

Course: Scrum Emersion

ID: 1384-SCRM3

CDUs/Contact Hrs / PDU: 14

Course Length: 2 Days

Course Description: This two-day intensive and highly interactive course focuses on the processes, tools and techniques of Scrum. This Course employs practical exercises, case studies and discussions to provide everything that a ScrumMaster needs to know to be able to drive a successful Scrum Project. In this course you will spend a significant amount of time actually scrumming on a project!

Course Objectives:

- Learn to gather requirements that technical resources can implement
- Learn to identify the real business needs
- Gain a comprehensive understanding of common tool such as use cases
- Understand how development methodologies impact business analysis, scope and requirements
- Gain powerful skills that can immediately be implemented by participants

Target Audience: This course will benefit anyone who seeks to achieve the ability to drive a Scrum project, and applies to those with a background as Business Analysts, Customer/Users, Project Managers or Developers. The course is also suitable for those involved in transitioning to Scrum within their own organization.

Prerequisites: A basic understanding of methodologies is helpful but not required.

Provided Material:

- Course Binder
- Agile Project Management with Scrum (Book)

Course Outline:

- **Lesson 1:** A Basic Overview
 - A brief history lesson
 - Real world performance
 - Methodology, methodology, everywhere a methodology...
 - Understanding WIP & Throughput
 - Agile Principles and the Agile Manifesto
 - Why Scrum?
- **Lesson 2:** Scrum Basics
 - Foundations of Scrum
 - Scrum roles & responsibilities
 - The Scrum process & your day
 - Working software to tasks & back
 - The role of the Product Owner
 - A day in the life of a Product Owner
 - It's the sprint...
 - Understanding Sprint progress
 - Sprint zero
 - Themes, Epics, & Releases
 - The PO as the voice of the customer & value stream manager
 - The agile team environment
- **Lesson 3:** Lesson 3: Key Scrum Artifacts
 - Product, release & sprint backlog
 - Scrum Board
 - The WBS, FBS or Story Board
 - Rocks
 - Fitting Scrum into a management structure
- **Lesson 4:** User Stories
 - The Agile Pyramid
 - Story basics
 - The 3 C's
 - Guidelines for writing User Stories
 - Use Cases & User Stories
 - Story Grooming & Story Workshops
 - Why use stories
 - The Concept of Story Points & Ideal Man Days
 - Planning Poker
 - Fibonacci Sequence
- **Lesson 5:** Implementing Scrum
 - It's all about results...
 - Scrum & the real world – otherwise known as it's not just the developer out there...
 - The Daily Scrum
 - Mistakes with the Daily Scrum
 - Burndown Charts
 - The concept of Velocity
 - A Cumulative Flow Chart
 - EVMS & Scrum can it be done?
- **Lesson 6:** Putting it all together with the final workshop



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