Agile

AGL050: Overview of Agile

$895.00

- 4 Hours
- This class includes a Student Guide, Agile checklists, and quick reference card

Upcoming Dates

Course Description

Today, many organizations are finding themselves leading Agile teams – only to find that the tools and techniques applied when using a traditional project management approach no longer work as effectively or at all. In order to do more than survive in this iterative development environment, today's leadership must employ additional project management and business analysis tools and techniques to effectively lead their teams and deliver their projects.

This 4-hour session will explore what an organization needs to know to successfully transition to Agile.

Scrum is an incremental, iterative Agile framework for project management and software development – where requirements and solutions evolve through collaboration between self-organizing cross-functional teams. This disciplined project management process involves:

- A leadership philosophy that encourages teamwork, self-organization and accountability
- A set of engineering best practices intended to allow for rapid delivery of high-quality software
- A business approach that aligns development with customer needs and company goals

Participants will learn what it takes to manage an Agile Scrum framework. Your role in an agile project will look much different as you form and coach a self-directed team, facilitate continuous collaboration with your clients, manage and deliver business value to your clients early and regularly throughout the project.

Course Outline

Section 1: Introduction – Fundamentals of Agility

- What is Agile?
- The Agile Manifesto
- Waterfall vs. Agile
- What is Scrum?
- The Scrum lifecycle, roles, and framework
  Exercise: **Waterfall vs. Agile Simulation**

Section 2: Assembling the team – Agile Stakeholders

- Committed vs. non-committed team members
- Who makes the best Product Owner?
- The Scrum Master

- The Scrum Team

Section 3: Getting Started - Preparing for a New Initiative

- The Product Vision
- Defining scope using the Product Backlog
- Planning releases
- Prioritizing releases
- Establishing the timeboxes
- Timebox considerations
- Defining the high-level (course-grain) plan

Section 4: Agile Tools and Techniques

- The Sprint and Sprint Goal
- The Sprint Backlog
- Managing the Sprint Backlog
- The Burn Down Chart
- The Team's Velocity
- The Daily Scrum Meeting
- The Scrum Task board

Section 5: Estimating and Prioritizing Effort

- What is a User Story?
- Establishing acceptance criteria
- Estimating effort using User Stories
- Creating a Task List
- Using Planning Poker to discover effort
- Estimating effort (fine-grain)
- Prioritizing User Stories
- Handling issues at the Daily Scrum Meeting
- Scrum of Scrums – for large projects

Section 6: Boosting Team Performance

- Coaching the Scrum Team
- Removing Impediments
- Paradigm shift for writing requirements
- Facilitating team activities
- Sprint retrospective guidelines
- Scaling Scrum teams – Scrum of Scrums

Section 7: Additional Information

Useful books and links on Agile

Audience

Executives, Senior Managers, Business Analysts, SW Developers and Project Managers

Prerequisites

What You Will Learn

Participants will gain an understanding of:

- The Scrum Framework and Roles
- The Agile Lifecycle
- The Product Backlog and Sprint Performance
- Differences between Waterfall vs. Agile
- Establishing the Right Team
- Understanding the paradigm shift of integrating Agile into your organization
- Understanding the importance, value, and role of executive and senior level management in the establishment and sustainment of Agile within your organizations