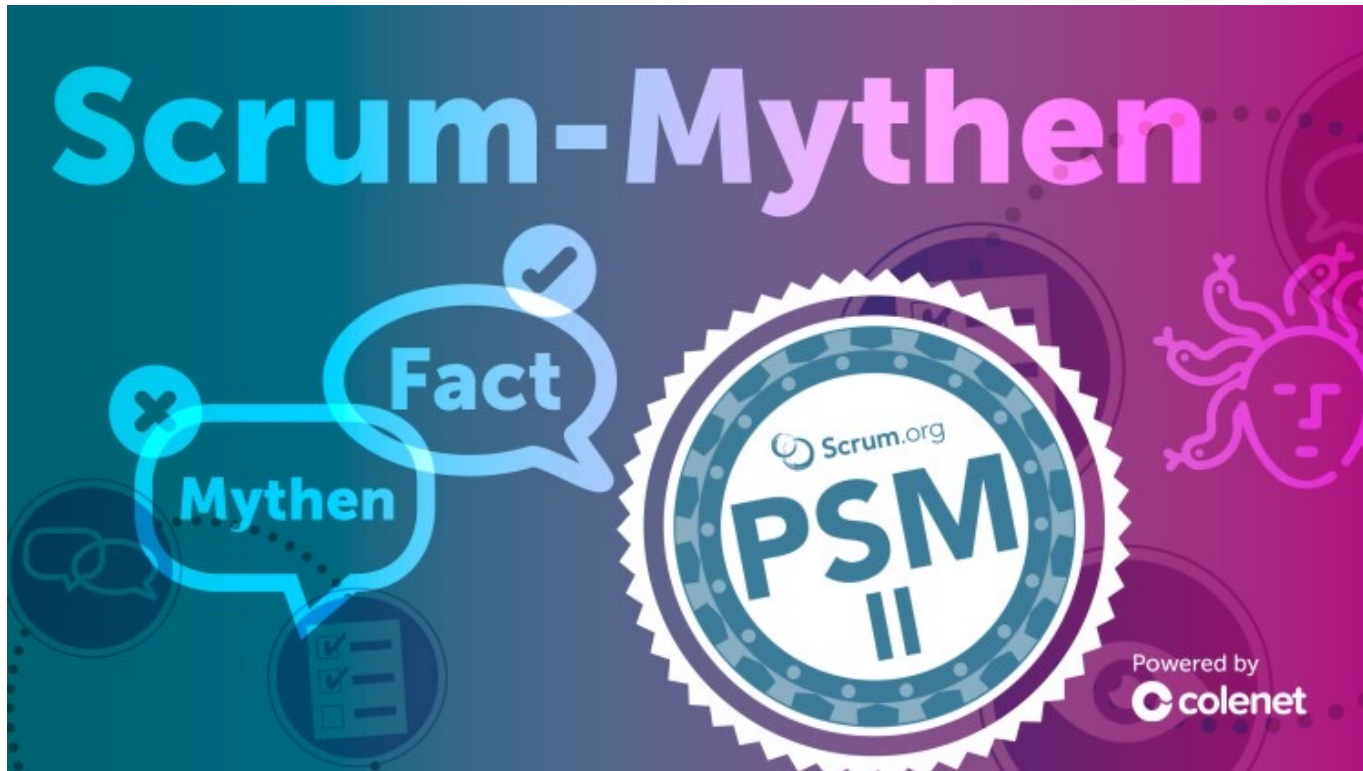
Simon Flossmann

Professional Scrum Trainer

- Angefangen als Product Owner
- Jahrelang als Scrum Master gearbeitet
- Jetzt Scrum Trainer für Colenet
- Ehemaliger co-Steward für das Scaled-Professional-Scrum-Training



Artikel: 17 Scrum-Mythen, die jeder Professional Scrum Master widerlegen können muss



