

This 3 day course covers everything you'd find in a Scrum Master course but takes a deeper dive and allows even more hands on lab time. After a one-day overview of Scrum, and a brief synopsis of Lean, students will have an opportunity to practice what they've learned with two days of intensive lab work.

Course Objectives:

- Refresher on the origins and basics of Scrum and agile.
- Provide a detailed explanation of the key "Scrum artifacts".
- Grasp the Scrum Master's role in depth.
- Understand Lean principles and how to apply them with Scrum.
- In depth understanding of Scrum practices through experiential exercise.

Audience: Software developers, analysts, and project managers who want to understand how to make their Scrum teams more effective.

Prerequisites: None.

Number of Days: 3 days

<p>1 Agile Overview The Agile Potential The Agile Manifesto Agile alone is NOT enough Can Agile fail? THE Best Agile</p>	<p>2 SCRUM Overview Stories -Making It Manageable Stories Why Object Oriented Principles Are Critical To Agile Sprint Planning Meeting Just Enough...and no more Controlling Chaos Sprint Creating a Sense Of Urgency Driving Your Project Conducting the Daily Scrum Chickens and Pigs Life Is ...Daily! Doing Iterative Development Design Test Code Refactor</p>	<p>3 Sprint Review Meeting Product Owner: Roles and Responsibilities Requirements and the Product Backlog Building a Product Backlog User Roles and Personas Acceptance Criteria Story Workshops Story Aggregation and Decomposition Spikes and Special Stories</p>	<p>4 Prioritization Value Assessment Risk-Based Prioritization</p>	<p>5 Estimation Approaches to Estimation Analogous Sizing Planning Poker</p>	<p>6 Planning Product Roadmap Velocity-Driven Release Planning Fixed-Schedule Planning</p>	<p>7 The Scrum Master's Role In-Depth Servant Leadership Facilitation Coaching the Product Owner</p>
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- 8 **Coaching the Development Team**
- 8 **Lean Software Development**
 - Lean Principles
 - Minimizing Waste/li>
 - Maximizing Learning
 - Just in Time Delivery
 - Empowering The Team
 - Telling The Whole Truth
- 9 **Lean Practices Specific to Software Projects**
 - Value Stream Mapping
 - Set Management - Backlog, Throughput, Expenses
 - Kanbans and Queues
 - Goals and Measurements
- 10 **Using Scrum in a Big Way**
 - LAB - Big Scrum
 - PROJECT - Introduce Project that will be used for the remainder of course
 - Board meeting minutes provided to students
 - This is the big vision for the next 2 years
 - Event Management
 - Corporate Events
 - Sporting Events
 - Hotel Reservations
 - Car Reservations
 - Coordinated local events and shopping
 - Providing meals
 - Air Reservations
 - Shuttle Transportation
 - Accounts Payable (to pay vendors)
 - Online registration
 - Credit Card processing
 - Group Registrations
 - Accounts Payable System Rewrite
 - Currently on mainframe & we are losing the lease
 - Rewrite for Linux
 - Deliverable - Nothing at this time. Q&A and warm up time for students to start to absorb magnitude of project
 - The RoadMap – overview
- 11 **Release Planning**
 - Requirements Overview
 - Use Cases
 - User experience (sprint 0 - before UI development begins)
 - User research
 - Task analysis
 - Storyboards and wireframes
 - Apply visual design
 - UX Lab
 - Giving Up Hope/Change Happens
 - Architectural changes
 - Impact across components and product/project teams
 - Very high level design discussion (for general team audience)
 - Integration testing
 - When and How
- 12 **Layout Stories/Epics**
 - Discuss Strategies for handling inaccuracy/disagreement
 - Labs
- 13 **Metrics and Measuring Progress**
 - Planning as you go
 - Information Radiators - reviewed
 - Velocity and Measuring progress - metrics
 - SCRUM metrics
 - LEAN metrics
 - Even easier metrics
 - Metrics Lab
 - Watching The Horizon