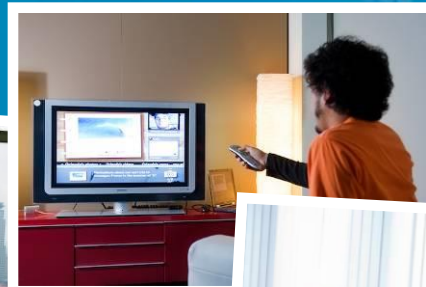
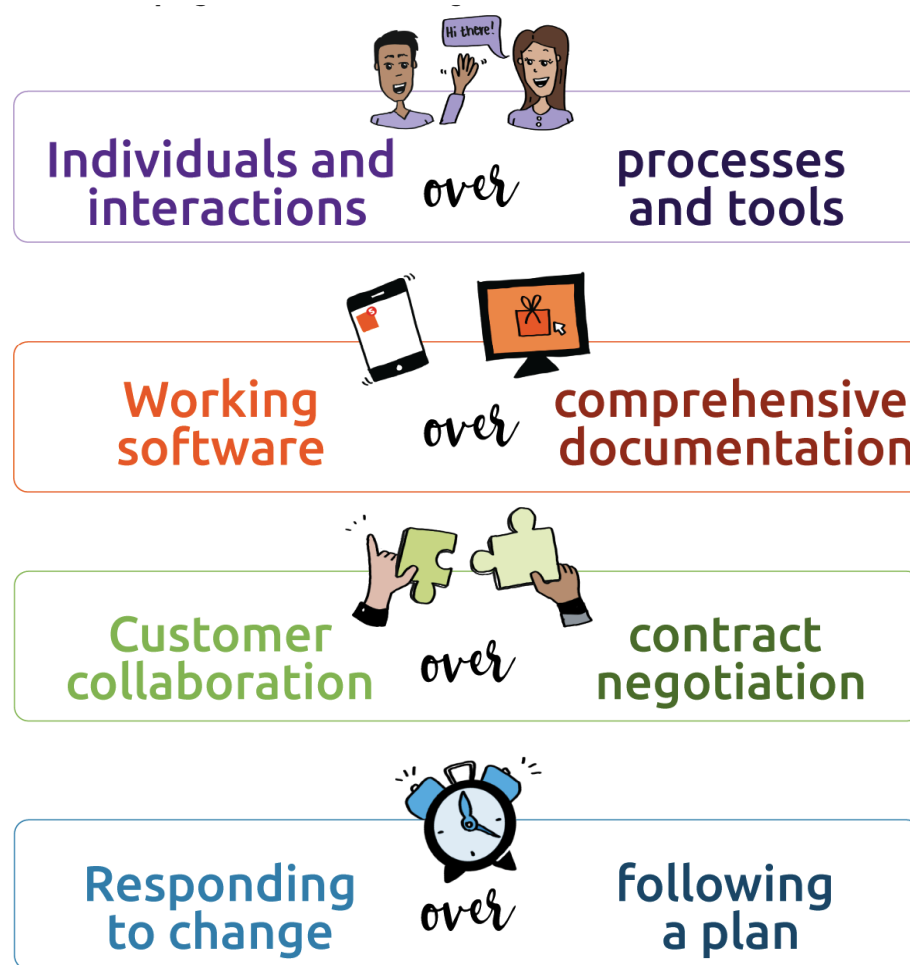


