

DELIVERING AGILE PROJECTS WITH SCRUM

SYNOPSIS

Agile. Scrum. If you're a project manager, you've heard of them. You know the theories behind them and the pros and cons of using the approach. It is easy to understand why a project team or organization would choose to use Agile and Scrum to execute their project, but do you know how to?

It is one thing to see and an entirely different thing to do. This course is intended for all members of the project team and is designed to teach you how to implement Agile and Scrum in your projects now. You will review real world examples and techniques that dozens of teams from organizations of all sizes have used. Every step of the Agile project life cycle will be covered and adapted to a sample project or your current project.

You know what Agile and Scrum are. Now it is time to use them! No more reading from a textbook; learn how it works from actual examples, best practices, tips, and tricks gleaned from the successful implementation of Agile and Scrum in Fortune 500 companies' projects. This is an interactive course that will leave you with the knowledge and skills to use these powerful methods.

LEARN

- Describe the difference between Agile and Scrum roles and traditional roles and responsibilities
- Plan your release and build a backlog
- Identify and write good stories
- Prioritize and size stories
- Implement and carry out Sprint 0, Sprint Planning and task estimating and Sprint Review and retrospective
- Explain why Agile and Scrum are adopted and how Agile can fail

This course uses digital materials.

TOPICS

ADOPTING AGILE METHODS

- Tips for Getting Started
- Implementation Strategies
- Agile Fail Points
- Overcoming Resistance
- Sample Agile Calendar

AGILE INTRODUCTION AND OVERVIEW

- The Traditional Process
- Why Agile
- Agile Methods
- Agile Benefits
- Basics of Agile

THE AGILE TEAM

- Agile Team Characteristics
- Self-Organizing Teams
- Roles & Responsibilities
- Management Role
- Expectations

THE AGILE PLANNING FRAMEWORK

- Agile Planning
- 6 Levels of Planning
- Agile Release Life Cycle
- Establishing Product Vision

UNDERSTANDING THE CUSTOMER

- Thinking Like the User
- User Roles
- Customer Personas

PRODUCT ROADMAP

- Product Themes/Feature Groups
- Use Case Diagrams
- Roadmaps
- Focus Exercise

CREATING THE PRODUCT BACKLOG

- User Stories
- U-Invest Model
- Non-Functional Stories
- Acceptance Criteria
- What Makes a Good Story (Sizing and Substance)
- Story Writing Techniques

BREAKING DOWN EPICS

- Compound vs. Complex Stories
- How to Break Down Large Stories
- What Stories are Not

PRIORITIZING THE PRODUCT BACKLOG

- Methods for Prioritizing Business Value Points
- Sequencing Charts/Dependency Diagrams
- Expectations for Prioritizing Stories

SIZING STORIES

- Actual vs. Relative Estimating
- Story Points
- Planning Poker
- Complexity Buckets

RELEASE PLANNING

- What is Release Planning
- Utilizing Velocity
- Sprint 0
- Pre-Release Sprint
- Communication

STORY ELABORATION

- Getting to the Details
- Pre-Planning Session
- Acceptance Tests
- Agile Modeling Examples

SPRINT PLANNING

- Sprint Planning Preparation
- Capacity Planning
- Task Breakdown
- Definition of "Done"
- Realistic Commitments

SPRINT EXECUTION

- Daily Standup (Daily Scrum)
- Task Boards
- Agile Tools
- Burn-down, Burn-up and Other Metrics
- Scaling Agile

CLOSING OUT THE SPRINT

- Sprint Reviews
- Retrospectives
- Demos

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