

THE ELEMENTS OF SCRUM BY CHRIS SIMS, HILLARY LOUISE JOHNSON

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by Chris Sims & Hillary Louise Johnson

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About the Author

Chris Sims is a Certified Scrum Trainer and agile coach who has been helping teams improve their happiness and productivity since the turn of the century. He has made a living in roles such as: scrum master, product owner, engineering manager, C++ developer, musician, and auto mechanic. Chris is the founder of Agile Learning Labs and a frequent presenter at agile conferences. Hillary Louise Johnson is an author and journalist who has written on innovation, technology and pop culture for Inc Magazine and the Los Angeles Times, and has been editor-in-chief of several print and online publications. As an intellectual property consultant she has drafted numerous technology patents. She is the author of the novel, *Physical Culture*. Sims and Johnson are the authors of the international bestseller, *Scrum: A Breathtakingly Brief and Agile Introduction*.

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THE ELEMENTS OF SCRUM BY CHRIS SIMS, HILLARY LOUISE JOHNSON PDF

The Elements of Scrum has gained an international following and a reputation for being perhaps the only book on software development that reads like a page-turner. Written by Chris Sims, a top scrum trainer and pioneer of experiential learning, and Hillary Louise Johnson, a novelist and business journalist, it demonstrates the principles, practices and pitfalls of the scrum framework through lively storytelling and vividly told example.

The Elements of Scrum opens with a blow-by-blow description of a week in the life of a scrum team, then briefly details the history and origins of scrum, comparing it to traditional methodologies and providing context for how scrum applies to the cultural history of the software industry. Next, the principles and practices set forth in the Agile Manifesto are broken down and illustrated with real-world examples, putting the reader inside the heads of the founders of scrum and agile for a thorough grounding in theory.

The meat of the book explains every aspect of the scrum process, including team composition, scheduling and work flow management, in crisp, clear, example-laden prose designed to provide insight to novices and experienced practitioners alike.

The book concludes with a section on supporting technical practices like Test Driven Development and Pair Programming, to help the reader apply scrum at the practical level.

The Elements of Scrum is taught at colleges and universities across the country, including UCLA, George Mason University, Arizona State, SUNY Potsdam, Wofford College, and Becker College. It has been translated into Mandarin, and is soon to appear in other international editions.

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About the Author

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Most helpful customer reviews

21 of 21 people found the following review helpful.

Easy to read, long on information

By Joel

EoS is a great mix of approachable writing, great anecdotes and simple pictures, both the ones drawn into the book and the pictures the words easily formed in my head. The nearly 200 pages flew by quickly while giving me some excellent new perspectives on the use of Scrum. For readability I found it outstanding.

Elements is not a complete "how to" book of Scrum, that's not the goal of the book. It's laid out a lot like a training course, and will give any reader a strong foundation in the basics of Scrum. Even though I've taken scrum master certification and have been an active agilest for some time now, I still came away from this book with a deeper knowledge of Scrum's core fundamentals. That says a lot for a \$30 book, that it can still teach you some new ideas after taking a two day training class.

The final positive point I can give it is where it will live, now that I've read it. EoS will find a place on my ready reference shelf in my office cube. When I need to check something on Scrum, it's only an arms length away and finding information in it is google easy.

Joel Bancroft-Connors , PMP

19 of 20 people found the following review helpful.

Surprisingly good

By Tom L. Pittman

This is the second book I've "borrowed" from the Amazon Kindle loaning library, and it will be the second book I'll be buying -- just as soon as I can figure out if I want it in paper or digital format.

PROS:

- o The book wisely starts off by telling a week in the life of a scrum team. I say wisely, because anyone with any software development experience at all will immediately get a clear, "bird's eye view" of the overall scrum framework from this opening story, and that perspective will make the reading of the rest of the book go quickly.

- o Next the book reviews the traditional "Waterfall" development cycle which is another smart move. Not only does reading about the methodology I learned in college help establish the authors' credibility for me, they explain waterfall with a sense of fairness -- so you don't walk away feeling like you are about to read the one-sided propaganda of some agile fan-boys.

- o As the book unfolds, you get the sense that the authors definitely have a ton of real world experience, and that you are getting something much more useful than scrum theory.

- o The book is logically organized, making learning scrum a breeze.