Mythos #1: In Scrum wird nicht geplant



Mythos #2: Mit Scrum können keine Projekte durchgeführt werden



Mythos #3: In Scrum ist ein Sprint-Ziel optional



Mythos #4: Das Product Backlog wird ausschließlich vom Product Owner gepflegt



Mythos #5: Refinement ist eine Pflichtveranstaltung für das gesamte Scrum Team



Mythos #6: Der Scrum Master kann keine Leute aus dem Scrum Team entfernen



Mythos #7: Nur der Product Owner interagiert mit Stakeholdern



Mythos #8: Das Sprint Review ist eine Demo



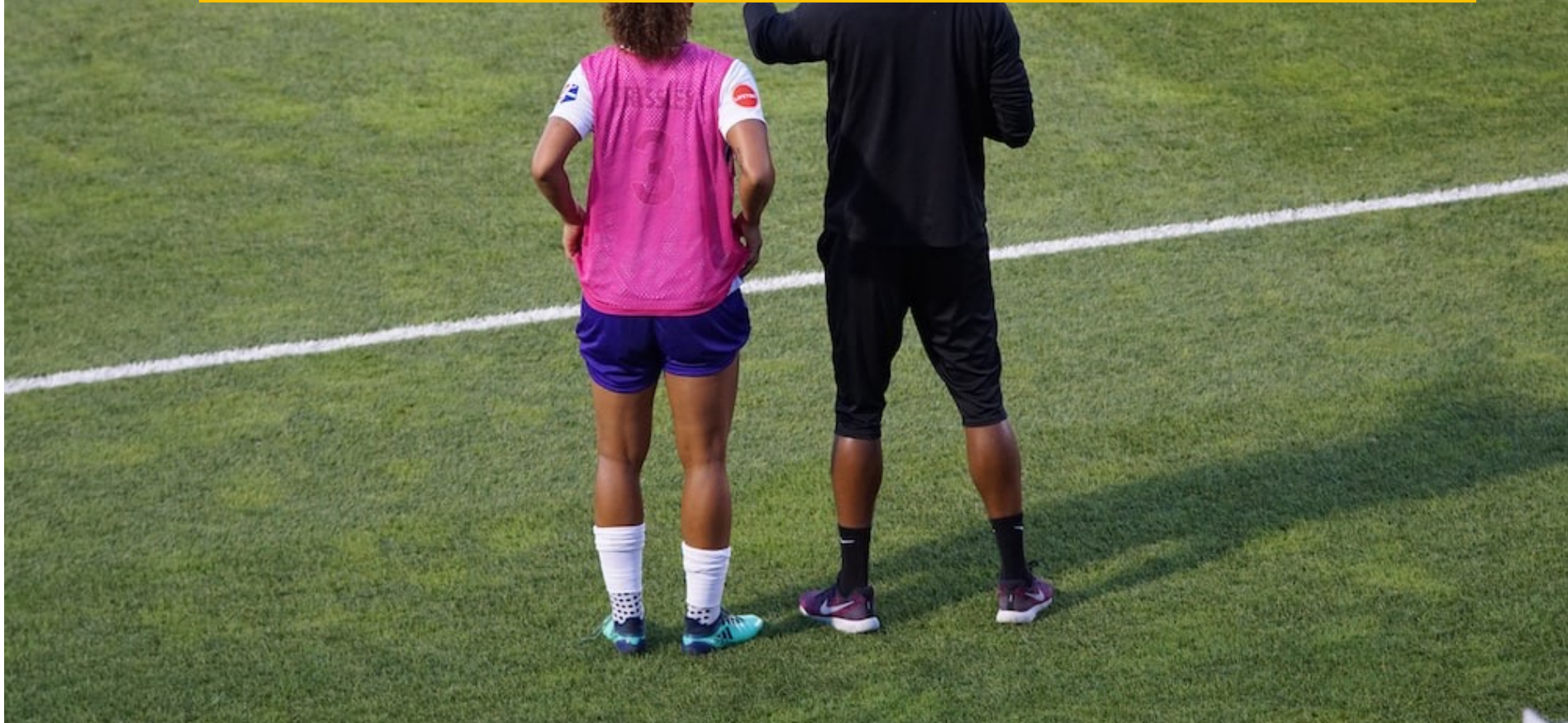
Mythos #9: In Scrum verbringen wir zu viel Zeit in Meetings



