EXIN Agile Scrum Foundation

Preparation Guide

Edition June 2016

Content

Overview

EXIN Agile Scrum Foundation [ASF.EN]

Summary

EXIN Agile Scrum Foundation shows a candidate's knowledge of the Agile and Scrum frameworks. Agile Scrum is about working together to successfully reach the goal. Agile methodologies are popular approaches in software development and are increasingly being used in other areas. Scrum practices include establishing cross-functional and self-managing teams, producing a working increment of software at the end of each iteration or Sprint.

Context

The exam EXIN Agile Scrum Foundation is part of the EXIN Agile Scrum qualification program and has been developed in cooperation with international experts in the field.

Target group

The Agile way of thinking is best known in the field of software development, but the principles are increasingly being applied in other types of projects. Scrum is a highly used Agile methodology and is suitable for all professionals looking to keep their knowledge up to date with the latest developments in the fields of IT and Project Management, particularly those leading or participating in projects. In particular, the certification is suitable for professionals working in the areas of: Project Management; Software development; IT Service Management; and Business Management. This certification is highly recommended before starting a Scrum project.

Certification Requirements

The candidate must pass the exam. It is recommended to follow a training.

Examination type

Computer-based or paper-based multiple-choice questions

Indication study load

60 hours, depends on existing knowledge

Practical assignment(s)

Not applicable

Time allotted for examination

60 minutes

Exam details

Number of questions:	40
Pass mark:	65% (26 out of 40)
Open book/notes:	no
Electronic equipment/aides permitted:	no

Sample questions

You can download a sample exam at www.exin.com.

Training

Group size

The maximum number of participants is 25.
(This does not apply to online training courses.)

Contact hours

The minimum number of contact hours for this training course is 14. This includes group assignments, exam preparation and short breaks. This number of hours does not include homework, logistics for exam preparation and lunch breaks.

Training provider

You can find a list of our accredited training providers at www.exin.com.

1. Exam Requirements

The exam requirements are specified in the exam specifications. The following table lists the topics of the module (exam requirements). The weight of the different topics in the exam is expressed as a percentage of the total.

Exam requirement	Exam specification		Weight
1. Agile Way of Thinking			**10%**
	1.1	Concepts of Agile and Scrum	10%
2. Scrum practices			**45%**
	2.1	Scrum roles	22.5%
	2.2	Scrum events	12.5%
	2.3	The importance of the Backlog	7.5%
	2.4	Definition of Done	2.5%
3. Scrum Planning and Estimation			**22.5%**
	3.1	Scrum Planning	15%
	3.2	Scrum Estimation	7.5%
4. Monitoring Scrum Projects			**12.5%**
	4.1	Scrum Monitoring	12.5%
5. Advanced Scrum Concepts			**10%**
	5.1	Scrum in different situations	10%
Total			**100%**

Exam specifications

1. Agile Way of Thinking

1.1. Concepts of Agile and Scrum	10%
1.1.1 Recognize how adaptation to an Agile environment works	
1.1.2 Recognize how Agility brings predictability and flexibility	
1.1.3 Describe the Agile Manifesto	
1.1.4 Recognize parts of the Agile framework such as Pair Programming, Test Driven Development, Continuous Integration, Continuous Refactoring and Collective Code Ownership	

2. Scrum Practices

2.1 Scrum roles	22.5%
2.1.1 Explain the Product Owner role	
2.1.2 Explain the Scrum Master role	
2.1.3 Explain the Development Team role	
2.1.4 Recognize the role of a traditional Project Manager	
2.2 Scrum events	12.5%
2.2.1 Explain the characteristics of time-boxed events	
2.2.2 Explain the characteristics of Sprints	
2.2.3 Explain the characteristics of the Daily Scrum	
2.2.4 Explain the characteristics of the Sprint Review and the Sprint Retrospective	
2.3 The importance of the Backlog	7.5%
2.3.1 Explain the characteristics of a good Product and Sprint Backlog	
2.3.2 Recognize good User Stories and Backlog Items	
2.3.3 Explain how to refine the Product Backlog Items	
2.4 Definition of Done	2.5%
2.4.1 Explain the importance of a good Definition of Done	

