

# Ball Point Game

A game to feel what Scrum is.

boris gloger



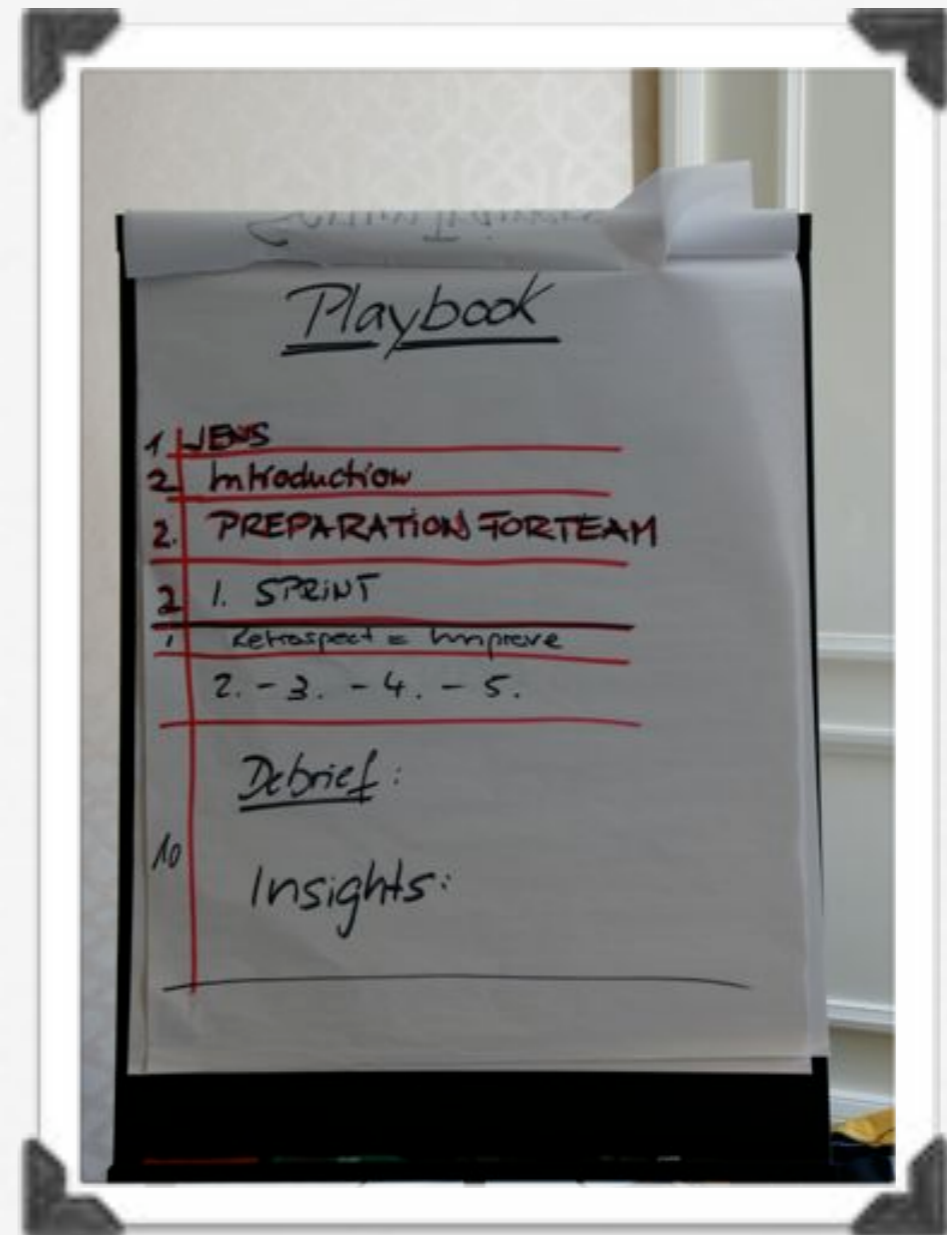
# Rules of the Game

- You are one big team
- Ball must have air-time
- No ball to you direct neighbour
- Start Point = End Point
- Iteration = 2 min
- In between = 1 min
- We play 5 iterations



