**SCRUM Workshop**

Scrum is the agile development process that allows teams to deliver usable software periodically throughout the life of the project, dynamically absorbing change and new requirements as the project proceeds. The Scrum workshop provides the participants an in-depth understanding of the Scrum framework as well as the components, roles and processes of Scrum. The workshop starts off with an introduction to Scrum, the most frequently used agile framework, then it goes on to the real-world examples to enable the students to apply the knowledge to solve real problems. The workshop is intended for the participant who are:

* Looking forward to become Scrum certified
* Project managers & Leaders
* IT managers and decision makers
* Business and project analysts
* Software developers, programmers, architects and owners

**Learning Outcomes**

After successful completion of the workshop, participants will be able to:

* Describe and recognize the essential values, roles, meetings, and artifacts that define the Scrum framework.
* Specific Scrum practices that support the delivery of great products.
* Understand the main tools and techniques used in a Scrum Development initiative.
* Learn to apply the Scrum framework to a working environment.

**Contents that will be covered:**

|  |  |
| --- | --- |
| **Session 1** | **Session 2** |
| **Introduction to Scrum** What Is Scrum? Key Principles | **User Group Meetings** Epics Personas User Stories Prioritization |
| **Scrum Overview** Overview Benefits Scalability Aspects Processes | **Sprint Planning Meeting** Epics Personae Outputs |
| **Scrum Concepts & Principles** Concepts Principles Aspects | **Conducting The Daily Standup (Or Daily Scrum)** The Daily Standup Meeting Three Questions War Room Managing Distribution Teams |
| **Scrum Phases & Processes** Initiate Plan & Estimate Implement Review & Retrospect Release | **Grooming The Prioritized Product Backlog Meeting** Prioritized Product Backlog Review Meeting Change Requests Risks Outputs |
| **Roles and Organization in Scrum** Scrum Master Roles Product Owner Role Scrum Team Non-Core Roles | **Sprint Review Meeting** Sprint Review Meeting Tracking Overall Progress Outputs |
| **Business Justification** Value-Driven Delivery Responsibilities Factors Techniques Continuous Value Justification Confirming Benefits Realization | **Retrospect Sprint Meeting** Retrospect Sprint Meeting Explorer-Shopper-Vacationer-Prisoner Speed Boat Metrics and Measuring Outputs |
| **Quality** Definition Acceptance Criteria Quality Management in Scrum | **Release Planning Meeting** Release Planning Length of Sprint Release Preferences Outputs |
| **Change** Supporting Change Change Requests Flexibility vs. Stability Integrating Change Scaling in Programs and Portfolios | **Scrum Artifacts** Product Backlog Deliverables Sprint Backlog Burndown Charts |
| **Risk** Risk vs. Issues Risk Attitude Identification Assessment Prioritization Mitigation Communication Risk Burndown Chart | **Creating Deliverables** Create the Deliverables Update the Scrum Board Impediment Log Refactor |
| **Project Vision Meeting** Team Selection Outputs | **Convening A Scrum of Scrums** Projects, Programs, and Portfolios Scaling Scrum Convening a Scrum of Scrums Four Questions |