



Agile Project Management with Scrum

Length: 3 Days

You will learn to:

- Deliver business-valued software to your customer in less time
- Develop higher-quality software products at lower cost
- Mitigate uncertainty and risk by applying Agile values and principles
- Apply the Scrum framework to meet business needs
- Focus on continuous process improvement through embedded learning in the workplace

Who Should Attend?

Project and program managers, software architects, systems analysts, team leaders, developers and anyone interested in applying Scrum and Agile methodologies.

Course Content

INTRODUCTION TO AGILE PROJECT MANAGEMENT

- Articulating Agile values and principles
- Comparing Agile with traditional, masterplan methods
- Appreciating Agile development as value-driven delivery

FUNDAMENTALS OF THE SCRUM FRAMEWORK

DEALING WITH UNCERTAINTY AND RISK

- Recognizing Scrum as a framework for self-managing teams
- Locating Scrum in empirical process control theory
- Revealing systematically the issues in product development

IDENTIFYING THE ROLES AND THEIR RESPONSIBILITIES

- Ordering requirements and insuring Return on Investment through the Product Owner

- Establishing the ScrumMaster as a fundamentally new management role
- Shaping the self-managed Development Team

MANAGING PRODUCT DELIVERY

- Creating a Product Backlog as a list of requirements and technical issues
- Iterating development through cycles of one month or less
- Time boxing to establish a regular rhythm of energized work

TOOLS FOR TRACKING AND MONITORING A PROJECT

- Capturing user needs as stories
- Using capacity-based planning to plan progress
- Measuring estimated effort with story points

PRODUCT PLANNING WITH AGILE

FOCUSING ON BUSINESS VALUE

- Delivering business-valued functionality with Sprint Planning
 - Collaborating with customers to manage risk and uncertainty
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- Demonstrating implemented features as "potentially shippable increments"

IDENTIFYING FEATURES FOR DEVELOPMENT IN AN ITERATION

- Envisioning value through Product Chartering
- Concretizing a Sprint Goal through feature selection
- Identifying development tasks in the Sprint Backlog

FOSTERING SELF-MANAGEMENT WITHIN THE DEVELOPMENT TEAM

CREATING THE OPTIMAL WORKING ENVIRONMENT

- Staffing the Development Team
- Protecting the team from outside interference
- Making progress visible and open

TRANSITIONING TO SELF-MANAGEMENT

- Facilitating cross-functionality and team learning
- Empowering the team to control their own development process
- Adapting management roles external to the development effort

RUNNING ITERATIONS

- Inspecting and adapting through the Daily Scrum
- Producing a quality-assured, business-valued product
- Ensuring standards through an agreed Definition of Done

MANAGING CHANGE

GENERATING RAPID FEEDBACK THROUGH SPRINT REVIEWS

- Demonstrating completed functionality to the customer
- Fostering collaboration with stakeholders through discussion of "done" increments
- Recalibrating estimates based on experience

REVIEWING ITERATIONS THROUGH SPRINT RETROSPECTIVES

- Revising team behavior on the basis of lessons learned
- Continuously improving by embedding new knowledge

APPLYING AGILE THROUGHOUT YOUR ORGANIZATION

SCALING FOR LARGE PROJECTS

- Working with large Product Backlogs
- Scaling the Product Owner role
- Coordinating component teams with Scrum Development Teams

MANAGING DISTRIBUTED DEVELOPMENT

- Planning Releases and Sprints for distributed teams
- Ensuring effective communication across time zones
- Holding distributed Sprint Reviews

ESTABLISHING MOMENTUM FOR SUCCESSFUL ADOPTION OF AGILE METHODS

- Assessing the organization's readiness for Agile adoption
 - Creating an Improvement Backlog for ongoing improvement
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