

Managing Projects in GitHub

MPG | 1 Day



Unlock the full potential of GitHub Projects as you learn how to supercharge your team's flow. This one-day class is designed to help teams and individuals effectively use the tools and capabilities found in GitHub Projects to plan, track, and manage their work. Whether you're new to GitHub Projects or looking to enhance your skills, this course will provide practical strategies and proven practices to boost your team's productivity.

Who should take this class?

This course is appropriate for all members of a software development team, especially those who are actively involved with creating and refining a product backlog as well as planning and executing work within a sprint. This course will also provide value for individuals outside the development team (managers, Scrum Masters, coaches, and other stakeholders) who want hands-on exposure to the capabilities of GitHub Projects.

Having some project management and software development experience, either as a team member or as a manager, is recommended. Experience with Agile software development, Scrum, and GitHub are also helpful, but not required. Attendees should read and be familiar with the [Scrum Guide](#) prior to class.

Course content

This course progressively explains how to use GitHub Projects to plan, track, and manage an agile development effort. Students will form into teams and work on a common case study using a shared GitHub instance.

1. INTRODUCTION TO GITHUB PROJECTS

- GitHub Projects overview
- Organizations
- Teams
- Creating and configuring a project
- Project templates
- Sharing project updates

2. THE PRODUCT BACKLOG

- Product Backlog overview
- Creating an item
- Converting an item to an issue
- Project views (table, board, roadmap)
- Changing view layout
- Filtering, grouping, and ordering
- Creating and using custom fields
- Creating charts using Insight

3. PLANNING AND MANAGING A SPRINT

- Sprint Planning overview
- Setting up the Sprint
- Configuring iterations
- Planning a Sprint
- The Sprint Backlog
- Visualizing work using the board view
- Work in Progress (WIP) and limiting WIP
- Collaborating as a team
- Pairing, swarming, and mobbing
- Definition of Done
- Tracking Sprint progress
- Duplicating a view
- Completing a sprint
- Copying a project
- Creating a template from a project

Course Designer

This course was designed by Richard Hundhausen, Microsoft's first DevOps MVP, Professional Scrum Trainer, co-creator of the Nexus Scaled Professional Scrum framework, and an experienced software developer. To see other DevOps courses, visit www.accentient.com.