3. Scrum Planning and Estimation

3.1 Scrum Planning 12.5%

- 3.1.1 Explain what happens during Sprint Planning meetings
- 3.1.2 Understand the rituals and the importance of the Daily Scrum
- 3.1.3 Understand how to determine the duration of a Sprint

3.2 Scrum Estimation 10%

- 3.2.1 Explain estimation techniques: Planning Poker, Triangulation and Affinity Estimation
- 3.2.2 Understand how to compute estimates using Ideal Days or Story Points
- 3.2.3 Understand how Backlog Items are ordered

4. Monitoring Scrum Projects

4.1 Scrum Monitoring 12.5%

- 4.1.1 Understand Burn-Down charts
- 4.1.2 Understand how to monitor Sprint progress
- 4.1.3 Understand how to compute the velocity of the Team
- 4.1.4 Understand Kanban boards
- 4.1.5 Understand the concept and value of Information Radiators

5. Advanced Scrum Concepts

5.1 Scrum in different situations 10%

- 5.1.1 Recognize how to apply Scrum in large, complex projects
- 5.1.2 Recognize how to apply Scrum with distributed teams
- 5.1.3 Understand different types of contracts in Scrum
- 5.1.4 Understand how to create an Agile workspace

2. List of Basic Concepts

This chapter contains the terms with which candidates should be familiar.

Please note that knowledge of these terms alone does not suffice for the exam; the candidate must understand the concepts and be able to provide examples.

Terms are listed in alphabetical order. For concepts whose abbreviation and full name are included in the list, both can be examined separately.

Affinity estimation
Agile Manifesto
Backlog
Burn-down chart
Coach
Commitment
Communication
Continuous integration
Customer
Daily stand-up
Definition of Done (Done)
Distributed team
Elapsed time
Escaped defect
Estimation
Extreme programming (XP)
Ideal hours/ Ideal days
Increment
Information radiator

MoSCoW
Niko-niko calendar
Osmotic communication
Pair programming
Planning
Planning onion
Planning poker
Priority
Product Backlog Item (PBI)
Product owner
Refactoring
Release planning
Report
Scrum
Scrum Master
Scrum-of-Scrum
Splitting teams
Sprint
Sprint Backlog Item (SBI)

Sprint Planning
Sprint Retrospective
Sprint Review
Stand-up
Statement of value
Story
Story point
Succession
Succession Planning
Team
Test-driven software development
Time-box/Time-boxing
Triangulation
Velocity of the team
Waterfall/Crystal Clear method
Workspace

3. Exam Literature

A. Nader K. Rad & Frank Turley
EXIN Agile Scrum Foundation Workbook (87 pages)
Amazon Digital Services, Inc. (2014)

B. Ken Schwaber & Jeff Sutherland
The Scrum Guide (16 pages)
www.scrumguides.org (2014)

Literature Matrix

Exam requirement	Exam specification	Literature
1. Agile Way of Thinking		
1.1	Concepts of Agile and Scrum	A. Agility Concept
2. Scrum practices		
2.1	Scrum roles	A. Part 2: Scrum Roles
2.2	Scrum events	A. Part 2: Scrum Events
2.3	The importance of the Backlog	A. Part 3: Artifacts 1 & 2
2.4	Definition of Done	A. Part 3: Artifact 4
3. Scrum planning		
3.1	Scrum Planning	A. Part 1: Scrum Events A. Part 2: Scrum Artifacts
3.2	Scrum Estimation	A. Part 3: Scrum Artifacts
4. Monitoring Scrum projects		
4.1	Scrum Monitoring	A. Part 3: Artifacts 5 & 6 A. Part 3: Kanban
5. Advanced Scrum concepts		
5.1	Scrum in different situations	A. Part 3: Scaled Scrum A. Part 3: Scrum Prerequisites A. Part 3: Contract Types and Scrum

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