

UPL PROSPECTOUS

early break even | best experience



2023

ABOUT COMPANY:

UNLIMITED POWER FULL LEARNING (UPL) aims to solve the challenges and minimize the gap between students with IT industries' expectations. This organization is built by a strong team who are having good academic and industry experience of more than two decades. The founder of this experience G.D. Mallikarjuna has 20+ plus started as a technologist having diverse experience in the education sector as Trainer and Developer.

VISION:

At UPL@SNIPE, we make the best experience in technology learning with career guidance for their life journey

MISSION:

Learn with Live experience and career values.

PROGRAMS OFFERED:

PROGRAMS	DURATION	AMOUNT + GST
CODING BOOT CAMP	4 TO 6 MONTHS	Rs.30000/-
CERTIFICATION COURSE	3 SEMESTERS 1 YEAR COURSE	Rs. 25000/- per semester Rs. 10000/- final semester
CAREER BRIDGE	3 MONTHS	Rs. 50000/-
INDUSTRY READINESS PROGRAM	3 MONTHS	Rs.20000/-

CAREER BRIDGE:

ABOUT THIS MODEL

- **Category:** Virtual Program
- **Target Audience:** Experienced
- **Duration:** 6 Months
- **Cost:** Rs. 50,000/Candidate
- **Course Coverage:** This is upskilled program. In this, 6-month weekend program to upskill for those people who are already in IT Industry. It covers best practices, coding design , documentation skill and along with technology. Mentors having 15 plus years of an industry experience will provide tips and guidance based on the career aspiration. all the programs, will be having Web development in Java fullstack, Data science, Devops, Automation Testing and Entrepreneurship.
- **Outcome:** Promotion & Upskill

COURSES ARE :

- 1.Scrum master certification
- 2.Product management
- 3.Delivery manager
- 4.Java technical manager
- 5.Net technical manager
- 6.Java Technical architect
- 7.Java Team lead
- 8.NET Team Lead
- 9.Project Management

SCRUM MASTER CERTIFICATION

Scrum Master certification courses provide training and knowledge necessary to become a certified Scrum Master (CSM) or obtain other Scrum-related certifications. The content of these courses typically covers the principles, values, practices, and roles within the Scrum framework. While the specific content may vary across different certification programs, here is a general outline of the topics commonly covered in a Scrum Master certification course:

UNIT_001 : ANGULAR TESTING AND DEBUGGING:

03 HRS

Overview of Agile principles and values

Comparison of traditional project management methodologies with Agile
Introduction to the Scrum framework and its key components

UNIT_002 : SCRUM ROLES:

03 HRS

Scrum Master role and responsibilities

Product Owner role and responsibilities

Development Team role and responsibilities

Understanding the interactions and dynamics between Scrum roles

UNIT_003 : SCRUM EVENTS:

05 HRS

Sprint planning: Creating a sprint backlog and setting sprint goals

Daily Scrum: Conducting daily stand-up meetings for progress updates

Sprint review: Demonstrating the product increment and gathering feedback

Sprint retrospective: Reflecting on the sprint and identifying improvements

UNIT_004: SCRUM ARTIFACTS:

05 HRS

Product Backlog: Managing and prioritizing product requirements

Sprint Backlog: Tracking work for the current sprint

Product Increment: Delivering potentially releasable product features

UNIT_005 : AGILE ESTIMATION AND PLANNING :

03 HRS

User stories: Capturing requirements using user-centric narratives
Relative estimation techniques (e.g., Planning Poker, Fibonacci sequence)
Techniques for creating a predictable and sustainable delivery pace
Facilitating Scrum Events:Techniques for effective sprint planning sessions
Facilitation of Daily Scrums to encourage collaboration and self-organization
Sprint review facilitation to obtain valuable feedback from stakeholders
Conducting productive sprint retrospectives for continuous improvement
Servant Leadership and Coaching:
Understanding the role of a Scrum Master as a servant leader
Coaching the Scrum Team and stakeholders to embrace Scrum practices
Facilitating self-organization and cross-functional collaboration
Removing impediments and creating an environment conducive to high performance

