

Certified Agile Practitioner

Course Summary

Description

This course teaches students that Agile project delivery is radically different from traditional waterfall methodologies. Rather than using a command and control technique, the agile project manager facilitates, coaches and leads. This person is called a Scrum Master in the Scrum agile process to denote the difference and remind the person filling this role of the new responsibilities.

Accepted participants learn how to be a Scrum Master and the practices and thinking to increase the agility of a development team, a project, and an organization. The Scrum Master is the person responsible for the proper execution of Scrum and facilitating the necessary change within the engineering and overall organization. Exercises, case studies, and examples are used to bring home the realization of how to be a Scrum Master.

This course focuses on the "how to" in addition to reinforcing the "what." Goal: Each individual is trained to be able to assume the following responsibilities:

- Identify and remove the communication barriers between the development team and the customer so the customer directly drives development;
- Teach, mentor and coach the customer on how to maximize ROI and meet their objectives through Scrum;
- Improve the development team by facilitating creativity and empowerment;
- Improve the productivity of the development team by removing impediments and highlighting organizational inefficiencies; and, Improve the engineering practices and tools so each increment of functionality is potentially shippable

Objectives

At the end of this course, students will be able to:

- Understand the fundamentals of agile and Scrum
- Have skills to run Scrum projects
- Be able to plan and scale Scrum projects
- Understand implications of and techniques to deal with offshore development using Scrum

Topics

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|---------------------------|---------------------|------------------------|
| • Agile Overview | • Product Backlog | • Sprint Retrospective |
| • Scrum Overview | • Release Planning | • Other Considerations |
| • The Scrum Master's Role | • Spring Planning | |
| • In-Depth | • Sprints | |
| • Keys to Success | • Sprint Conclusion | |

Audience

Scrum Masters

Prerequisites

All participants are expected to understand Scrum basics. Prior experience in software development projects is helpful.

Duration

Two days

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Course Outline

- I. Agile Overview**
 - A. Agile framework
- II. Agile Overview**
 - A. The Agile Manifesto and Principles
 - B. Agile is not enough
 - C. Can Agile fail?
 - D. The Best Agile
 - E. Scrum Overview
 - F. Roles and responsibilities
 - G. How it works
 - H. Artifacts
- III. The Scrum Master's Role In-Depth**
 - A. Servant Leadership
 - B. Facilitation
 - C. Coaching the Product Owner
 - D. Coaching the Development Team
- IV. Keys to Success**
 - A. OO and UML
 - B. Architectural Changes
 - C. Emergent Design
 - D. Adopting Principles from Lean
- V. Product Backlog**
 - A. Defining the product backlog
 - B. Prioritizing the Product Backlog
 - C. Estimates
- VI. Release Planning**
 - A. Projecting Burndown into the future
 - B. Release Planning meeting
 - C. Release layout
- VII. Spring Planning**
 - A. Sprint Planning Meeting
- VIII. Sprints**
 - A. All about the Sprint
 - B. Lab Sprints
- IX. Sprint Conclusion**
 - A. Sprint Review
- X. Sprint Retrospective**
- XI. Other Considerations**
 - A. Scrum in the Organization
 - B. Scaled Agile Framework Overview
 - C. Testing
 - D. Distributed Scrum