

Managing Projects Using Scrum

MPS | 1 Day



This one-day course will help take your team and project to the next level. Using a combination of lecture, demonstrations, hands-on activities, and team-based exercises, attendees will experience how to deliver software using the Scrum framework while reducing waste and developing an agile mindset.

Course Objectives

At course completion, attendees will have had exposure to:

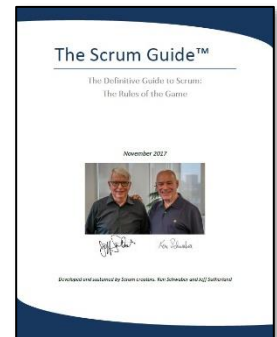
- ✓ Agile software development values and principles
- ✓ Why empiricism is best suited for complex work
- ✓ The Scrum framework
- ✓ Scrum roles, events, and artifacts
- ✓ Product Backlog refinement
- ✓ Lean approaches to software requirements
- ✓ Requirements vs. specifications
- ✓ Importance of acceptance criteria
- ✓ Agile estimation techniques
- ✓ Definition of “Ready”
- ✓ Definition of “Done”
- ✓ Reducing waste during development

Who Should Attend

Product Owners, Scrum Masters, developers, testers, architects, business analysts, team leaders, and managers who want to improve the way their software is delivered should attend. Both technical and non-technical people will benefit from these discussions.

Prerequisites

Having some project management and software development experience, either as a team member or as a project manager, is preferred. Experience with Agile software development, and Scrum in particular, is also helpful, but not required. Attendees should read and be familiar with the latest version of the [Scrum Guide](#).



Modules

Module 1: The Scrum Framework

- ✓ Agile manifesto, Scrum, the Scrum Guide
- ✓ Empiricism, inspection, adaptation, transparency
- ✓ Scrum roles, events, and artifacts
- ✓ Complementary practices

Module 2: Scrum in Action

- ✓ Refining the Product Backlog
- ✓ Planning a Sprint
- ✓ Planning and executing daily work
- ✓ Conducting a Sprint Review
- ✓ Conducting a Sprint Retrospective

Module 3: Adopting Scrum

- ✓ Changing organizational culture
- ✓ Adoption blockers and common issues
- ✓ Definition of “done” vs. undone work
- ✓ Dysfunctional behavior case studies
- ✓ Attributes of a Professional Scrum Developer

Course Designer

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