# Course Review






Trainer: Ngo Vinh Hoa PgMP, PMP, PMI-ACP














# 4 Agile Values



# 12 Agile Principles

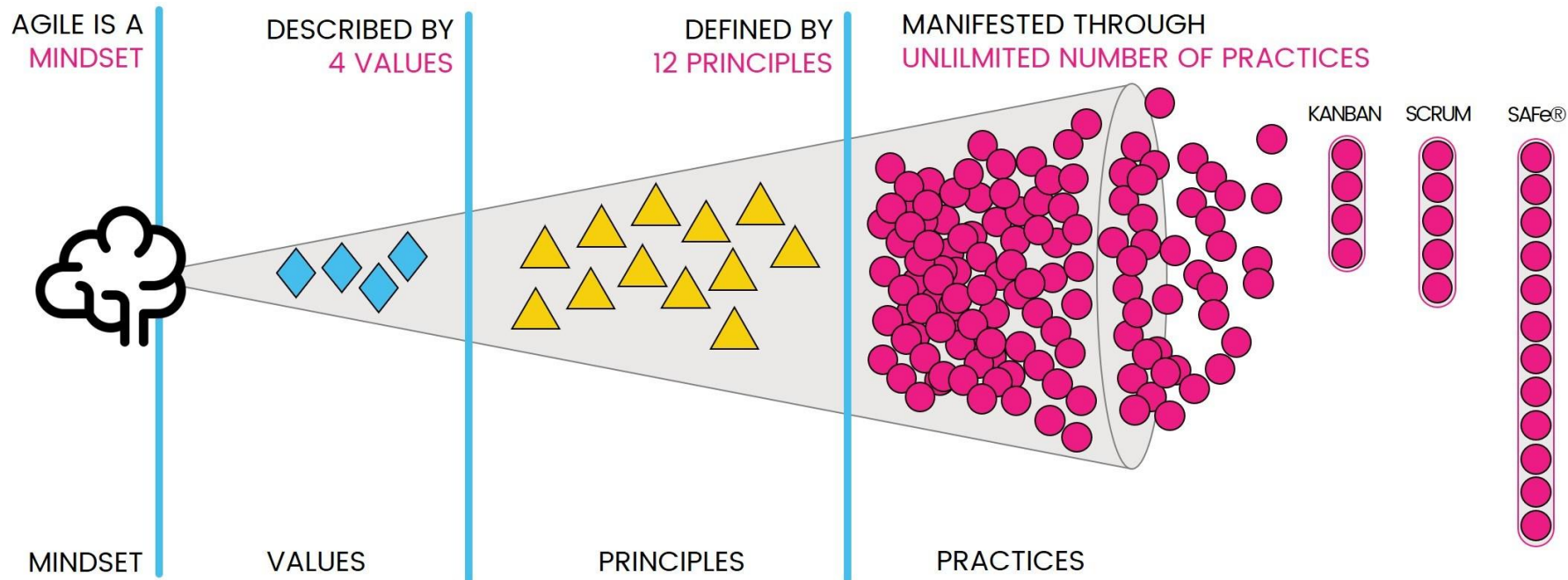
<p>1</p> 	<p>2</p> 	<p>3</p> <table border="1"> <thead> <tr> <th>Sprint 1</th> <th>Sprint 2</th> <th>Sprint 3</th> <th>Sprint 4</th> <th>Sprint 5</th> </tr> </thead> <tbody> <tr> <td>story</td> <td>story</td> <td>story</td> <td>story</td> <td>story</td> </tr> <tr> <td>story</td> <td>story</td> <td>story</td> <td>story</td> <td>story</td> </tr> <tr> <td>story</td> <td>story</td> <td>story</td> <td>story</td> <td>story</td> </tr> </tbody> </table>	Sprint 1	Sprint 2	Sprint 3	Sprint 4	Sprint 5	story	story	story	story	story	story	story	story	story	story	story	story	story	story	story	<p>4</p> 
Sprint 1	Sprint 2	Sprint 3	Sprint 4	Sprint 5																			
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<p>9</p> 	<p>10</p> 	<p>11</p> 	<p>12</p> 																				

# 12 Agile Principles

<div>1 Satisfy the <b>customer</b></div> <div></div>	<div>2 Welcome <b>change</b></div> <div></div>	<div>3 Deliver <b>frequently</b></div> <div><table border="1"><thead><tr><th>Sprint 1</th><th>Sprint 2</th><th>Sprint 3</th><th>Sprint 4</th><th>Sprint 5</th></tr></thead><tbody><tr><td>story</td><td>story</td><td>story</td><td>story</td><td>story</td></tr><tr><td>story</td><td>story</td><td>story</td><td>story</td><td>story</td></tr><tr><td>story</td><td>story</td><td>story</td><td>story</td><td>story</td></tr></tbody></table></div>	Sprint 1	Sprint 2	Sprint 3	Sprint 4	Sprint 5	story	story	story	story	story	story	story	story	story	story	story	story	story	story	story	<div>4 Work <b>together</b></div> <div></div>
Sprint 1	Sprint 2	Sprint 3	Sprint 4	Sprint 5																			
story	story	story	story	story																			
story	story	story	story	story																			
story	story	story	story	story																			
<div>5 Trust and <b>support</b></div> <div></div>	<div>6 Face-to-face <b>conversation</b></div> <div></div>	<div>7 Working <b>software</b></div> <div></div>	<div>8 Sustainable <b>development</b></div> <div></div>																				
<div>9 Continuous <b>attention</b></div> <div></div>	<div>10 Maintain <b>simplicity</b></div> <div></div>	<div>11 Self-organizing <b>teams</b></div> <div></div>	<div>12 Reflect and <b>adjust</b></div> <div></div>																				



