

Abstract

As more and more companies find that the classic waterfall approach for project management does not fit their reality, Agile methodologies emerge as the best solution in the current dynamic project environment, where in many cases not all requirements are clear before the project starts and change requests are inserted often during development. Not less important is the fact that people have come to realize that the ability to estimate development efforts accurately is limited, at best. Scrum is the practical way of implementing the Agile approach and the focus of this course. The course covers the Scrum framework and includes real life situations simulations and exercises, through which Scrum principles are practiced and important insights are reached.

The course certifies participants as

Certified Scrum Masters



Target Audience

Team members, managers, Project managers, developers, testers, DBAs.

Prerequisites

None. Knowledge in Agile – an advantage.

Trainer

Danny (Danko) Kovatch, **Certified Scrum Trainer**



Course will cover:

The history of Agile

- o The new project development game, Takeuchi & Nonaka (1986)
- o Agile frameworks (Scrum, XP, FDD, DSDM)
- o Project pains
- o Description of the general project management life cycle
- o Brainstorming session regarding specific project pains (the list of "pains" is hanged on the wall and is reviewed during the workshop while verifying that Scrum can indeed provide a solution to each item)

Introduction to Scrum

- o Waterfall vs. Agile
- o Pros and cons of each methodology
- o Agile manifesto
- o The project iron in Scrum
- o The principle of Scrum
- o Practices of XP
- o User stories – definition, description, epics, themes, the iceberg effect
- o Product backlog, prioritization techniques
- o Sprint
- o Sprint backlog

Planning & estimation

- o The main problem
- o The four Scrum rules of estimation
- o The chart of effectiveness
- o Food estimation exercise
- o Multiple PO exercise
- o Ideal Scrum user points
- o Relative Scrum user points
- o The hostage dilemma description + exercise
- o Planning poker exercise
- o How to proper plan – best practices
- o Capacity handling of a team (known, unknown-known, unknown-unknown)

Roles & responsibilities

- o Scrum team
- o Scrum master
- o Product owner
- o Stakeholders
- o Users
- o Command & control exercise
- o Work in small scrum teams to solve common issues (a team member that is constantly late for a daily, waterfall sprints, daily every other day, etc.)
- o Definition of done – the definition, the importance of it, the guardian
- o Pigs & chickens (and the Israeli version: the hosts and the guests)

Ceremonies

- o Review meeting
- o Retrospective meeting
- o Planning meeting
- o Scrum standup meeting
- o Scrum of Scrum (SoS) meeting
- o Sprint celebration meeting
- o Simulations of all the meetings

Artifacts

- o Burn down chart
- o Sprint backlog
- o Product backlog
- o Product burn down chart
- o Team signature
- o Task board
- o Visual board
- o Challenge board
- o Domain chart
- o Territory chart
- o Future Scrum Stock Exchange

Assimilation of Scrum

- o Assumptions
- o Prerequisites
- o Scrum smells

Summarizing exercise

- o Creating a release backlog
- o Working on a project in Sprints
- o Simulating Scrum Daily meetings
- o Simulating Review meetings

Duration

2 days (16 hours).