

Performing business analysis on a Scrum team can seem overwhelming given the level of agility provided to Product Owners. It doesn't have to be overwhelming if you're armed with the right information and solid techniques. After a brief overview of agile project delivery, you will learn how to elicit requirements in agile projects. Product centricity is reviewed including working with the Product Owner to develop a product roadmap. You will learn best-practice techniques for eliciting requirements. Agile metrics will also be reviewed.

**Course Objectives:**

- Identify the key practices of agile analysis and ways to make requirements practices "lean".
- Understand the value of a product roadmap and release planning for large, complex products.
- Describe how agile methods differ from traditional development.
- Define the key principles, practices, and processes of agile development.
- Identify the roles people play in an agile project.
- Define and analyze agile requirements.

**Audience:** Participants should have prior exposure to agile training or experience on an agile team.

**Prerequisites:** Prior experience with business analysis on projects is helpful.

**Number of Days:** 2 days

<p><b>1</b></p>	<p><b>Introduction to Agile Development</b>          Agile Overview          The Agile Potential          The Agile Manifesto          Agile Alone is NOT Enough          Can Agile fail?          THE Best Agile          Self-Organized Teams          The Business Analyst Role In Agile</p>		<p>Product Roadmapping          Keeping Your Eye on Requirements</p>
<p><b>2</b></p>	<p><b>Business Analysis in Agile Projects</b>          Multiple Levels of Planning          The "Ever Unfolding Story"          Progressive Requirements Elaboration          How to do Requirements Driven Agile          Requirements as the Basis for Agile              Backlog          How Agile Methods Impact              Requirements Risks</p>	<p><b>4</b></p>	<p><b>Agile Business Analysis: Release Planning</b>          Release planning          User stories, epics, and sagas          Quality attributes and interfaces          Grooming the backlog</p>
<p><b>3</b></p>	<p><b>Agile Business Analysis: Product View</b>          Agile's Big View          Working with Your Product Owner          Product Cision</p>	<p><b>5</b></p>	<p><b>Agile Business Analysis: Sprints and Iterations</b>          Use Cases in Agile          Actors and Roles          Understanding User Stories          Comparing and Contrasting User Stories and Use Cases          Right Sizing User Stories (just enough detail and no more)          Defining Done          Testing Stories          Estimating in Agile Projects          Calculating Capacity          Determining Velocity</p>

Selecting Stories

**6 Metrics To Remember**

Velocity

Software Quality

Team Success and Sustainable Pace

Metrics Overview