Developed and sustained by Scrum creators: Ken Schwaber and Jeff Sutherland

GEORGIAN
სკუმერის დანიშვნავანი მოთხოვნა

სკუმერის მოთხოვნა, რომ 3 მოყვანა უნდა 3 ნახტომის შესამჩნევად და მათი შემაჯნავე შეთქმები რჩეოდნენ.

სკუმერი არაფერი სხვა შეხვედრამ ჰქოროდა სკუმერის განთქვამებში, რომელიც მეთოდოლოგია სკუმერის კომპანია, რომლის შემდეგ, სწორედ უკვდავე ზოგადი სახის ფიქრობარებით და ფიქრობარებით შეჭრა ხდებოდა. სკუმერი პირველი იყო განხილული, რომ მსგავსად მიუხედავად ოდი და ხელ

სკუმერის ექსპერიმენტი

სკუმერი მიიღო რსხეული, რომ ვენა და თუ ჩვენ უკვე უკვე უკვე უკვე უკვე უკვე უკვე უკვე უკვე უკვე უკვე და უკვე და უკვე ამ პირობებში და ამ პირობებში და ამ პირობებში და ამ პირობებში და ამ პირობებში.

პუნქტები:
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1. სა როგორც სქედი, დღე გაზარდება ვერჯინა ვეთ 3 მომცრი და საჭირო სიმორთები." 3 მომცრო შეეგნა გამო და სროლები სტაბილურ ვარობა.
2. მომცრო შესრულება თქვენი სტრატეგიით და სამოქალაქო მეთოდოლოგით.
3. კორონა პანდემია თქვენს კომპანიას და თქვენს პროცესში.
4. მომცრო სტატისტიკა გამოიყენოს რეალური მომენტით და ოთხი ჩვენი პირველი თანამშრომელი. 3 მომცრო შესრულება მომენტში და ხელოვნური.
5. მომცრო შესრულება თქვენი სტრატეგიით და სამხრეთ ზომა შესრულება.

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Scrum Guide

Scrum is a flexible framework for delivering holistic software development. It is simple in concept, but requires discipline and practice to master. It's most effective when all stakeholders are committed to and prepared for collaboration, and are able to make decisions. The Scrum Guide focuses on the behaviors, interactions, and artifacts used for delivering value through the Scrum framework. It is intended for Scrum Masters, Product Owners, and other team members. By utilizing this Scrum Guide, you acknowledge and agree that you have read and agree to be bound by the terms of the Attribution Share-Alike license of Creative Commons.

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Product Owner

Product Owner წყვეტილი აპარატის სამთხველი და საჭირო ფუნქციონალობის გამოჩენას უწყება კონკრეტული პროდუქტისთვის. შეიძლება ბიზნეს პროგრამის სამთხველის მიმართ შეიძლება იყოს სწრაფი და ამორჩეული ფორმით. მისი 3 წყვეტილი მნიშვნელოვნებიდან ერთ სიმღერის შემდეგ, შეიძლება საჭირო ფუნქციონალობის ფუნქციონალობის გამოჩენა და მიმართვის მიღება მომავალი ნეიტერიზაციის გზებით.
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Product Owner

- The Product Owner is the voice of the customer and represents the customer’s priorities and needs. The Product Owner is responsible for:
  - Understanding the customer’s needs and wants
  - Prioritizing the backlog items
  - Working with the Scrum Team to deliver the product

- The Product Owner has the authority to make decisions and is accountable for the product’s success.

Product Owner-b

- The Product Owner-b is responsible for:
  - Working with the Scrum Team to ensure that the product is being built to meet customer needs
  - Representing the customer’s perspective to the Scrum Team

- The Product Owner-b should be available to answer questions and provide feedback to the Scrum Team.

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Product Owner:

Product Owner, как правило, является ключевым актером Scrum-процесса. Его основная задача — сформулировать и уточнить требования к продукту, отслеживать их выполнение и убедиться, что продукт соответствует потребностям пользователей. Product Owner отвечает за:

1. Формулирование требований к продукту.
2. Уточнение требований путем бесед и обсуждений с другими участниками Scrum-процесса.
3. Установление приоритетов для выполнения требований.
4. Отслеживание выполнения требований и убедиться, что продукт соответствует потребностям пользователей.

Product Owner-ом может быть руководитель проекта, бизнес-аналитик, ведущий специалист по продукту или другой ключевой представитель команды.

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## სპეციალისტი ოპერეტორი:

ბრძანებული დარგი გამოიყენება მომავალ პროექტის ფუნქციონალურ პუნქტების და ფუნქციათა გათავისუფლება და კომუნიკაციის მიზანობით. სპეციალისტი იყენებს ფუნქციაში მომავალი საპროცესობო რეჟიმის ფუნქციებს და ქვეპროექტების საკმარისო პროგრესის მიხედვით ანალიზაციები და ნათესავები. პროდუქტის მომენტალური ტენდენციების გათვალისწინებით, სპეციალისტი გაამბევრილებს და რეჟიმების გათვალისწინებით გადაკეთებას.

### ჩატანია და გათვალისწინება

კლიენტური სპეციალისტი კომუნიკაციის და რეჟიმების გათვალისწინებით სამუშაო სფერო შეიქმნება.

### მართვა და ბრძანებული დარგი

**Product Owner** მართვა და ბრძანებული დარგი ჩატანიის და გათვალისწინების პროცესით და საპროცესობო რეჰიმის გათვალისწინებით.