# Unlimited of Practices



Adapted from Ahmed Sidky's Agile Mindset

Bug-test creation	Quick-design session	Document continuously	Definition of ready	KISS	Planning ranges	Team room	Cross-functional team	Niko-Niko calendar	Active stakeholder participation
Clean code	Acceptance criteria	Executable specifications	Bug tracking	Iterations	Sprint backlog	Three questions	Sustainable pace	Task board	Customer always available
Coding standards	Spike solutions	DDD	Velocity	INVEST	Estimation	Move people around	Skills matrix	Burndown chart	Requirement envisioning
CRC cards	Automatic builds	Peer review	Limited WIP	Potentially shippable software	Agile risk assessment	Facilitation	T People	Burnup chart	System metaphor
Design by contract	Configuration management	Lead time	Incremental development	Role-feature-reason	Product backlog	BDD	Self-organised teams	Information radiators	User interface prototyping
DRY	Continuous deployment	Unit testing	Iterative development	Release planning	Single source info	Given, when, then	Sign up for tasks	Project chartering	User stories
Katas	Appropriate documentation	Early integration, often	Iteration modelling	Time box	Pair programming	Story mapping	Working agreement	Kanban board	Iteration goals
Refactoring	JBGE	Exploratory testing	Look ahead modelling	Impediments backlog	Pair work	Ubiquitous language	Estimate in points	SMART actions	Prioritised requirements
Rules of simplicity	Mock objects	Usability testing	Multiple models	DevOps	Whole team co-location	Personas	Relative estimation	Acceptance criteria	Product vision
SOLID	Test automation	Continuous integration	Story splitting	Time to market	Daily meeting	Coding-Dojo	Sprint review	ATDD	Acceptance testing
TDD	Smoke testing	Collective ownership	Document late	Frequent releases	Scrum of scrums	Agile coach	Heartbeat retrospective	Backlog grooming	Showcase
Model storming	Architecture envisioning	Definition of done	Don't add functionality early	Planning game	Small team	5 Whys	Milestone retrospective	CCC	Mutual commitment

Working software

Responding to change

Individuals & interactions

Customer collaboration

# Agile Practices Game



<https://selectagilepracticegame.on.drv.tw/>

← → ↺ 🔒 https://selectagilepracticegame.on.drv.tw ☆ 📧 📌 ☰

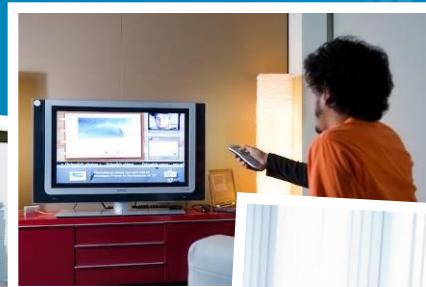
**Agile Practices Game [UNOFFICIAL]** v0.1  
PMA Vietnam develop this game for educational purpose only.

**Hide** **How to play?** Just drag any item from 'mixed' list and drop it just under its appropriate heading. After you finish, go and check ur result. For best results use any browser other than Internet Explorer.

» [Start new game](#) » [Shuffle the 'Mixed' list](#) » [Show results](#)

Mixed	Individual&Interaction	Working software	Customer Collaboration	Responding to change
Daily meeting				
Risk-based Spike				
User Story				
Refactoring				
Product backlog				
Minimum Viable Product (MVP)				
Timebox				
Customer-valued prioritization				
Relative estimate				
Continuous Integration				
Iteration goal				
Burnup chart				
Customer always available				
3 questions on the daily				
MoSCoW				
Architectual Spike				
Acceptance Criteria				

