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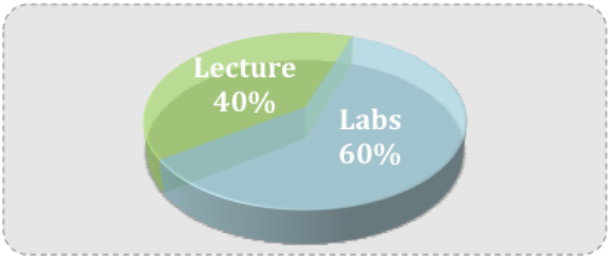
Agile Scrum Immersion

Organizations are increasingly moving from traditional waterfall methods of software development to agile methodologies. Scrum has emerged as one of the most commonly applied agile practices. Today's successful software projects implement at least some aspect of Scrum.

This intensive **two day instructor-led course** guides participants through every characteristic of Scrum, including roles, planning, artifacts, and most importantly, the motivation behind implementing these elements. All this will be experienced through a balanced combination of lecture, candid discussion, hands-on exercise, and demonstration, as well as a few surprises.

Audience:

- Anyone involved with software development.



Participants will learn to:

- ★ Understand the core Agile values
- ★ Distinguish between theory and actionable practices
- ★ Identify the characteristics of Scrum
- ★ Describe roles and responsibilities on a Scrum project
- ★ Track and manage requirements in an agile manner
- ★ Populate and groom a product backlog
- ★ Create a Sprint backlog
- ★ Plan for releases
- ★ Plan for sprints
- ★ Report status and track progress
- ★ Execute a Sprint demo
- ★ Execute a Sprint retrospective
- ★ Identify, prioritize, and estimate project goals
- ★ Identify acceptance criteria for project goals
- ★ Avoid common Agile traps and pitfalls

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Agile Scrum Immersion Outline

DAY 1

1. **Introduction to Agile**
   a. Agile Values
   b. Agile Principles
   c. Theory vs Actionable Practices
   d. Agile Implementations
   e. Scrum Overview
   f. XP Overview
   g. Lean Overview
   h. ROAD TRIP LAB
2. **Introduction to SCRUM**
   a. Product Backlog
   b. Sprints
   c. Sprint Backlog
   d. Scrum Meetings
   e. Sprint Review
   f. Sprint Retrospective
   g. Roles
   h. Glossary
   i. RESORT BROCHURE LAB
3. **Requirements**
   a. Ways to gather requirements
   b. How much detail do I need?
   c. Use Cases
   d. User Stories
   e. Ambiguity is Good
   f. USER STORIES LAB

DAY 2

4. **QA**
   a. What is QA?
   b. What is a Test? Requirements?
   c. QA Anti-Pattern
   d. Building the Wrong Things Wrong
   e. Acceptance Criteria
   f. Types of Testing (Marick Matrix)
   g. Agile QA Role
   h. 99 TEST BALLOONS LAB
5. **Planning and Estimating**
   a. Sprint Planning
   b. Wisdom of Crowds
   c. Planning Poker
   d. DOGGY PLANNING LAB
   e. Relative Estimating
   f. Buffer Estimating
   g. Metrics
   h. Burn-up
   i. Scrum Board
   j. Velocity
   k. Release Planning
   l. VELOCITY LAB
6. **Development**
   a. Agile Development Role
   b. Test Driven Development
   c. Lean Pull
7. **Agile Miscellany**
   a. Agile Tools (Demos)
   b. Co-Location
   c. Large Teams
   d. Scrum of Scrum's
   e. 10 ways to fail at Agile
   f. Agile Adoption Anti-Patterns