# Article information:

(7) Applying Scrum in Non-Software Teams Part 3: The Artifacts | LinkedIn  
<https://www.linkedin.com/pulse/applying-scrum-non-software-teams-part-3-artifacts-janos-cahana/>

# Article summary:

1. Scrum uses artifacts to ensure transparency and accountability in the work and value delivered.

2. The three artifacts of Scrum are the Product Backlog, the Sprint Backlog, and the Increment.

3. The Product Goal should be clear and definite, while the Sprint Goal should be a short-term mission that gets closer to fulfilling the Product Goal.

# Article rating:

Appears moderately imbalanced: The article provides some useful information, but is missing several important points or pieces of evidence that would be required to present the discussed topics in a balanced and reliable way. You are encouraged to seek a more balanced perspective on the presented issues by exploring the provided research topics and looking at different information sources.

# Article analysis:

The article is generally reliable as it provides an overview of how Scrum can be applied in non-software teams, with a focus on its three core artifacts - Product Backlog, Sprint Backlog, and Increment. It also provides guidance on how these artifacts can be used to remain focused on what is important and measure progress against a shared standard.

However, there are some potential biases in the article that could affect its trustworthiness. For example, it does not explore any counterarguments or present both sides equally when discussing Scrum's application in non-software teams. Additionally, there is no evidence provided for some of the claims made about Scrum's effectiveness in this context. Furthermore, there is no mention of possible risks associated with using Scrum in non-software teams which could lead readers to believe that it is risk-free when this may not necessarily be true.

In conclusion, while this article provides useful information about applying Scrum in non-software teams, it should be read with caution due to potential biases and unsupported claims which could affect its trustworthiness and reliability.

# Topics for further research:

* Risks associated with using Scrum in non-software teams
* Counterarguments to using Scrum in non-software teams
* Advantages and disadvantages of using Scrum in non-software teams
* Best practices for applying Scrum in non-software teams
* Examples of successful Scrum implementations in non-software teams
* Impact of Scrum on non-software teams' productivity

# Report location:

<https://www.fullpicture.app/item/f869071ee1713a34f1ff71331c7bdfa6>