

AGILE INTRODUCTION | BACKLOG | USER STORIES | TEAM ESTIMATION | SPRINT PLANNING | SCRUM ROLES | MEETING | MONITORING | RELEASE

14 MODULE | 19 LECTURES | CERTFICATION ASSISTANCE

QUOTATION AND COURSE OUTLINE

TECHPLEDGE CERTIFIED SCRUM MASTER PROFESSIONAL

EXAM SCRUM MASTER



Course Materials

TechPledge will provide a customized set of Lecture Notes for each class scheduled along with Recoded video . You will be given a PDF file which you may make copies from, email to your participants, or make available via internal website.



Learning Path for SCRUM MASTER

Scrum is by far the most popular Agile framework for completing complex projects. Originally formalised for software development, Scrum works well for any complex, innovative scope of work. Offering everything that a Scrum Master needs to know to drive a successful Scrum project. Covering the Scrum framework in detail, this course is perfect for candidates focusing on Scrum, and the Scrum Master role in particular. We'll focus on what makes a great leader, including how to nurture a productive culture, how to overcome resistance to change and increase the effectiveness of your Agile initiatives

Abilities Validated by the Certification

- Understand and apply the core values and principles of Scrum.
- Know the difference between the defined process and Scrum, an empirical process.
- Recognize myths that are often attributed with a Scrum implementation.
- Implement and practice the entire Scrum framework.
- Understand the day-to-day role of a Scrum Master.
- Understand how the Scrum Master interacts with the Product Owner and the Scrum Team roles.
- Facilitate each of the Scrum ceremonies and understand the reasoning for them.

Customer Immersion - Live Production Walkthrough

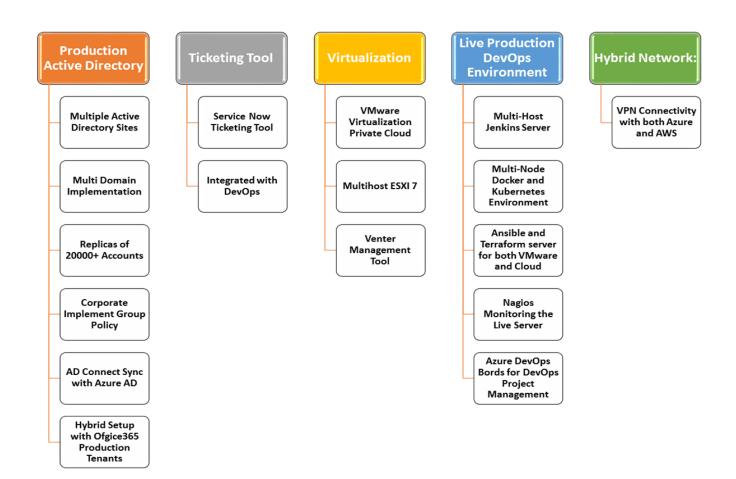
6 Hours Live walkthrough the complete Infrastructure Integration and Migration Process in production environment with full setup of Infrastructure Like AD, Microsoft SQL, Microsoft Exchange, File Server, ADFS and DevOps Tool Like Jenkins, Ansible, Docker, Terraform, GCP CLI, AWS Code Deploy, AWS Code Pipeline, Azure Pipeline and Azure ARM and Development Environment with Maven, Visual Studio and Python.

The Complete Setups is using 100 of PowerShell & Linux Script with 237 CI/CD scripts (Jason, Yamal).

Below is the High-Level Setup Outline of our Customer Immersion Production Replicas. Student will get the access of this setup at end of the course for 6 hours with AD ID and Organization Email.

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Course Outline

Module 1 - Agile-Driven DevOps

- The heritage of Agile and DevOps
- The business case for DevOps
- Common Agile DevOps principles
- Goals of Agile DevOps
- Understanding the overall value chain
- Exercise: Defining your goals

Module 2 - The Waterfall Methods & Agile

- The Waterfall Method
- linear project management approach
- The Advantage and Disadvantage of Waterfall Method
- The Advantage of Agile Process over waterfall
- Agile & DevOps of Process
- The Pillars of DevOps

Module 3 - Agile Principles & Scrum Overview

- Agile Principles
- Lean Principles
- Process control models
- Incremental and Iterative product development
- Shifting the focus on product management
- Overview of the Scrum process

Module 4 - The Team

- Dedicated cross functional teams
- Conditions for Self-Organization
- T-shaped people

Module 5- Product Backlog and User Stories

- Product backlog characteristics
- User Stories
- Getting your first backlog

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Module 6 - Estimation

- Why comparative estimation works
- Planning Poker

Module 7- Product Backlog Items

- Getting backlog items Ready
- Slicing User stories

Module 8 - Sprint Planning

- Team capacity
- Facilitating the sprint planning meeting
- The Sprint backlog
- Sprint Burndown chart

Module 9 - The Sprint

- Definition of Done
- How the team should work in a sprint
- Tools for the ScrumMaster
- Sustainable Pace

Module 10 - Scrum Roles and Responsibilities

- The Team and building effective teams
- Scrum Master Responsibilities
- Product Owner Responsibilities
- The Scrum Project Community
- What happens to traditional roles in Scrum?

Module 11 - Scrum Meetings

- Reviews
- Retrospectives

Module 12 - Release Planning

- Velocity
- Release Planning
- Tracking release progress

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Module 13 - Scaling Scrum

- Scrum of Scrums
- Scaling the product backlog
- Scaling across a program and business areas
- Distributed Teams

Module 14: Going Back to Work with a Plan

- Identifying your goals
- Next steps
- Open forum and real-world discussion

Course Fee

Call for Price