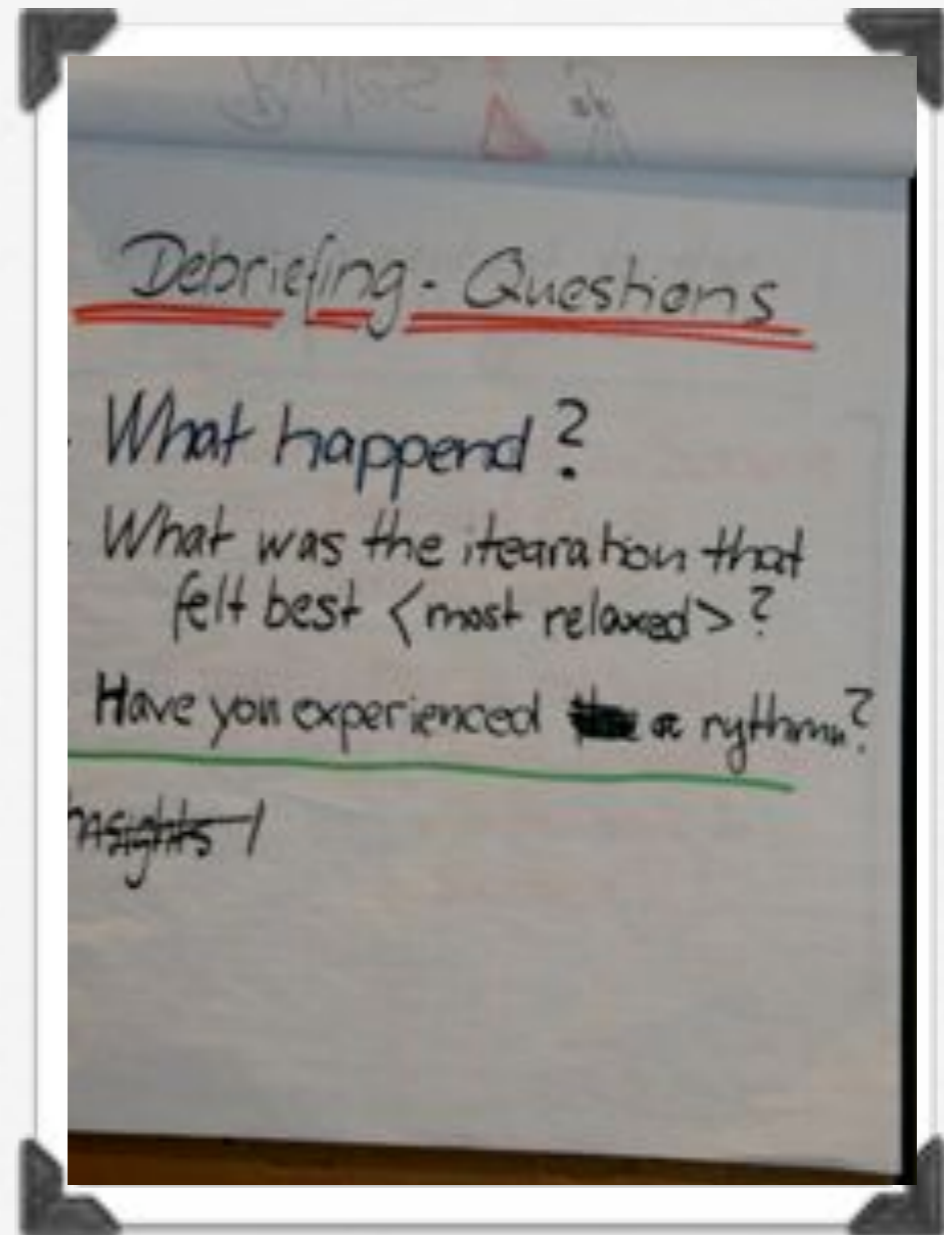
# The playbook

- 2 min introduction
- 2 min or rules
- 2 min preparation time for the team
- Get an estimate
- 2 min iteration
- 1 min improvement / new estimate
- 5 iterations
- Debrief, 5 - 10 min