# Process-driven management





# Project Life Cycle

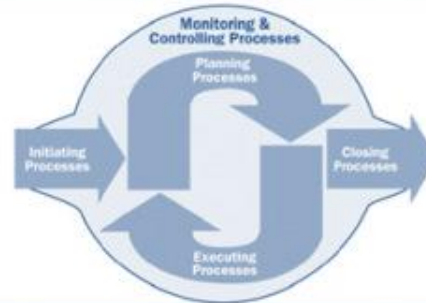
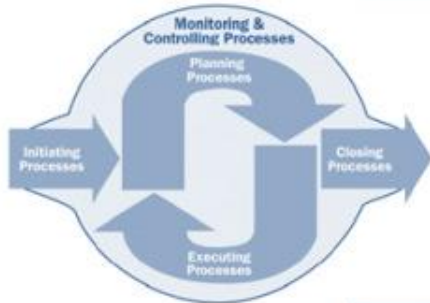
Phase 1

Phase 2

Phase 3

Phase N

PMBOK Guide Process Groups Repeating



Processes from the knowledge areas repeat as well

	I	P	E	MC	C
I					
S					
T					
C					
Q					
HR					
C					
R					
P					
S					

PMBOK Guide  
Knowledge Areas  
and Process  
Groups

	I	P	E	MC	C
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PMBOK Guide  
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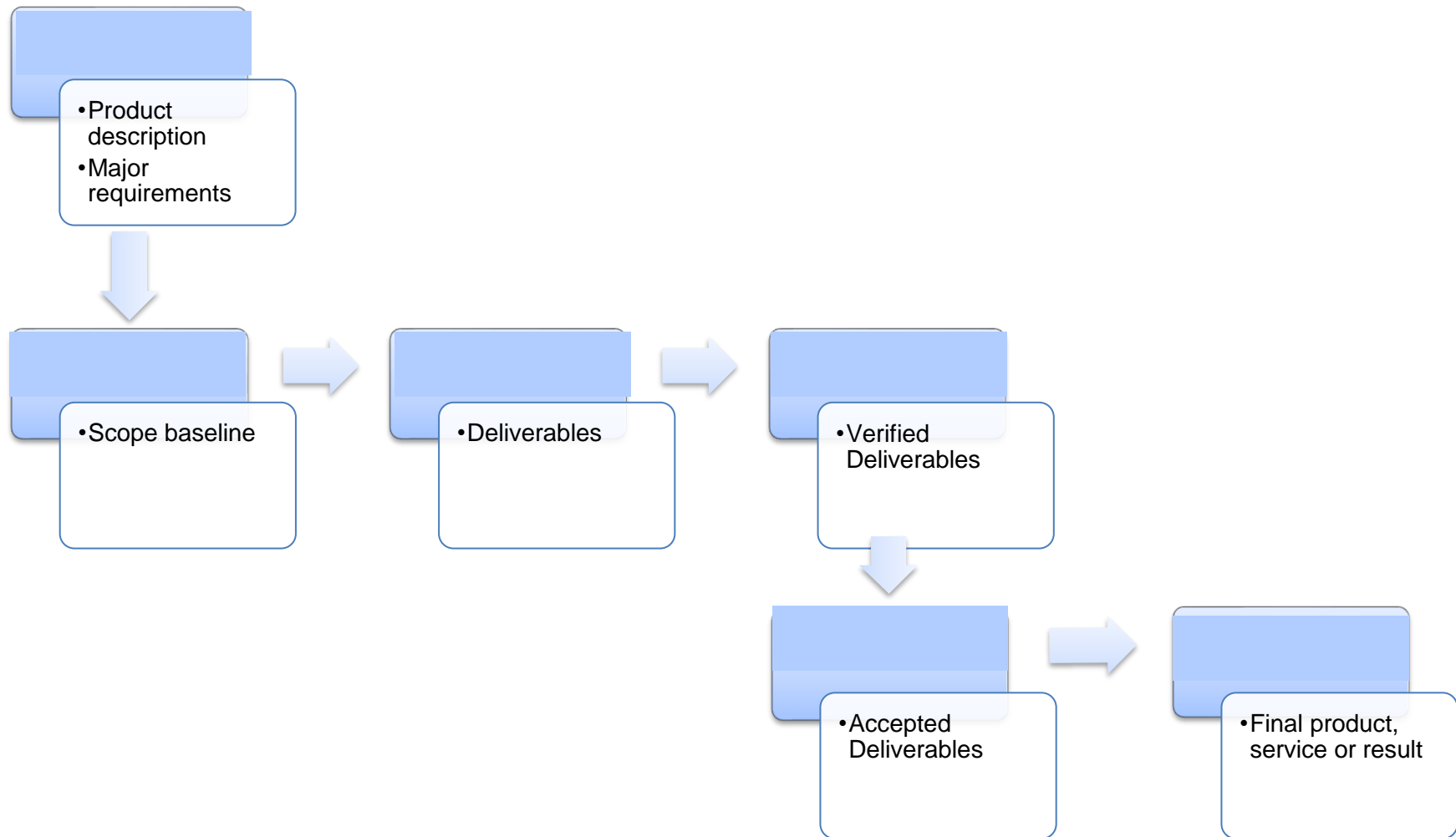
PMBOK Guide  
Knowledge Areas  
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C					
R					
P					
S					