- o The authors didn't seem to be worried about page count, but instead taught scrum efficiently and effectively without extra words, war stories or fluff.
- o The authors allow some personality to flow on to the pages, making the book a fun read.

CONS:

- o I wish the authors would have done a bit more to define scrum-specific terminology at the beginning of the book, or at least provided a glossary at the back of the book so we could look up the terms as we come upon them -- particularly if we are coming upon them again and again.
- o Not all the formatting looks right on the kindle. None of it is bad, just off at times.
- o The pictures are so tiny on the kindle, that some are borderline unusable.

Now that I've written this review, I think I'll buy this in kindle format so that the highlighting I did as I read the book (yes, I knew it was a "borrowed" book, but I just couldn't resist) will transfer to my purchased copy.

I can see me wanting to refer back to this book again and again, and it will just be handy to have access to the book and my markings from my Android phone, iPad, Kindle Fire -- whichever gadget happens to be handy when I need to look something up.

8 of 8 people found the following review helpful.

An Excellent Look at the Inner Workings of Scrum

By Dave Moran

If you want to understand the essentials of Agile development and Scrum, *The Elements of Scrum* by Chris Sims and Hillary Louise Johnson is a must read. The book itself doesn't talk about Agile development in pure theoretical terms, it provides insight on how Scrum teams function by using examples and clear explanations.

The Elements of Scrum walks you through a Scrum team's inner workings, including planning and executing a sprint, daily scrum (stand-up) meetings, sprint reviews, and the retrospective. The book provides in-depth coverage of key Scrum artifacts such as the product and sprint backlogs, information radiators like the sprint and release charts, the task board, the definition of done, user stories and acceptance criteria. Chris and Hillary even cover a topic you don't read much about: terminating a sprint.

The Elements of Scrum really shines as it walks you through the ins and outs of estimating and planning. I particularly enjoyed the example of "Agile Islands," as it provides an excellent basis for understanding Scrum's use of relative sizing versus time estimates. Chris and Hillary explain why relative sizing works, pointing out that, "While we are bad at absolute sizing, we are good at relative sizing."

They follow up to explain how relative sizing is applied:

"The trick is to use a two-step process. First, assign relative sizes to all of the work items. The size indicates how much work there is to do. Second, do a couple of work items and measure how long they actually take. Armed with this measured amount, the relative sizes assigned to all of the other items can now be used to provide the desired predictability of schedule."

And if you've ever wondered why Agile development uses sizing numbers in the Fibonacci sequence, *The*

Elements of Scrum explains this as well: "...the Fibonacci sequence, when used to represent 'sizes,' increase at about the same rate at which humans are able to easily perceive differences. Just as anyone can tell a one-story house from a two-story house at a glance, anyone can tell 21 story building from a 34 story building."

Since the book relies on examples of actual experiences to illustrate how Scrum works in practice, it naturally gives an inside look at The Team Estimation Game and using techniques such as planning poker. The book closes discussing a variety of supporting practices, such as release planning, the use of personas, story mapping, refactoring, pair programming and test-driven development.

If you are looking for a book that provides an "inside look" at how Scrum teams plan and operate, I highly recommend The Elements of Scrum .

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Be the initial that are reading this **The Elements Of Scrum By Chris Sims, Hillary Louise Johnson** Based on some factors, reading this e-book will certainly offer more benefits. Also you should read it tip by action, web page by page, you could complete it whenever and also anywhere you have time. Once again, this online e-book *The Elements Of Scrum By Chris Sims, Hillary Louise Johnson* will provide you simple of reviewing time and task. It also provides the encounter that is cost effective to reach and also obtain significantly for better life.

About the Author

Chris Sims is a Certified Scrum Trainer and agile coach who has been helping teams improve their happiness and productivity since the turn of the century. He has made a living in roles such as: scrum master, product owner, engineering manager, C++ developer, musician, and auto mechanic. Chris is the founder of Agile Learning Labs and a frequent presenter at agile conferences. Hillary Louise Johnson is an author and journalist who has written on innovation, technology and pop culture for Inc Magazine and the Los Angeles Times, and has been editor-in-chief of several print and online publications. As an intellectual property consultant she has drafted numerous technology patents. She is the author of the novel, *Physical Culture*. Sims and Johnson are the authors of the international bestseller, *Scrum: A Breathtakingly Brief and Agile Introduction*.

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