

Scrum Immersion

Modality: On Demand

Duration: 5 Hours

About this course:

Scrum is a structure in which individuals can address complex versatile issues, while creatively and productively conveying results of the most noteworthy conceivable worth. Scrum itself is a basic system for efficient group joint effort on complex items. This course covers the features and functions of Scrum Immersion. Understudies will find out about the basics of SCRUM and key aircrafts of SCRUM. They will likewise find out about implementing SCRUM and user stories. This also covers artifact, occasions, jobs, and in particular, the inspiration driving executing these components.

The normal compensation for Certified Scrum Professional is \$97,225 annually.

Course Objective:

- Depict jobs and obligations on a Scrum project
- Distinguish between actionable and theory practices
- Design for Sprints
- Perform a Sprint Retrospective
- Refine and Populate a Product Backlog
- Understand the core values of Agile
- Track and oversee prerequisites in an agile way
- Create a Sprint Backlog
- Plan for Releases
- Track progress
- Implement a Sprint Review
- Avoid common Agile pitfalls and traps.
- Prioritize, Identify, and estimate larger initiatives
- Identify the Scrum characteristics
- Identify acceptance criteria

Audience:

This course is planned for:

- Every role associated with software development.
- Extremely advantageous for entire groups hoping to use Scrum in the correct manner.

Prerequisites:

Fundamental comprehension of a project

Suggested prerequisites courses:

- Scrum Master
- Agile Master
- Introduction to Project Management

Course Outline:

Course Introduction

Chapter 01 - Overview

Chapter 02 - Scrum Basics

Chapter 03 - Key Scrum Artifacts

Chapter 04 - User Stories

Chapter 05 - Implementing Scrum

Course Conclusion