

## Agile Scrum Master Certificate Program

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### Course Summary

#### Description

EXIN Agile Scrum Master is a certification that looks to confirm both skills and knowledge of the Agile principles and Scrum framework.

Agile Scrum is about working together to successfully reach a goal. Agile methodologies are popular approaches in software development and are increasingly being used in other areas. Scrum practices include establishing cross-functional and self-managing teams, producing a working deliverable at the end of each iteration or Sprint. This certification focuses on adopting Agile or Scrum in the workplace and taking on the role of Scrum Master.

The Scrum Master is responsible for ensuring that the Scrum framework is understood by the team. Scrum Masters do this by coaching, training, and facilitating the Scrum team.

The Scrum Master helps the team to produce value. A successful Scrum Master can work well with others, both inside and outside the team. The Scrum Master helps those outside the Scrum team understand which interactions with the Scrum team are helpful and which are not.

The Agile way of thinking is best known in the field of software development, but the principles are increasingly being applied in other types of projects. Scrum is the most-used Agile methodology and is suitable for all professionals looking to keep their knowledge up to date with the latest developments in the fields of IT and project management, particularly those leading or participating in projects.

#### Objectives

The EXIN Agile Scrum Master certification validates a candidate's knowledge on:

- Agile Way of Thinking.
- Scrum Master Role.
- Agile Estimating, Planning, Monitoring and Control.
- Complex Projects.
- Adopting Agile.

#### Topics

- Agile Way of Thinking
- Scrum Master Role
- Agile Estimating, Planning, Monitoring and Control
- Complex Projects
- Adopting Agile

#### Audience

Scrum is the most used Agile methodology and is suitable for all professionals looking to keep their knowledge up to date with the latest developments in the fields of IT and Project Management, particularly those leading or participating in projects and have the ambition to facilitate a Scrum team by assuming the role of a Scrum Master.

#### Prerequisites

Before attending this course, students should have successful completion of the EXIN Agile Scrum Master exam and the EXIN Accredited EXIN Agile Scrum Master Training including Practical Assignments. Knowledge of Scrum terminology, for instance through the EXIN Agile Scrum Foundation exam, is strongly recommended or gained through reading The Scrum Guide: <https://www.scrumguides.org>.

#### Duration

Two days

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### Course Outline

#### I. Agile Way of Thinking

- A. Agile Concepts
  1. Explain the Agile way of thinking.
  2. Explain how Agile brings predictability and flexibility.
  3. Describe how to establish continuous improvement.
  4. Differentiate other Agile frameworks and methodologies: Crystal, Extreme Programming (XP), DSDM, LeSS, SAFe, and Kanban.

#### II. Scrum Master Role

- A. Responsibilities and Commitment
  1. Explain which tasks and responsibilities belong to the Scrum Master role.
  2. Analyze a scenario for the best solution to a problem typical to Scrum Masters.
  3. Explain which tools to use to facilitate the team.
- B. Facilitating and Coaching the Team
  1. Explain how to facilitate the team by removing roadblocks.
  2. Explain how to coach and train the team.
- C. Other Roles (Product Owners, Developers)
  1. Explain all roles within the Scrum framework.

#### III. Agile Estimating, Planning, Monitoring and Control

- A. Writing and Maintaining the Product and Sprint Backlog
  1. Explain why a good definition of done (DoD) is so important.
  2. Explain how to write good user stories for services or products.
  3. Explain how to maintain the product backlog and how to add product backlog items.
- B. Agile Planning
  1. Explain planning of the portfolio, products, and roadmaps.
  2. Explain the role of the Scrum Master in the sprint planning.
- C. Agile Estimation
  1. Explain how to use story points, ideal hours, ideal days, and velocity during planning.
  2. Recognize errors in estimation.
- D. Tracking and Communicating Progress

1. Identify impediments, deviations, roadblocks, and other obstacles that influence the progress positively and negatively.
2. Explain how to create information radiators, how to interpret them, and how to act on the results.
3. Explain how to interpret commonly used tracking methods (burn-down chart, velocity, et cetera).

#### E. Staying in Control

1. Explain how to manage issues and bugs and how to inform stakeholders.

#### IV. Complex Projects

- A. Scaling Agile Projects
  1. Explain how to use the product backlog in a scaled environment.
  2. Explain how to scale Scrum using Nexus.
- B. Suitability of Agile for Different Types of Projects
  1. Explain in which cases it is not possible to use Agile.
  2. Explain why having a small team is beneficial for any project.
- C. Agile Administration in Tooling and Tool Integration
  1. Explain which tools can help a team to use or adopt Agile and thereby increase the quality of the development process.

#### V. Adopting Agile

- A. Introducing Agile
  1. Explain how some project management activities are transferred to the Scrum Master role after the transition to Scrum.
  2. Identify what can go wrong when transitioning to Scrum.
  3. Explain how to deal with resistance to change.
- B. Self-management
  1. Explain what self-management means for a team.
  2. Explain what it means to have a cross-functional team.
- C. Agile Requirements and Proper Environment
  1. Explain what changes in culture must be made before adopting Agile.