



Scrum.org™
The Home of Scrum

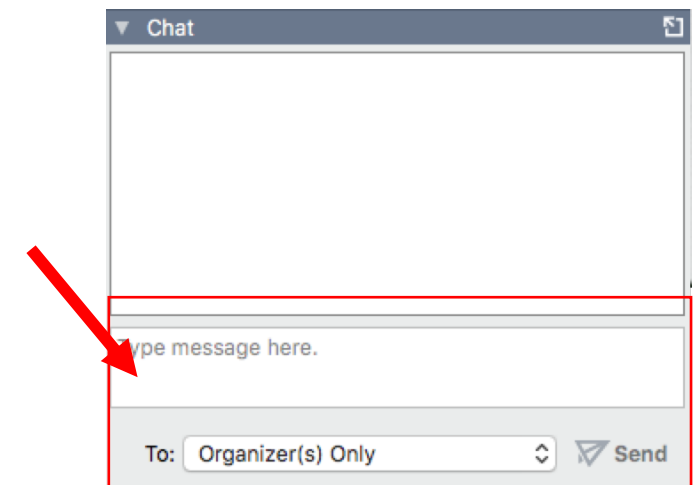
User Experience Fishbowl

Barry Overeem and Christiaan Verwijs

May 19, 2020

Quick Guidelines

- Your microphones will be muted throughout
- Please ask questions!
- Type questions into the webinar questions box:
- Type comments into the webinar comments box:



Who is Scrum.org



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



Consistent

Global

Community

Panelists & Facilitators

- [Henri Lipmanowicz](#) – Co-founder Liberating Structures
- [Linda van Sinten](#) – Scrum Master
- [Ulises Gonzalez](#) – Product Owner & Trainer
- [Sebastian Zebrowski](#) – Scrum Master
- [Christiaan Verwijs](#) – Cofounder The Liberators
- [Barry Overeem](#) – Cofounder The Liberators

Flow of the webinar

- (5 min) Intro by Barry & Christiaan
- (5 min) Henri, Ulises, and Sebastian introduce themselves
- (20 min) First round of UX Fishbowl, with Linda starting
- (2 min) Participants offer questions
- (20 - 30 min) Second round of UX Fishbowl
- (2 min) Closing

Resources

- The case study “[Building Understanding Between Scrum Teams and Management with Liberating Structures](#)”
- The original article about [UX Fishbowl](#) from the website of Liberating Structures
- The article The Liberators wrote about [UX Fishbowl](#)

Questions

Each role has a clear Learning Path

Product Owner

Development Team

Scrum Master

Agile Leaders

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>

Connect with the Scrum.org community



Forums

Scrum.org
/Community



Twitter

@scrumdotorg



LinkedIn

LinkedIn.com
/company/Scrum.org



Facebook

Facebook.com
/Scrum.org



RSS

Scrum.org/RSS



Scrum.org | Blog

Insights from Scrum.org's community of experts

SCRUM PULSE

A free monthly webcast by Scrum.org **Professional Scrum Trainers** addressing common challenges faced by the software profession.



Thank you!