

# Key Takeaways - Introduction

The Key takeaways from this section are:

- Scrum is a mechanism to optimize and guide changes
- Scrum is a general-purpose framework that must be complemented given your domain (examples: software product, marketing, architecture).
- Scrum has three roles: Scrum Master, Product Owner, and Development Team.
- Scrum has five events: Sprint (the heart of Scrum), Sprint Planning, Daily Scrum, Sprint Review, and Sprint Retrospective.
- Scrum has three artifacts: Product Backlog, Sprint Backlog, and Increment.