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Managing Projects in Agile with Scrum

Learn via: **Classroom / Virtual Classroom / Online**

Duration: **2 Day**

Overview

Agile is a Project Management framework that is used as a means for managing change. Agile employs an iterative and incremental approach to all projects that reaps rewards with better quality products and a quicker time to market. Agile empowers your teams to work in a self organised way using all the planning tools that Agile provides.

This two day course gives delegates a complete introduction to Agile using practical exercises that demonstrate the skills required to manage an Agile project. While the course gives an overview of Scrum, the emphasis of the course is on practical applications of Scrum in a business context including project (release) planning.

Prerequisites

Delegates should have experience of working in a project team, whether or not an Agile approach was used.

Pre-Course Reading

Delegates should be familiar with the content and rationale for the rules of Scrum in the Scrum Guide, available at www.scrumguides.org

Who Should Attend

The intended audience for this course is anyone interested in working in an Agile environment. Potentially working as a Product Owner or Scrum Master or Team members - this could be Project Managers, Team Leaders, Development Managers, Testers, Developers, Business analysts etc.

What You Will Learn

This course enables the delegates to understand what the roles are in Agile, the planning and feedback that assists the Development Team to realise the project goals. It also looks at how an Agile project is managed and how an Agile team interfaces with other project and business roles.

Outline

Agile History and Background

- Scrum origins and the Agile Manifesto
- The 4 values and 12 principles of Agile

Why Agile

- Environments that are best suited to an Agile approach
- Benefits of Agile
- Project constraints in traditional projects versus Agile projects
- Empirical process and how this approach is used to develop a product iteratively and incrementally
- MoSCow Prioritisation and the 'Iron Triangle' of Time, Cost, Features (and Quality) and how we use this technique for planning and estimating.

Scrum Framework

Roles:

- Product Owner - representing the voice of the customer and responsible for return on investment

- Scrum Master - responsible for facilitating and coaching the Scrum Team
- Development Team - self-managing and cross-functional and responsible for delivering 'Done' work during the sprint

Artefacts:

- Product backlog - a prioritised list of requirements in the form of User Stories
- Sprint backlog - a list of tasks the team will deliver during the sprint
- Sprint Burndown - charts tracking progress during the project or sprint

Events:

- Release Planning - how to create a high-level plan to determine if the project is feasible and can be implemented using a Agile approach
- Sprint Planning - to plan what will be delivered during the sprint
- Sprint - a period from 1 week to 1 month during which the team produce potentially shippable product
- Daily Scrum - a 15-minute daily meeting for the development team.
- Sprint Review - held at the end of the sprint to show that business what has been achieved
- Sprint Retrospective - held at the end of the sprint for the team to continuously improve

Release Planning Exercise

- The delegates will create a product backlog of high-level features. They will then prioritise and estimate the backlog and create a Release Plan that can be used to set the project timeframe, resource costs and major deliverables.

Enterprise Scrum

- An introduction to scaling Scrum for use in large organisations.