Mythos #10: Story Points sind in Scrum erforderlich



Mythos #11: Der Scrum Master ist ein Junior Agile Coach



Mythos #12: Der Scrum Master muss jedes Problem lösen



Mythos #13: In Scrum wird das Product Backlog nach Prioritäten geordnet



Mythos #14: In Scrum muss das Product Backlog aus User Stories bestehen



Mythos #15: In Scrum werden neue Features erst am Ende des Sprints geliefert



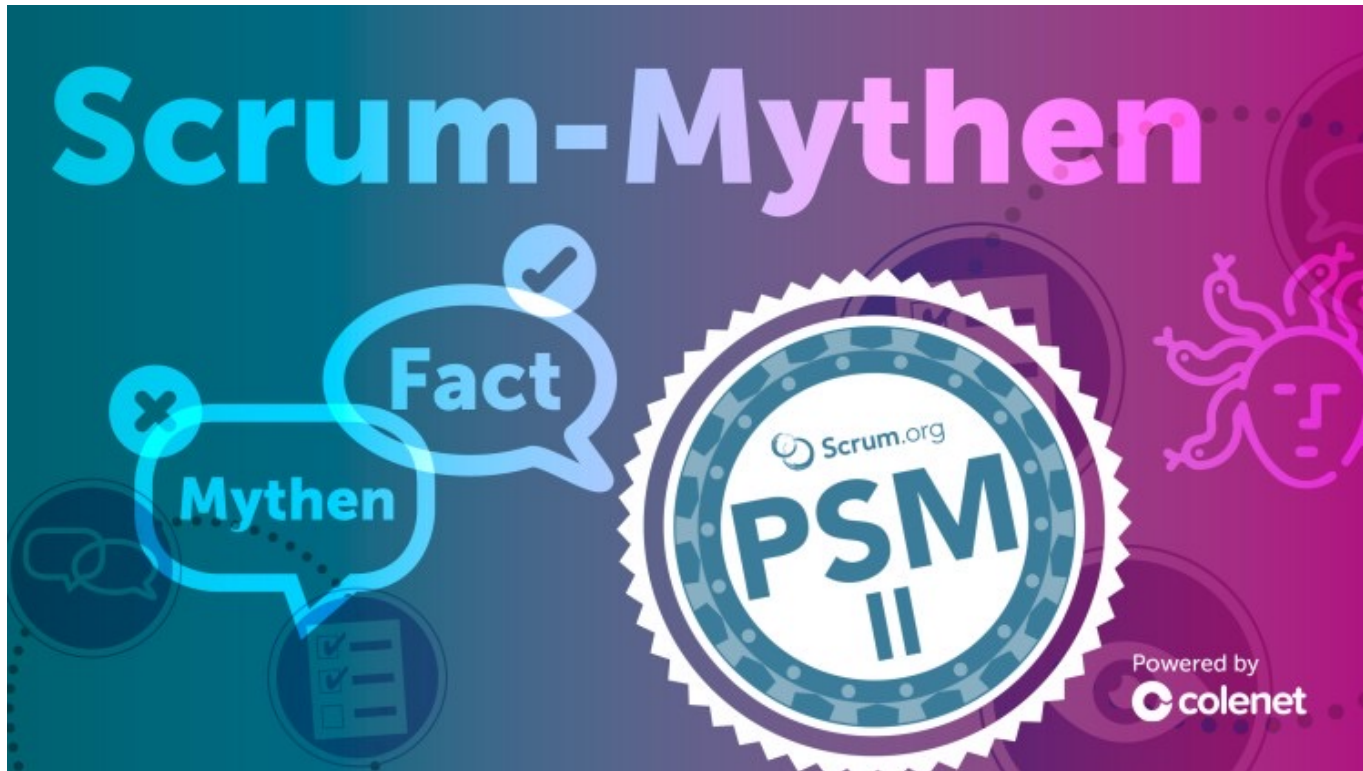
Mythos #16: Das Sprint Backlog kann sich während des Sprints nicht ändern



Mythos #17: Der Scrum Master muss während des Daily Scrums anwesend sein



Artikel: 17 Scrum-Mythen, die jeder Professional Scrum Master widerlegen können muss



Fragen

Each role has a clear Learning Path



Product Owner Learning Path

★★★★★ 4.9 from 5 ratings

Unwatch

As described in the [Scrum Guide](#), a Scrum Product Owner is responsible for maximizing the value of the product resulting from the work of the Development Team. How this is done may vary widely across organizations, Scrum Teams, and individuals.

The learning path is organized by a set of [Professional Scrum Competencies](#) which each contain a number of focus areas. Resources are laid out in a prescribed order, however it is your journey, so follow in the best way that helps you learn.

Understanding and Applying the Scrum Framework

Empiricism

Scrum Values

Scrum Roles

Scrum Events

Scrum Artifacts

Sprint Goal

Done

Scaling Scrum

Managing Products with Agility

Understanding and Applying the Scrum Framework / Empiricism

The Agile Manifesto

Created by 17 visionaries in 2001, the Agile Manifesto was developed to look at the core principles and values for Agile software development. [0:04:00]

★★★★★ 4.8 from 6 ratings

Completed

Empiricism, the Act of Making Decisions Based on What Is

Ken Schwaber writes about commitment and Scrum as an empirical process. [0:03:30]

★★★★★ 4.8 from 7 ratings

Completed

The Three Pillars of Empiricism (Scrum)

READ THE SCRUM GUIDE

VIEW THE SCRUM FRAMEWORK

THE SCRUM GLOSSARY

FIND TRAINING

GET CERTIFIED

<https://www.scrum.org/pathway/scrum-master>

<https://www.scrum.org/pathway/product-owner-learning-path>

<https://www.scrum.org/pathway/team-member-learning-path>

<https://www.scrum.org/pathway/agile-leader-learning-path>

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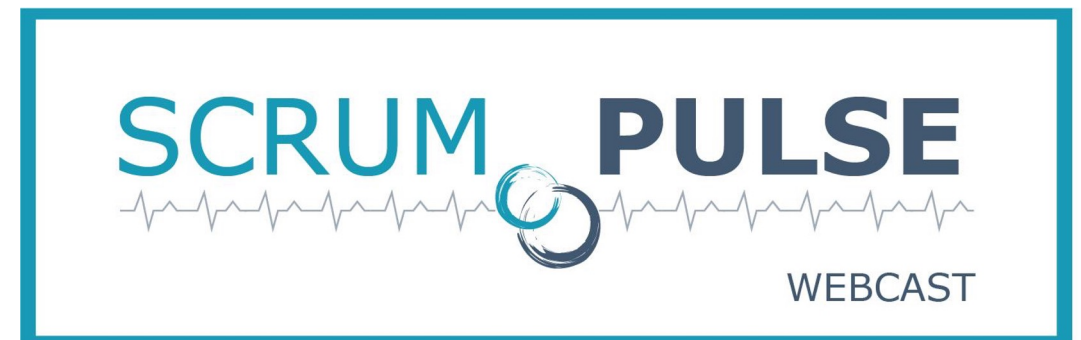
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RSS
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Vielen Dank und Scrum on!