

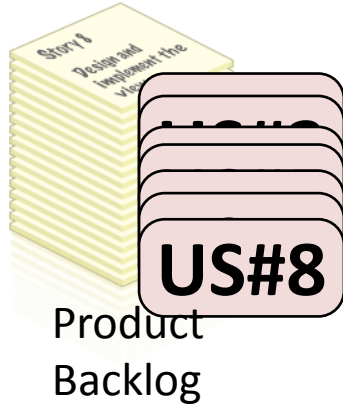
Visual & active collaboration using
AGILE ESTIMATION 2.0



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



TEAM ESTIMATION GAME BY STEVE BOCKMAN

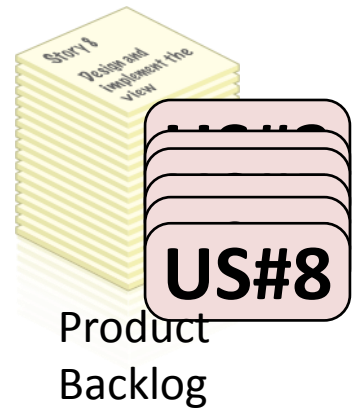


US#1

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



US#1

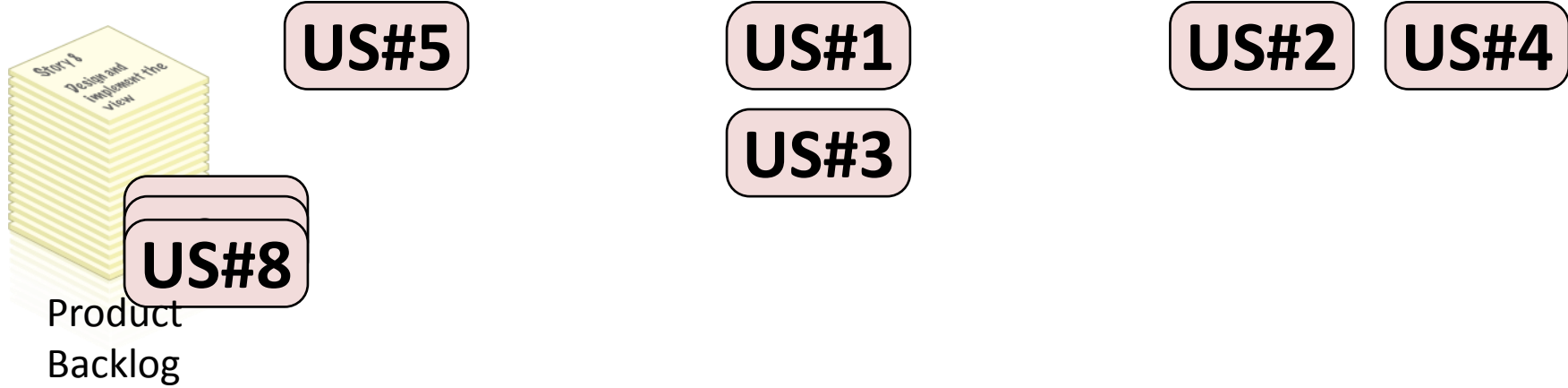
US#3

US#2

US#4



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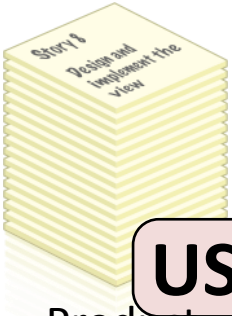
Product Backlog



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TEAM ESTIMATION GAME BY STEVE BOCKMAN