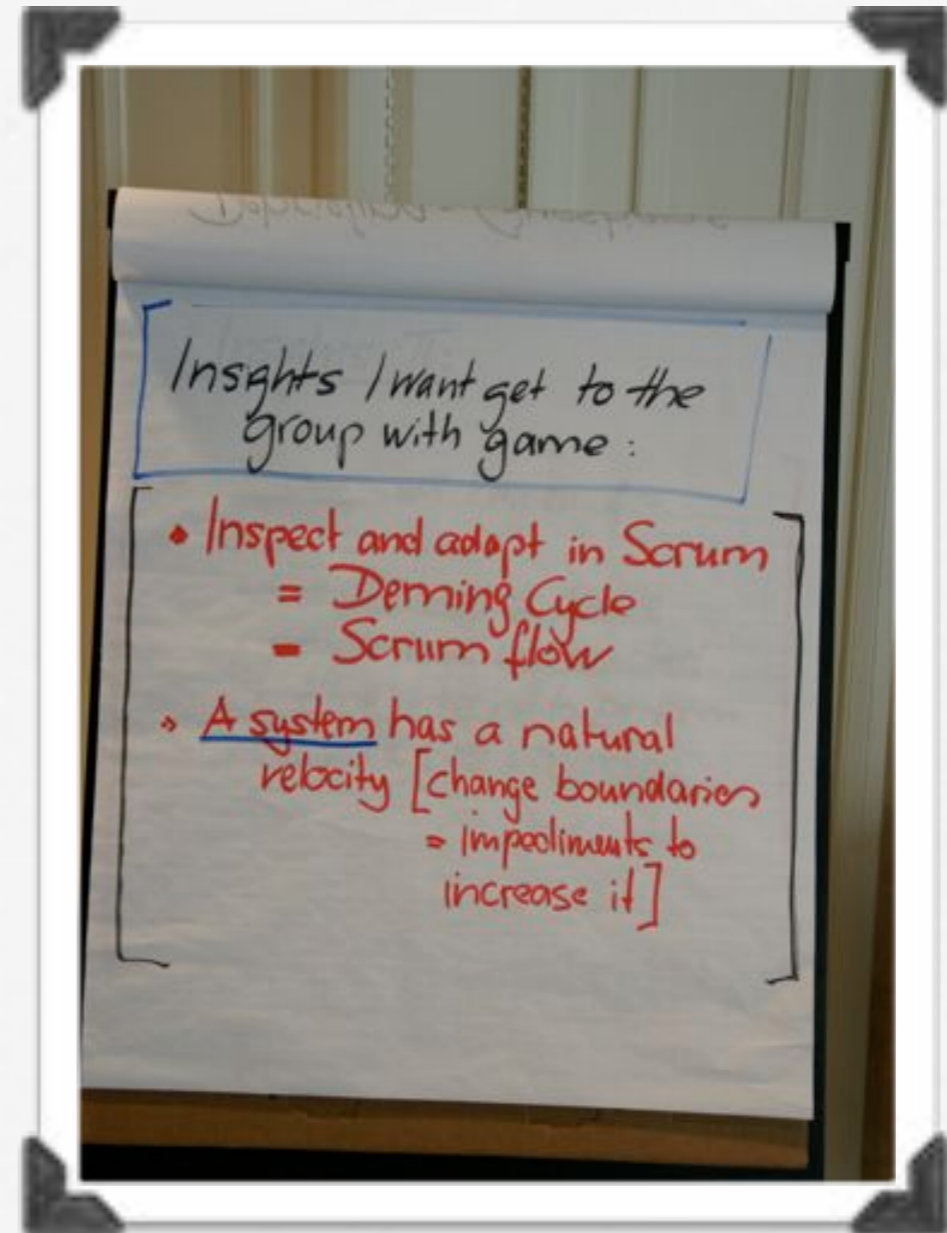
# Debriefing

- What happened?
- What was the iteration that felt best?
- Have you experienced a rhythm?



