Agile Project Management Scrum Glossary

Agile Team - A self-organizing team that works together to complete a project

Agile Coach/SCRUM Master - A member of the team responsible for managing the framework and removing barriers

Backlog - The list of work that needs to be done in order to complete the project

Empathy - Designing from the user's perspective

Product Owner - The person who manages the backlog and helps teams decide what should be created and in what order - Teams report to the Product Owner

Retrospective - Reflection of what went right, what could have been better and what can be made better in the next sprint.

Scrum - A method for managing work with teams. It was developed for software creation. It consists of an agile team, agile coach/SCRUM master, product owner, and sprints.

Scrum Board - A way to organize tasks in a sprint and includes the backlog, tasks that are currently in progress (doing), tasks in review (reviewing) and completed sprints (done)

Scrum Master - A team member who coaches the team through the Scrum process and helps them eliminate barriers that are slowing them down

Sprint - A short working cycle

Sprint Planning Meeting - The first of the Scrum meetings where the team, the Scrum Master, and the Product Owner sit down to plan the sprint

Sprint Review - Team demonstrates what they were able to move to "done" during the sprint

Stand Up Meeting - A short meeting to discuss what was accomplished the day before, what the goal is for today and to address any barriers to completing tasks

User Story - Uses empathy to identify what the user (client) wants and needs and explains why

References:

Sutherland, J. (2015). *Scrum: The art of doing twice the work in half the time*. London: Random House Business Books.

The Home of Scrum. (n.d.). Retrieved from http://scrum.org/