Product Backlog



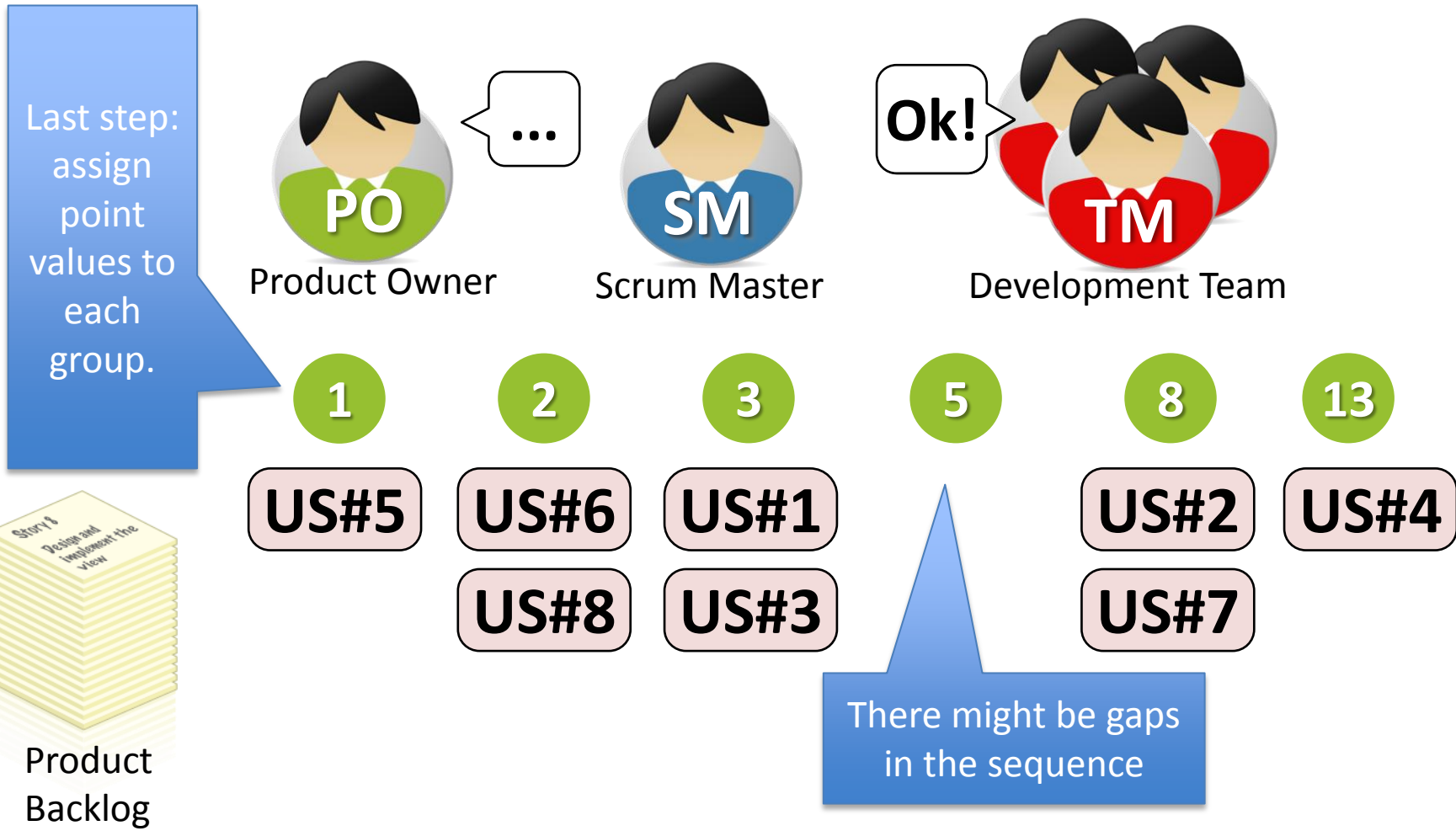
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DECIDE POINT VALUES LAST



TEAM ESTIMATION GAME IN PRACTICE

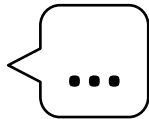
- **Given:** a ranked product backlog for a playground
- **Estimate** the backlog items applying the rules of the *team estimation game*:
 - Place the first (highest ranked) story card in the middle
 - Players take turns with two options per player:
 - Place the top story card off the stack on its estimated 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

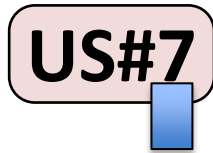


Development Team

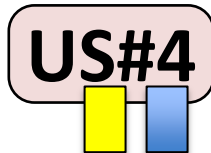


Product Backlog

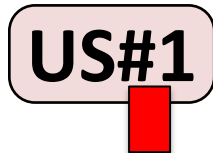
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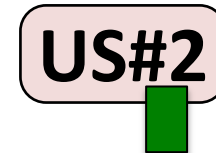
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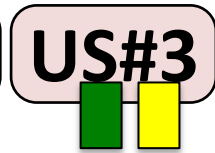
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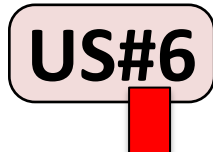
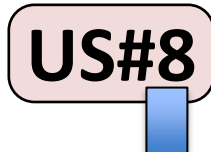
5



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,...)

