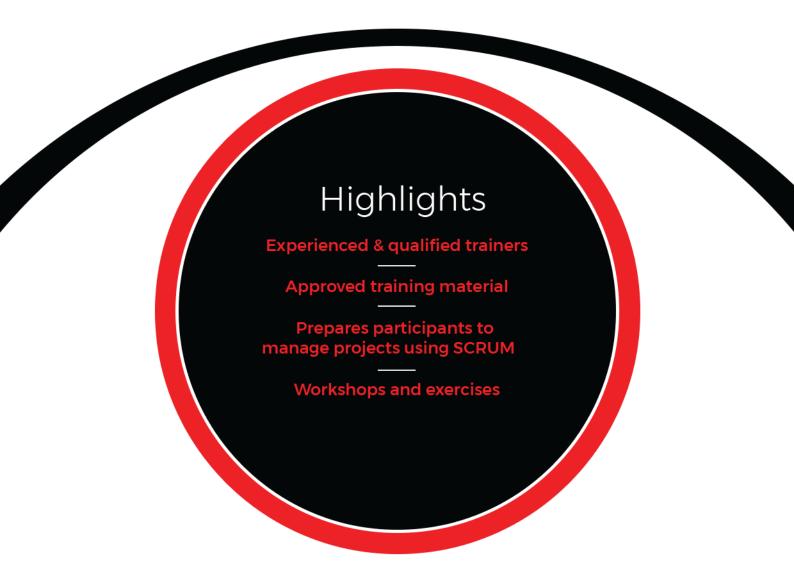


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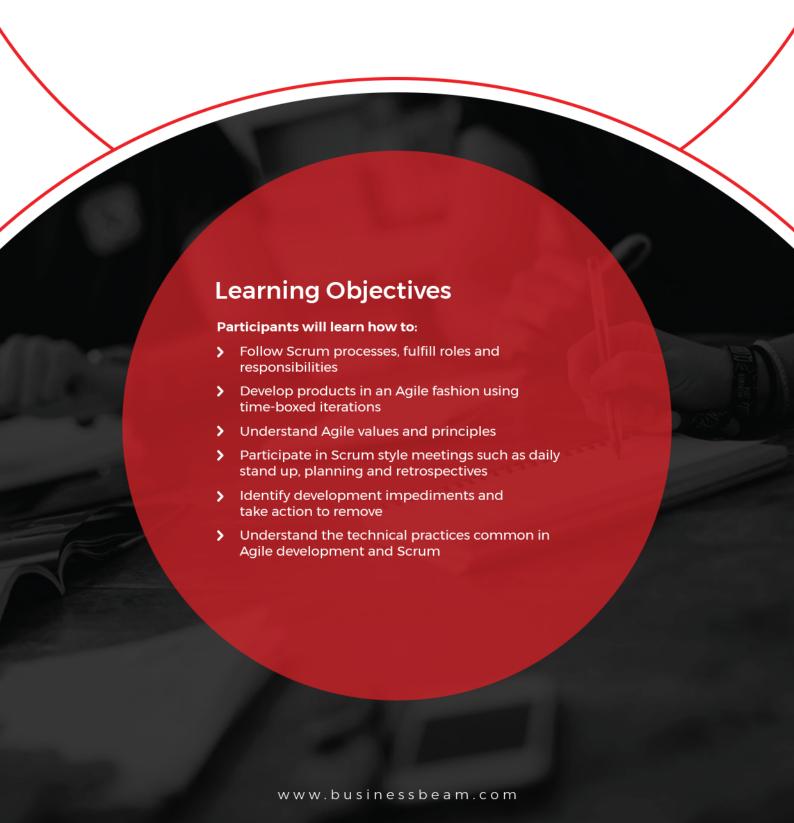


Learn premium agile project management model used very successfully by the various industries across the globe.



Introduction

Scrum is an agile process for managing various types of projects. With Scrum, projects progress via a series of iterations called sprints. Each sprint is typically 2-4 weeks long. Scrum is ideally suited for projects with rapidly changing or highly emergent requirements. The course teaches the concepts of short delivery cycles, working with changing requirements and empirical process control. Students will learn how to work in deliver results in time-boxed iterations, hold Scrum meetings, manage work backlogs and prioritize work to satisfy business need. They will also learn how, in a changing environment, to keep high quality design and discover requirements.





Contents

Introduction to Agile Project Management

- What is Agile?
- Agile Manifesto and Agile Principles
- Declaration of Interdependence (DOI)
- Different Agile Methods (Scrum, XP, FDD, DSDM, Crystal, LSD, ASD, AUP, Kanban, etc.) and their Adoption
- Business-Based Development

> Introduction to Scrum

- What is Scrum?
- Scrum's Area of Application
- Why Scrum Works?
- Defined Process Control
- Empirical Process Control

Scrum Content

- Scrum Values
- Roles
- Time-Boxes
- Artifacts
- Rules

> Scrum Roles

- Scrum Master (SM)
- Product Owner (PO)
- Teams
- Stakeholders

Scrum Flow

- Product Vision
- Release Planning Meeting
- Sprints
- Sprint Planning Meeting
- Agile Estimation using Planning Poker
- Daily Scrums
- Sprint Review
- Sprint Retrospective

Scrum Artifacts

- Product Backlog
- Sprint Backlog
- Release Burndown Chart
- Sprint Burndown Chart
- Impediment List
- ▶ Kanban Boards / Task Boards

Introduction to Extreme Programming (XP)

- Core Values
- Practices
- Process
- Events
- Roles
- Artifacts

Combing Scrum with Extreme Programming

- Continuous Integration (CI) and Frequent Check-ins
- Refactoring
- ▶ Test-Driven Development (TDD)
- Pair Programming
- Collective Code Ownership
- Coding Standards



Recommended Participants

This course is highly valuable for:

- Software Engineers, Testers, Business Analysts, Product Managers and, Project, Program and Development Manager who plan to work in and with Scrum teams
- > Whole teams who wish to transition to®Scrum and other Agile development methods
- > Business customers and users who work with software teams and want to understand the new paradigm of Agile development.

Prerequisites

Knowledge of agile project management would be preferable but not required.

Course Format

The course uses a stimulating mix of instructions, workshops, quizzes, discussions and a practice-exam.

Duration

2 days

Materials Provided

- Course reference manual containing copy of course slides, support documents, quizzes and answers
- Practice exam
- Course Certificate

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About Business Beam

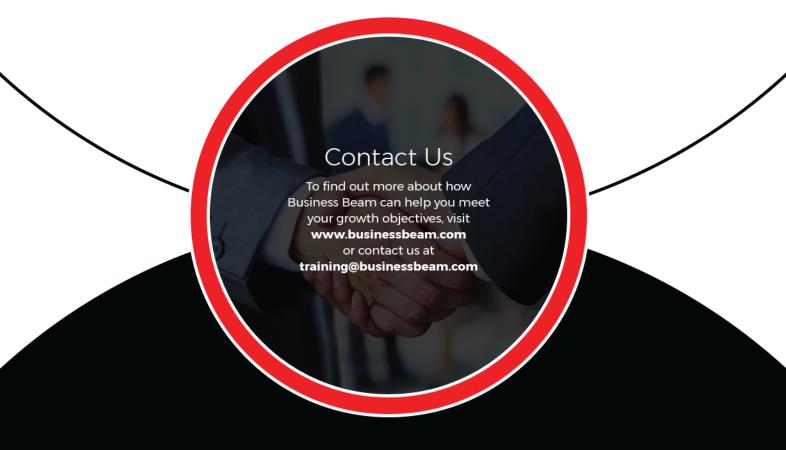
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