

Mastering Agile with Scrum: A Practical Approach

Do your customers complain that their projects take too long to complete?

Are you trying to understand and apply new Agile concepts on your own, but don't know how or where to start?

Or are you trying to improve what you have started with your Agile process?

Are you ready to:

- Accept your customer's requests for change easily and quickly
- Set up leaders and stakeholders for successful change
- Develop stronger, quicker acting teams
- Create a workplace culture that connects business and service groups
- Get more done

If you want to learn the nitty-gritty of what to do, and what not to do, with change driven projects, this interactive, hands-on class will bring Agile project management to life for you. You will return to your workplace ready to fully contribute and improve your existing teams to provide better project deliverables fast for your company. The class material can be applied quickly for far reaching benefits on your projects, and processes and can be leveraged in a broad spectrum of functional areas and for employees of all levels of responsibility.

Do not settle for "business as usual". Rise to the challenge and give yourself and your team a competitive edge!

To keep that momentum going once you are back at your workplace, each participant will receive a copy of the book "*SCRUM The Art of Doing Twice the Work in Half the Time*", by Jeff Sutherland, and co-creator of Scrum, J.J. Sutherland. This book will be a useful resource as you put the concepts learned in the classroom into practice on the job!

Key Concepts

- Determining the right approach for each project.
- Creating success criteria with multiple stakeholders.
- Working hands on with the Agile concepts, understanding each step of a basic process.
- Building and communicating measures for steady progress and successful deliveries.
- Creating high performance Agile teams.
- Gathering and grouping deliverables into a successful sprint.
- Defining quality/benefits for Agile projects.
- Building an Agile mindset and learn how to transfer to others.

Outline

1. Agile projects
 - a. What's what in Agile methodologies
 - b. Graphs showing the difference in project management methods
 - c. Change-driven methods: Agile, Lean, Kanban, Scrum, Test-Driven Development, Extreme Programming, SAFe, etc.
 - d. Case studies
2. Value to the business
 - a. How to size Agile projects for the correct number of team members
 - b. Understanding the value of now
 - c. Forecasting costs plus tracking benefits
 - d. Eliminate waste
 - e. Determine early the point of no added value
3. Stakeholder and management oversight
 - a. Key roles defined for all Agile team members
 - b. Contributing to and monitoring Agile projects
 - c. When to stay out and when to step in
 - d. Leveraging ongoing stakeholder involvement
4. High level processes
 - a. Scope
 - b. Backlog development
 - c. Sprints setups
 - d. Design, build and configurations
 - e. Test and deploy
5. Requirements
 - a. Storyboards for Agile
 - b. User stories and other techniques
 - c. Elicit Agile size deliverables
 - d. Grouping deliverables – the negotiation dance
 - e. Determining the point of "good enough"
 - f. Testing user stories
6. Quality
 - a. Demoing, testing - Live feedback loop
 - b. Success criteria
 - c. Get out of jail free card

7. Using different Agile approaches
 - a. Principles and practices
 - b. Tools and techniques
 - c. Change driven life cycles
8. The whole team
 - a. The agility and lean mindset blend
 - b. Agile leaders characteristics
 - c. Logistics and daily activities
 - d. Tight team dynamics
 - e. How to improve Agile teams
9. Team meetings
 - a. Determine sprint size and daily meetings
 - b. Agile “poker” cards for estimating
 - c. Reprioritizing the remaining work (backlog)
 - d. Retrospective reviews
10. Burn-up or burn-down charts
 - a. Define key Agile metrics
 - b. Graphing methods and tools
 - c. Cadence – velocity
 - d. Pick up the pace
 - e. Successes early and late
11. Integration topics
 - a. Frequent collaboration
 - b. Number of outstanding defects
 - c. Change management
 - d. Procurement
12. Other project management deliverables
 - a. Project charters
 - b. Risks
 - c. Issues
 - d. Communication plans