UNIT_006 : SCRUM METRICS AND REPORTING:

03 HRS

Definition of Done (DoD) and its importance in ensuring quality
Tracking and visualizing progress using burndown and burnup charts
Gathering and analyzing metrics to monitor team performance and product quality

UNIT_007 : SCRUM EVENTS:

05 HRS

Overview of scaling frameworks (e.g., Scrum at Scale, LeSS, SAFe)
Strategies for scaling Scrum in large and complex projects
Coordination and synchronization across multiple Scrum Teams

UNIT_008 : SCRUM VALUES AND AGILE MINDSET:

03 HRS

Understanding the importance of Scrum values (commitment, courage, focus, openness, and respect)

Fostering an Agile mindset within the Scrum Team and the organization

Embracing continuous learning, adaptation, and agility

UNIT_009 : EXAM PREPARATION:

03 HRS

Reviewing key concepts, roles, events, and artifacts in Scrum

Practice quizzes and mock exams to assess knowledge and readiness

Tips and strategies for passing the Scrum Master certification exam

UNIT_010 : SCRUM EVENTS:

05 HRS

Overview of scaling frameworks (e.g., Scrum at Scale, LeSS, SAFe)

Strategies for scaling Scrum in large and complex projects

Coordination and synchronization across multiple Scrum Teams

LAB SET SCRUM MASTER CERTIFICATION

LAB 1 : INTRODUCTION TO SCRUM

- Understand the principles and values of Scrum.
- Identify the roles and responsibilities of the Scrum Master.
- Practice facilitating Scrum ceremonies like Sprint Planning, Daily Standup, Sprint Review, and Sprint Retrospective.

LAB 2 : SCRUM ARTIFACTS

- Create a Product Backlog and prioritize user stories.
- Practice writing user stories with acceptance criteria.
- Use techniques like story mapping or backlog refinement to organize and refine the Product Backlog.

LAB 3 : SPRINT PLANNING AND BACKLOG REFINEMENT

- Participate in Sprint Planning meetings and help the team in creating a Sprint Goal.
- Facilitate Backlog Refinement sessions to estimate effort, clarify requirements, and ensure the Product Backlog is ready for the next Sprint.

LAB 4 : SPRINT EXECUTION AND DAILY STANDUP

- Guide the team in breaking down user stories into tasks and creating Sprint Backlog.
- Facilitate the Daily Standup meeting and help the team identify and resolve any impediments.

LAB 5 : SPRINT REVIEW AND RETROSPECTIVE

- Plan and facilitate the Sprint Review meeting with stakeholders.
- Conduct a Sprint Retrospective to identify areas of improvement and implement action items.

LAB 6 : AGILE ESTIMATION AND PLANNING

- Learn and practice Agile estimation techniques like Planning Poker or Relative Sizing.
- Conduct Sprint Planning meetings, estimate user stories, and determine the Sprint capacity.

LAB 7 : AGILE METRICS AND REPORTING

- Identify and track relevant Agile metrics like velocity, burn-down chart, or cumulative flow diagram.
- Prepare and share reports with the team and stakeholders.

LAB 8 : HANDLING CHALLENGES AND CONFLICTS

- Role-play different scenarios and practice handling conflicts within the team or with stakeholders.
- Learn strategies for resolving conflicts and maintaining a collaborative environment.

LAB 9 : AGILE COACHING AND FACILITATION

- Understand the role of the Scrum Master as an Agile coach.
- Practice coaching techniques and facilitating team discussion

LAB 10 : SCALING SCRUM AND AGILE TRANSFORMATION

- Explore scaling frameworks like Scrum at Scale, Nexus, or LeSS.
- Discuss strategies for implementing Agile practices in large organizations.



THANK YOU

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