

Game Instructions

Setup:

1. Create Role Zones:

On a digital whiteboard (e.g., Miro, MURAL), create three labeled areas: **Scrum Master**, **Product Owner**, **Development Team**

2. Responsibility Cards:

Prepare a set of cards, each with a responsibility or task related to Scrum (e.g., "Owns the product backlog", "Facilitates sprint retrospectives", "Delivers a potentially shippable product increment").

3. Drag-and-Drop Interface:

Ensure participants can move cards freely on the board.

How to Play:

1. Review the Roles:

Begin with a quick refresher on the responsibilities of each Scrum role.

2. Drag & Drop:

Each participant takes turns dragging a responsibility card to the role they believe it belongs to.

3. Group Discussion:

After each move, the group briefly discusses the reasoning behind the placement. Encourage debate and clarification.

4. Reveal & Reflect:

Once all cards are placed, reveal the correct answers and discuss any misconceptions or surprises.

Optional Twist:

Time Challenge: Set a timer for each round to add excitement.

Team Mode: Split into teams and compete for accuracy.

Wildcard Cards: Include a few tricky or shared responsibilities to spark deeper discussion.



Paula
Product Owner



Shirley
Scrum Master



David
Developer



Entire
Scrum Team



No One

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(1) Responsible for ensuring, promoting, and supporting Scrum as defined in the Scrum Guide

(2) Provides DETAILED daily status updates to the Scrum Master at the Daily Scrum

(3) Accountable for maximizing the value of the product resulting from the work of the Scrum Team

(4) Represents the business and stakeholders in determining what work the Scrum Team is asked to do

(5) Treats story points as a tool for planning, not performance measurement

(6) Facilitates identification and removal of impediments that the Scrum Team cannot remove itself