

## **Certified ScrumMaster**

### **Course Summary**

#### **Description**

Even projects that appear to have solid, well-defined project plans encounter some degree of change and waste. Shifting market conditions, budget cuts, staff restructuring, or any number of influences will disrupt the best plan while contributing to customer dissatisfaction and staff discouragement. Moreover, projects that begin with changing or unclear requirements make it difficult to even establish project expectations.

Scrum is the alternative agile project management framework that allows teams to deliver usable software periodically throughout the life of the project, absorbing change and new requirements as the project proceeds. Beginning with the history of agile development and moving through the disciplines promoted by Scrum, you will gain a comprehensive understanding of the Scrum methodology while specifically reviewing the behaviors expected of a ScrumMaster.

#### **Topics**

- Principles of Agile Thinking:
- The Scrum Framework and Scrum Fundamentals
- The Three Scrum Roles
- Implementation Considerations
- A Scrum Launch Checklist
- The Scrum Simulation Exercise
- Scrum Team Behaviors and Variations
- Agile Planning and Estimating

#### **Audience**

This class is suitable for those practicing or looking to practice the art of the ScrumMaster, but is highly valuable for anyone involved in Scrum (Managers, Team Members, Product Managers, etc.).

#### **Duration**

Two days

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### **Course Outline**

- I. Principles of Agile Thinking**
  - A. The Agile Manifesto
  - B. Defined vs. Empirical Methods
- II. The Scrum Framework and Scrum Fundamentals**
  - A. What is Scrum and Why Does it Work?
  - B. Iterative Development, Self Managed Teams, and Visibility
  - C. Optimizing Project and Product Value (ROI)
- III. The Three Scrum Roles**
  - A. ScrumMaster
  - B. Product Owner
  - C. Team Member
- IV. Implementation Considerations**
  - A. A Scrum Launch Checklist
  - B. Integrity in Application Development
- V. The Scrum Simulation Exercise**
- VI. Scrum Team Behaviors and Variations**
  - A. Getting to "Done"
  - B. Team Building
  - C. The Scrum of Scrums
- VII. Agile Planning and Estimating**
  - A. Relative Priorities
  - B. User Stories
  - C. Relative Sizes of Work
  - D. Release Planning