SCRUM: The Art of Agile Practice

The most popular, light, easy to implement agile way

OVERVIEW

This course focuses on applying Agile principles in your every day work, to help you be better prepared to use these concepts to improve project success and efficiency.

SCRUM: The Art of Agile Practice is covers the essential aspects of working in an Agile team, providing practical examples and exercises that enable key concepts to be translated into your day-to-day role. It is designed to help people build confidence in Agile and enable them to demonstrate best practice Agile methods that can be introduced across a project or company.

COURSE OBJECTIVES

- Value the principles behind the agile manifesto and its approach.
- Understand the roles within an agile SCRUM team for Release and Iteration planning.
- Learn how to contribute as an agile team member to high quality requirements.
- Appreciate the importance of effective Iteration Reviews and how to contribute to continuous improvement through Retrospectives.

DURATION
12 hours

CATEGORY
NON-TECHNICAL

PRE-REQUISITES
None

SCHEDULE
Click Here

WHO SHOULD ATTEND

This highly practical and interactive course has been specifically designed for:
- Developers, business analysts, and product managers wanting to become familiar with working in an Agile environment.
- Team leaders, project managers and IT directors wanting a solid grounding in Agile techniques.
- Innovation leaders and managers looking for proven approaches to more successful innovation initiatives
- Change agents who are motivated to add a valuable change to their organization by adopting one of today's most successful agile methodologies

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COURSE OUTLINE

Core Concepts
· Agile Principles
· Scrum Framework
· Sprints
· Requirements and User Stories
· Product Backlog
· Estimation and Velocity
· Simulation #1: Requirements, Estimation, and Backlog Management

Roles
· Product Owner
· ScrumMaster
· Development Team
· Scrum Team Structures
· Managers
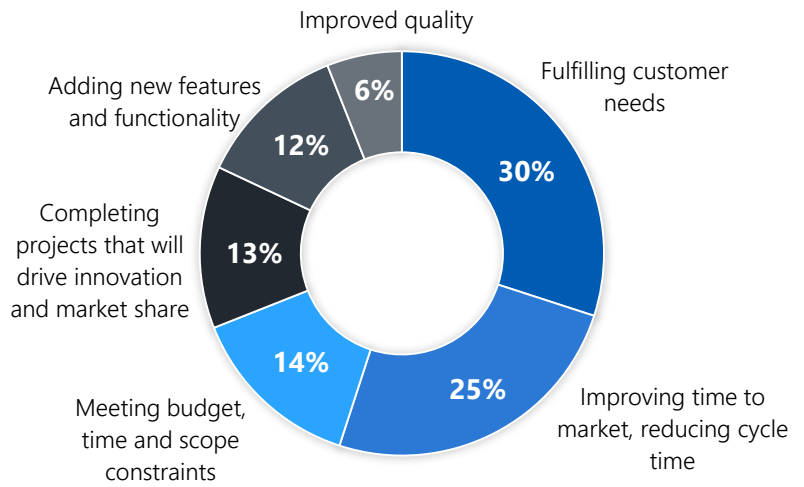· Simulation #2: Agile Team Roles

Sprinting
· Sprint Planning
· Sprint Execution
· Sprint Review
· Sprint Retrospective

Putting It all Together
· Simulation #2: Two hours Complete Simulation of SCRUM process, events, roles, and artifacts

Highest business priority for Scrum

- Improved quality **6%**
- Adding new features and functionality **12%**
- Completing projects that will drive innovation and market share **13%**
- Meeting budget, time and scope constraints **14%**
- Fulfilling customer needs **30%**
- Improving time to market, reducing cycle time **25%**

QUICK FACTS ABOUT AGILE SCRUM

1	Average duration of a Scrum project	11.6 weeks
2	Average length of a Sprint	2.4 weeks
3	Average number of Sprints per Scrum project	5.0
4	Average Scrum team size	7.4
5	Top SCRUM certification	ScrumMaster 85%