PMBOK Guide  
Knowledge Areas  
and Process  
Groups



# Deliverables flow



# Process groups & KA



	?	?	?	?	?
?	?				?
?					
?					
?					
?					
?					
?					
?					
?					
?	?				



# Process groups & KA



	Initiating	Planning	Executing	Monitoring & Controlling	Closing
<b>Integration</b>	Develop project charter				Close project or phase
<b>Scope</b>					
<b>Schedule</b>					
<b>Cost</b>					
<b>Quality</b>					
<b>Resource</b>					
<b>Communication</b>					
<b>Risk</b>					
<b>Procurement</b>					
<b>Stakeholder</b>	Identify stakeholder				

# Process groups & KA



	Initiating	Planning	Executing	Monitoring & Controlling	Closing
<b>Integration</b>	Develop project charter		?		Close project or phase
<b>Scope</b>					
<b>Schedule</b>					
<b>Cost</b>					
<b>Quality</b>			?		
<b>Resource</b>			?		
			?		
			?		
<b>Communication</b>			?		
<b>Risk</b>			?		
<b>Procurement</b>			?		
<b>Stakeholder</b>	Identify stakeholder		?		

	Initiating	Planning	Executing	Monitoring & Controlling	Closing
<b>Integration</b>	Develop project charter		Direct & manage work Manage Project knowledge		Close project or phase
<b>Scope</b>					
<b>Schedule</b>					
<b>Cost</b>					
<b>Quality</b>			Manage quality		
<b>Resource</b>			Acquire resource Develop team Manage team		
<b>Communication</b>			Manage communication		
<b>Risk</b>			Implement risk response		
<b>Procurement</b>			Conduct procurement		
<b>Stakeholder</b>	Identify stakeholder		Manage stakeholder engagement		

	Initiating	Planning	Executing	Monitoring & Controlling	Closing
Integration	Develop project charter		Direct & manage work Manage Project knowledge	? ?	Close project or phase
Scope				? ?	
Schedule				?	
Cost				?	
Quality			Manage quality	?	
Resource			Acquire resource Develop team Manage team	?	
Communication			Manage communication	?	
Risk			Implement risk response	?	
Procurement			Conduct procurement	?	
Stakeholder	Identify stakeholder		Manage stakeholder engagement	?	



	Initiating	Planning	Executing	Monitoring & Controlling	Closing
Integration	Develop project charter		Direct & manage work Manage Project knowledge	Monitoring & control work Perform integrated change control	Close project or phase
Scope				Validate scope Control Scope	
Schedule				Control Schedule	
Cost				Control Costs	
Quality			Manage quality	Control Quality	
Resource			Acquire resource Develop team Manage team	Control Resource	
Communication			Manage communication	Monitor communications	
Risk			Implement risk response	Monitor Risk	
Procurement			Conduct procurement	Control procurements	
Stakeholder	Identify stakeholder		Manage stakeholder engagement	Monitor Stakeholder engagement	

# Rita Chart Game



Initiating

Planning

Executing

Monitoring & Controlling

Closing

<https://rmcls.com/process-chart-game-v9/>

Select  
Language

**PRACTICE MODE**  
Drag the blue cards below to the correct columns. You will get instant feedback on whether your choice was right or wrong, and you can keep trying to place each card in the correct column until you get the answer right. Once all the cards are placed, you can check the order of the cards in the PLANNING COLUMN. Based on your accuracy, you can decide whether you want to try the exercise again in PRACTICE MODE, or to move on to the TEST MODE.

Go to Test Mode

CARDS: 92 of 92 to go

Take action to monitor and control the project

SHUFFLE CARDS

RESET

INSTRUCTIONS



Rita's Process Chart™ Game is included in our exam prep eLearning course. Click Here for more information.



[www.pma.edu.vn](http://www.pma.edu.vn)