# Assembling a Scrum Team

All students are expected to develop skills in all areas.

Development in different areas will be uneven. Early in the process, students should focus on their strengths and help others through the role that provides the most value to the Team. Subsequently, students should take on more challenging roles while depending on support from other Team Members with more experience in the area.
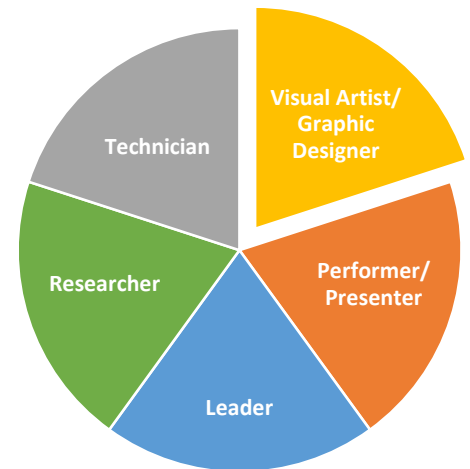
Visual Artist/Graphic Designer

- Cares about making the project look professional.
- Attention to fundamentals of design.
- Experience with techniques in a variety of media, including digital, drawing, painting, photography, etc.

Performer/Presenter

- Comfortable with writing and speaking to an audience.
- Usually has experience with sports, acting, or performing music.
- Slide deck presentation skills.

Leader (Scrum Master)

- Very organized and aware of deadlines.
- Able to get the best work out of individuals by providing candid feedback.
- Positive attitude and realistic.

Researcher

- Likes to read, watch videos for information, take notes, etc.
- Can keep track of citations.
- Highly inquisitive and good at sharing answers.

Technician

- Likes to tinker with new applications and gadgets.
- Responsible for audio-video equipment.
- Experience with coding an asset, but willing to do computer-related tasks, such as photo and video editing.

In addition to the Team Members, a successful scrum depends on the Product Owner.

Product Owner

- Typically, a teacher but it could be anyone who will help the Team understand the Product/Service and what it needs to look like when it is Done.
- Communicates the needs of the Audience of the Product/Service to the Team.
- Ensures that the Team understands the Definition of Done but does not dictate how the Team will accomplish the Sprint Goal(s). However, the Teacher may make recommendations or provide lessons as needed.