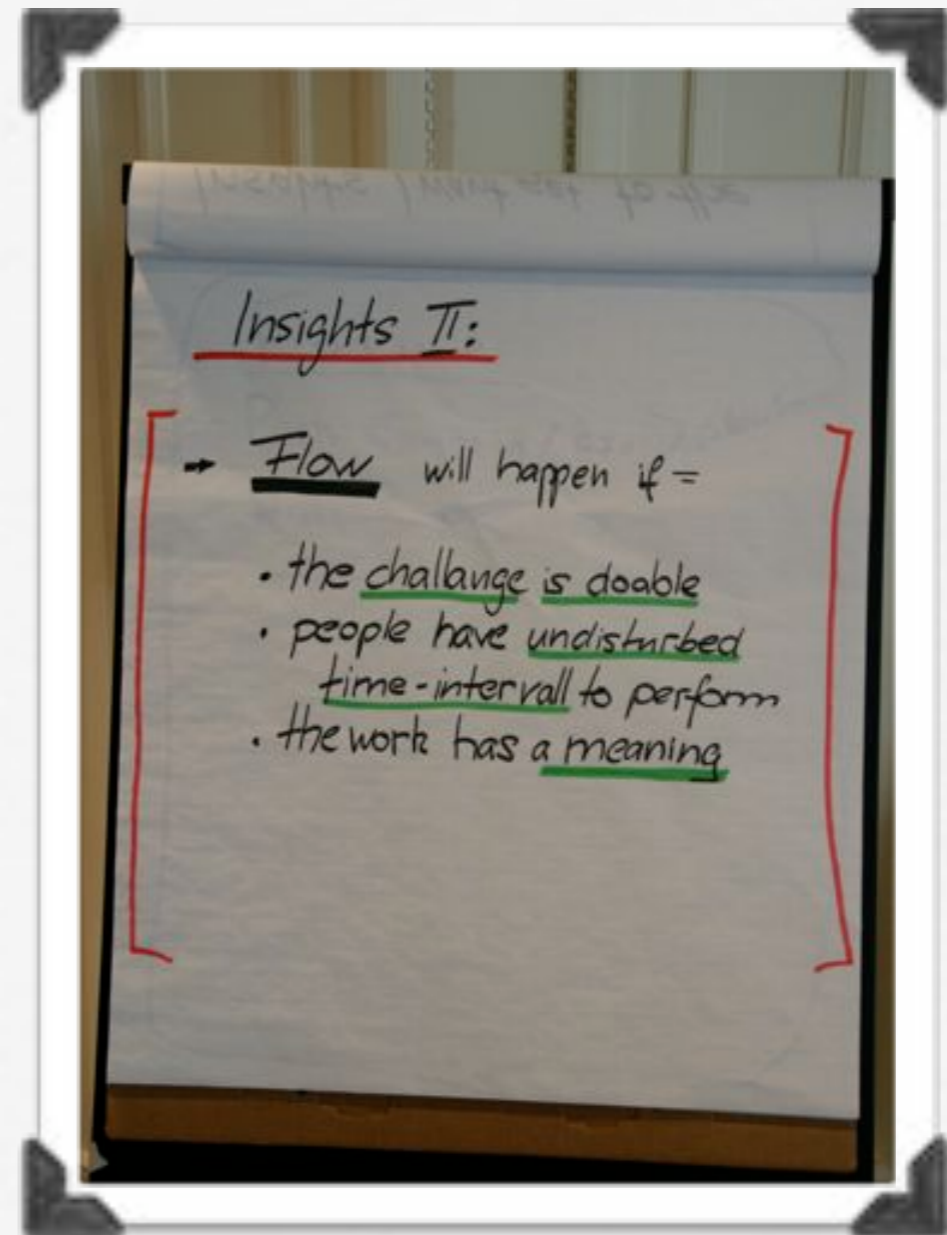
# Insights:

- Inspect and adapt in Scrum
- Deming Cycle = Scrumflow
- As system has a natural velocity



# Inight II

- Flow - it will happen if:
  - the challenge is doable
  - people are no disturbed during iteration
  - the work has a meaning



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- contact me:  
[boris.gloger@gmail.com](mailto:boris.gloger@gmail.com)

