

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”

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 new projects 🌐
- Introducing Scrum to existing projects

Practical Sessions:

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

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



“Provided an excellent overview of Scrum and its role in the organisation.”

Nick Rhodes, Sys Admin / DBA, QFAB

