Purpose of The Simplified Scrum Guide Two-Pager

Scrum is a framework for developing, delivering, and sustaining complex products. First developed and used in (software) product development, it has expanded into numerous other domains, not in the least because the world around us is growing more complex every day.

We have been *applying* principle-based scrum since the late 1990's. We started with a two-pager on scrum which we accidentally found. Later we used the Scrum Guide by Schwaber and Sutherland. This is the return of the two-pager.

In our experience we tended to *focus* on the core principles only and beyond that preferred having (some) freedom on the (best/good) practices and experimentation to apply within product development.

With the publication of the 2020 version of the Scrum Guide, we found that it could use a version that aligns more with our experience in the field. So with all due respect for the Scrum Guide, we have – in technical terms – "forked" from it with the aim of providing our view on a hands-on approach to applying scrum. We call our view Simplified Scrum.

Simplified Scrum is still Scrum, but - well - simplified. The bigger differences in perspective are:
- We remove as much practices as possible in order to leave room for experimentation
- We re-introduce the Development Team concept and abandon the Scrum Team concept, elevating Team to a central element within the framework and its empiricism.
- We limit the focus towards product development context to avoid overcomplicating things
- We have a slightly higher focus to customers rather than on (other) stakeholders

We have tried to indicate the deviations from the Scrum Guide within the Simplified Scrum Guide and as extension to this two-pager.

As scrum is being applied, patterns, processes, and insights that fit the framework as described in the Scrum Guide or in this document, may be discovered, applied and devised. However, their description is beyond the purpose of this guide, exactly because they are context sensitive and differ widely between scrum uses. We chose to stick to the skeleton of the framework for the purposes of this guide. Experiences and experiments with the framework vary widely and are described elsewhere. We encourage sharing such experiences, especially within the field they were applied. And even beyond that they may prove to be interesting case studies and provide valuable insights.

We want to give a big shout out to Ken Schwaber and Jeff Sutherland for their great work on the original Scrum Guide (in its different versions) and bringing this magnificent framework to the world.

The Simplification Officers, December 2020

The Heart of Simplified Scrum

Empiricism - asserting that knowledge that comes from experience and making decisions based on what is observed.
Agility - increases the capability to deal with variations, changes and learning in a way that respects people and fosters collaboration.

The Simplified Scrum Jobs

Product Owner - a full time job dedicated to building the right things.
Team - a full time job dedicated to building the things right.
Scrum Master - a full time job dedicated to building the right things right.

The Simplified Scrum Artifacts

One could keep asking the **question** *"is this the highest level of transparency we can provide within <artifact name>?". If not, experiment and uncover better ways by doing and helping others do it.*

Product Backlog - providing transparency on a possible future for the product.
Sprint Backlog - providing transparency on all of the ongoing work by and for the team.
Product Increment - providing transparency on "what is" from a product perspective.

The Simplified Scrum Events

Sprint - the enablement of our learning abilities, empiricism.
Sprint Planning - zooming in into the impact we want to achieve upcoming Sprint.
Daily Scrum - learning on the work level. Inspect and adapt the Sprint Backlog accordingly.
Sprint Review - learning on the product level. Inspect and adapt the Product Backlog accordingly.
Sprint Retrospective - learning on the collaboration in- and outside the Team. Inspect and adapt our behaviour accordingly.