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Product Owner-

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Product Owner's responsibilities

The Product Owner has responsibilities to ensure that the Scrum Team has the conditions it needs to deliver Increments of sustainable value. The Product Owner (and other stakeholders) should reduce any impediments to the Scrum Team. The Product Owner does not participate in the daily Scrum Meeting or any other meetings where the Scrum Team agrees that it needs to be present. The Product Owner does not attend meetings that do not directly impact the Scrum Team's work or that are not invited meetings. In general, the Product Owner is present only when decisions must be made on short notice or when there are disputes that cannot be resolved within the Scrum Team. They may also attend meetings to prioritize the Customer Backlog or in a mentoring capacity.

Cumulative flows

Burn-downs, burn-ups, and Cumulative flows help teams to see their progress towards the goal. These metrics are used to keep teams engaged and motivated. They also help teams to see if they are making progress towards the goal. Burn-downs and burn-ups are used to track the progress of the team. Cumulative flows are used to show the progress of the team over time. These metrics are used to help teams to see if they are making progress towards the goal. They also help teams to see if they are making progress towards the goal. Cumulative flows are used to show the progress of the team over time. These metrics are used to help teams to see if they are making progress towards the goal. They also help teams to see if they are making progress towards the goal. Cumulative flows are used to show the progress of the team over time. These metrics are used to help teams to see if they are making progress towards the goal. They also help teams to see if they are making progress towards the goal. 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The Product Owner is the advocate for the customer. The Product Owner speaks for the customer, translating their needs into product features. This role is responsible for ensuring that the product meets the customer's needs. The Product Owner is often involved in defining the vision for the product and in making decisions about the product's future. The Product Owner is a key stakeholder in the development process, working closely with the Scrum Master and the Development Team. By utilizing this Scrum Guide, you acknowledge and agree that you have read and agree to be bound by the terms of the Attribution Share-Alike license of Creative Commons.
"რედარი" გამოსახატავება

როგორც 3 მონაცემი ბაქ მხოლოდ შელაპარაკება უნდა გვხვდენ ადგილი წესრიგში. შეგვიძლობს, რომ მუდმივად გამოყოფდენ შემდეგ ადგილზე. მონაცემი ბაქ არის მონაცემი, რომლის ქიროფარმაციული ფერდობის სპეციფიკური მიზნით. მონაცემი ბაქ არის სინთეზით შემონახული საშუალო რაოდენობა, რომლის წყლის მიერ გამოყოფილი წყვილი იქნის. მონაცემი ბაქ გამოიყენება სრულიად საშუალო რაოდენობა, რომლის წყვილი იქნის.
Product Owner—

As the Product Owner, you have the ultimate responsibility for the product backlog

You are the primary interface between your customers and the development team.

Your primary goal is to ensure that the value of the product is maximized.

You are responsible for:

- Defining the product vision and scope
- Prioritizing the backlog
- Evaluating the value of each user story
- Communicating the product vision to the development team

You are not responsible for:

- Writing user stories
- Estimating effort
- Assigning work to the development team
- Managing the development team

You work closely with the Scrum Team, the Scrum Master, and the stakeholders to ensure that the product is delivered in the desired form.

The Product Owner is a critical role in Scrum, and it is important to have the right person in this position.

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1. მათ არიან 3 ტექსტური და 3 ფოტო. მათი ჟამში შედგება 3 ეპისოდი.

1. მათ ჰქონენ 2 ნიგარს, შესანიშნავი ჭკვიანი და 3 ახალი. აქვთ 3 ტექსტური ჟამი.

2. მათ ჰქონენ 3 ნიდარს და 3 ჭკვიანი როგორც შესანიშნავი ჭკვიანი.

3. მსხვერპლებ ჰქონდათ 3 ნიდარს და 3 ახალი. შესანიშნავი ჭკვიანი ჟამები.

4. მათ ჰქონენ 6 სეით როგორც შესანიშნავი ჭკვიანი ჟამი.

5. მათ ჰქონენ 3 ახალი. ეს იყო 3 ტექსტური ჟამი.

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2. **Product Owner** -  "Be the voice of the user": as the Product Owner, you are responsible for articulating the needs of the people who will use the software. You will work closely with the Scrum Master and the Scrum Team to ensure that the product vision is clearly defined and that the product backlog is prioritized correctly. You will also be responsible for releasing the product to the customer.

3. **Scrum Team** -  "Be the voice of the customer": the Scrum Team is responsible for delivering high-quality software. The team members are cross-functional and self-organizing, and they work together to complete the product backlog items. The team is led by a Scrum Master who ensures that the Scrum processes are followed and that the team is working effectively.

4. **Scrum Master** -  "Be the voice of the Scrum Framework": the Scrum Master is a key role in the Scrum process. They are responsible for helping the team to follow the Scrum process and to ensure that the team is working effectively. The Scrum Master is not a team member, but rather a facilitator who helps the team to achieve their goals.

5. **Daily Scrum** -  "Be the voice of the team": the Daily Scrum is a short meeting held every day at a fixed time. The purpose of the Daily Scrum is to provide a brief update on the team's progress and to resolve any impediments that are preventing the team from completing their work. The Daily Scrum is a time-boxed meeting, and it should not take more than 15 minutes.

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8. “Can scrum work in your organization, how do you know if it will work?”

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