

Applying a pattern scrum in the employment context

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I. CONTEXT OF THE EXPERIMENT

FCH is a prestigious company in the field of Retail in Bolivia. Among the areas the company has the area of IT, it is responsible for the development, implementation and training of technological tools to support other areas of the company in automating processes that are currently done manually. One of those areas is the Logistics department, which is responsible for the management of purchases and distribution of merchandise to the points of sale located nationwide.

II. PROBLEM IDENTIFICATION

The logistics department is the area that most needs automation of manual activities, such as; Purchases and distribution of merchandise to branches. Recently, logistics and IT staff met to define the development of a system that automates the Purchasing and Merchandise Distribution process. Once the meeting is over and the requirements are defined, the development is carried out in the established time.

Upon completion of system development, this is presented to staff the area for validation and verification. After carefully reviewing the final result, they realize that some of the functionalities should be re-implemented or modified because this do not meet their needs, This results in the project being affected in the company's costs and frustration in the team developer for not accomplish the project goal.

III. HYPOTHESIS AS A SCRUM PATTERN WITH A CHANGING PATTERN

The "list of requirements" will be replaced by the Scrum Product Backlog pattern allowing to improve the understanding of everything that is known and necessary for the development of the system, for this some

patterns of changes will be introduced such as: Easier Path, Go-To Person y Imagine That.

IV. BRIEF DESCRIPTION OF THE EXPERIMENT

We proceeded with the experiment analyzing the requirements of the Purchasing and Merchandise Distribution process, all the actors involved in its implementation and use participated. In this experiment, 4 people were involved (1 person from the logistics area, 1 people from the warehouse area, 1 member of the Team Developer and the Product Owner). The meeting emphasized the needs of users and the processes that need automation. In addition to consulting each of the members about the personal vision of the product and fulfillment with the proposed features and functionalities.

After the meeting, the product owner and the team developer met and concluded that the activity was beneficial to be able to better size the project and estimate the development time accurately.

The immediate effect was on the stakeholders, who highlighted the dynamics of the patterns of changes introduced in order to face new projects. Now they will have their most elaborate needs, that is, if they have any additional needs (which is more likely due to the new needs of the area), they would do so at the end of each iteration and not at the end of the project and thus avoid affecting the defined development times.

V. RESULTS

Once the results of the experiment have been obtained, it can be affirmed that the

introduction of the “Scrum Product Backlog pattern” in the capture of requirements obtained good results.

Stakeholders realized that adopted the dynamics of work, greatly improves when raising a necessity, Since they are given the freedom to imagine their new tool so that their work is done in the shortest time and efficiently.

Among other things, it was positively observed that Stakeholders will adopt new creative ways of presenting their needs prior coordination in their work environments with their colleagues.

Finally, there was a change of thinking in the Team Developer, who realized that to meet the requirements they will need to be trained in some technologies, in addition to the incorporation into the team of a specialist in the area of statistics, who will be in charge of solving doubts about some concepts inherent in the logistics area.