

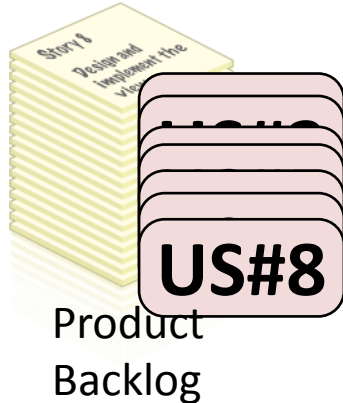
Visual & active collaboration using
AGILE ESTIMATION 2.0



Presented by Brad Swanson & Björn Jensen
@ ScrumGathering Shanghai April 19 - 20



TEAM ESTIMATION GAME BY STEVE BOCKMAN

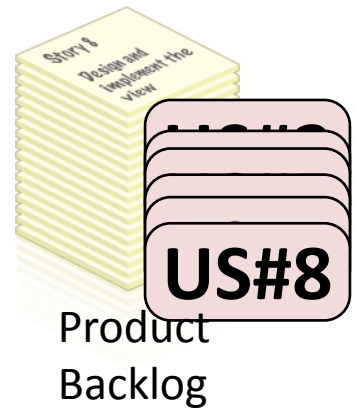


US#1

Set the first story on the table. No story point value.



TEAM ESTIMATION GAME BY STEVE BOCKMAN



US#1

US#2

One person at a time place the next story: smaller on the left, larger on the right.



TEAM ESTIMATION GAME BY STEVE BOCKMAN



US#1

US#3

US#2

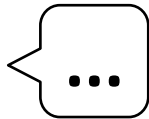
Similar sized stories are grouped together.



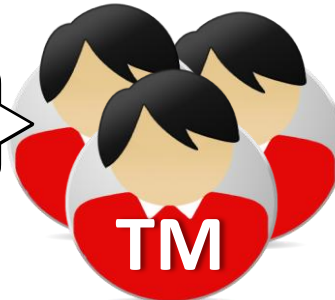
TEAM ESTIMATION GAME BY STEVE BOCKMAN



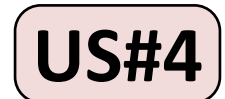
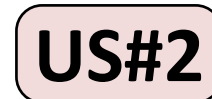
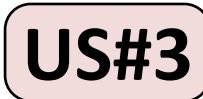
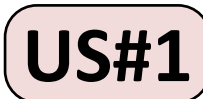
Product Owner



Scrum Master



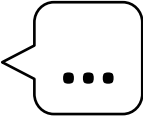
Development Team



TEAM ESTIMATION GAME BY STEVE BOCKMAN



Product Owner



Scrum Master



Development Team



Product Backlog

US#5

US#1

US#3

US#2

US#4

US#8



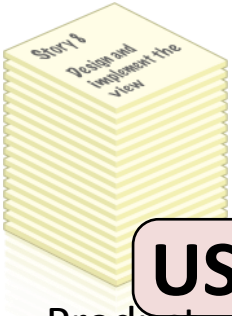
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Product Backlog



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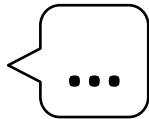


DECIDE POINT VALUES LAST

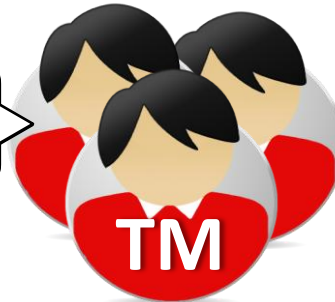
Last step:
assign
point
values to
each
group.



Product Owner



Scrum Master



Development Team

1

US#5

2

US#6

3

US#1

5

US#2

8

US#7

13

US#4

US#8

US#3

There might be gaps
in the sequence



Product
Backlog

TEAM ESTIMATION GAME IN PRACTICE

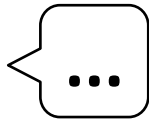
- **Given:** a ranked product backlog for a playground
- **Estimate** the backlog items applying the rules of the *team estimation game*:
 - Place the first (highest ranked) story card in the middle
 - Players take turns with two options per player:
 - Place the top story card off the stack on its estimated size or
 - Move a previously placed card to a new location
 - During a turn:
 - Other team members only ask clarifying questions
 - They must *not* express their own opinions
 - When the stack is empty, each player may take one more turn to move a card
 - Assign story point values to each group of cards using a system you prefer (fibonacci, power-of-2,...)



COLOR CODING



Product Owner



Scrum Master

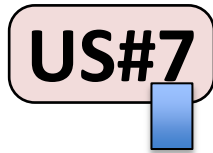


Development Team

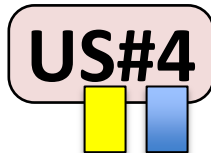


Product Backlog

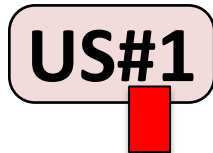
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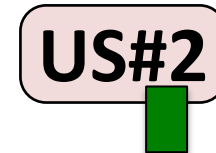
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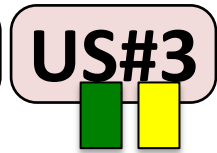
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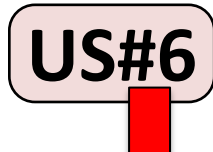
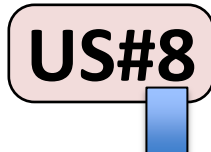
5



8



13



COLOR CODING IN PRACTICE

- **Given:** an estimated set of User Stories
- **Rethink** your estimation applying the **color coding**:
 - What aspects of your stories are important for estimation? Discuss this with your team
 - Example: type of materials used, number of pieces, method of construction, etc.
 - Assign a different color to represent each of these important aspects, and tag each story card with its appropriate colors.
 - After coloring your stories, discuss your estimates once again with the team. Do you think any of the estimates should change?



DYNAMIC TEAM ESTIMATION

- **Given:** a ranked product backlog for a playground
- **Estimate** the backlog items with fewer rules:
 - Place the cards on the table based on estimated size
 - Any team member may move any card at any time
 - Many cards may be moving at the same time
 - The team should discuss each move as a group
- Assign story point values to each group of cards using a system you prefer (fibonacci, power-of-2,...)

