

# Scrum

## AGILE METHODOLOGY

- This training workshop discusses the latest in agile software management practices that define Scrum. The shared experiences of the applied use of Scrum techniques are a key ingredient to stimulate discussions and understanding.
- The principles, output and team structure of Scrum are discussed and then the top five Scrum practices (Product Backlog, Sprints, etc) are explored in more detail.
- Two hands-on group activities plus five real-world case-studies aim to cement this understanding of Scrum.
- This course is a one-day training session designed for qualified/practicing software technical and team leaders, software development/project managers and the customer (a.k.a. Product Owner). It can also be tailored to meet specific training requirements.

### COURSE OUTLINE

#### Being Agile:

- The problem agile addresses 🧑🏫
- Agile principles

#### Scrum Defined:

- Core workflow
- Outputs/deliverables
- Principles, rules & practices
- Scrum team 🌐

#### Iterative Development:

- Concrete feedback 🌐
- “Scrumerfall”



*“... real world examples / feedback / advice; Scrum board demonstration.”*  
Peter Marriott, R&D Manager,  
SAI Global



*“Provided an excellent overview of Scrum and its role in the organisation.”*  
Nick Rhodes, Sys Admin / DBA,  
Queensland Facility of Advanced  
Bio-informatics (QFAB)

#### Scrum’s Key Practices:

- Product backlog 🌐
- Scrum board 🌐
- Estimation (esp. Planning Poker) 🧑🏫
- Burn-down charts
- Sprinting
  - Sprint planning
  - The Sprint
  - Daily Scrum
  - Sprint review
  - Sprint retrospective

#### Introducing Scrum:

- Scrum mindset
- Introducing Scrum to projects 🌐

#### Practical Sessions:



Real-world case studies are reviewed to give further insight into the applied use of key techniques and concepts



Interactive group sessions are held to demonstrate a range (and combination) of fundamental agile techniques

