Agile Master - Retired2020

Modality: On Demand

Duration: 3 Hours

About this course:

The Agile ScrumMaster course introduces you to the concepts and best practices for Agile and Scrum. Agile is a project management approach that is well suited for projects that are complex and uncertain, and more than 50 percent of Agile projects use Scrum, making it the most popular Agile method. This course will help you build the requisite skills and expertise to pass the certification exam on the first attempt.

The average salary for a Solutions Developer with Microsoft Azure skills is **$101,298** per year.

Course Objective:

After completing this course, students will be able to:

- Become proficient in Scrum terminologies and their applications
- Facilitate daily scrums, user stories, sprint planning, and sprint reviews
- Capable of producing different Scrum artifacts, including the product backlog, sprint backlog, finished deliverables, and the definition of done
- Implement a distributed Scrum over teams spread across geographies
- Grow into a Scrum Master role with any organization implementing Scrum
- Setup and handle projects on a JIRA cloud site
- Pass the EXIN Agile Scrum Master exam on your first attempt
- Apply best practices crucial for getting the maximum value from the Scrum methodology

Audience:

This course is intended for:

- Team Leaders
- Project Managers
- Members of Scrum teams such as developers, Scrum Masters, and product owners
- Managers of Scrum teams
- Teams transitioning to Scrum
- Professionals intending to pursue the Scrum Master certification

Prerequisites:

- Should have basic knowledge of Agile Software Product Development.

Suggested prerequisites courses:

- [Agile Certified Practitioner (ACP) Exam Prep](#)

Course Outline:

Course Introduction

- Instructor BIO
- Course Introduction

Module 01 - Course Introduction

- Chapter 01 - Course Introduction
- Chapter 01 Introduction
- Welcome to the Course!
- My Scrum/Agile Mentoring Community
- Why Are You Here?
- Using Bloom's Taxonomy
- What do you Expect?
- Housekeeping in the Classroom & Online
- Conventions Used
- Quizzes & Exercises
- Scrum Certification Exams
- Getting Started

Module 02 - Agile Overview

- Chapter 02 - Agile Overview
- Chapter 02 Introduction
- Learning Objectives
- Terms to Know
- Lesson: Intro to Agile
- History of Agile
- Agile Methods
- Why Use Agile?
- Adaptive Project Management
- Lesson: The Agile Manifesto
- Agile Manifesto Principles 1-5
- Agile Manifesto Principles 6-12
- Declaration of Interdependence
- What's New
- Traditional PM
- Lesson: Domains of Agile Practices
- Value-Driven Delivery
- Adaptive Planning
- Team Performance Practices
- Agile Tools and Artifacts
- Participatory Decision Models
- Stakeholder Engagement

- Continuous Improvement
- Lesson: Agile Overview Summary
- Agile Overview Summary
- Chapter Quiz

Module 03 - Understanding Lean Software Development

- Chapter 03 - Understanding Lean Software Development
- Chapter 03 Introduction
- Learning Objectives
- Terms to Know
- Lesson: Lean Origins and Principles
- Lean History
- The Seven Principles of Lean
- Eliminate Waste
- Amplify Learning
- Decide as Late as Possible
- Deliver as Fast as Possible
- Empower the Team
- Build Integrity In
- See the Whole
- Benefits of Lean
- Lesson: Understanding Lean Software Development Summary
- Understanding Lean Software Development Summary
- Chapter Quiz

Module 04 - Understanding Kanban

- Chapter 04 - Understanding Kanban
- Chapter 04 Introduction
- Learning Objectives
- Terms to Know
- Lesson: Kanban Origins
- Origins of Kanban Part 1
- Origins of Kanban Part 2
- Kanban Four Principles
- Start with What You Do Now
- Agree to Pursue Incremental, Evolutionary Change
- Respect Current Process, Roles, Responsibilities, and Titles
- Encourage Acts of Leadership at all Levels
- Lesson: Six Core Practices of Kanban
- Visualize
- Limit Work-in-Process
- Manage Flow
- Make Policies Explicit
- Implement Regular Feedback Loops
- Improve Collaboratively, Evolve Experimentally
- A Bit on Lean Kanban

- Lesson: Understanding Kanban Summary
- Understanding Kanban Summary
- Chapter Quiz

Module 05 - Introduction to Scrum

- Chapter 05 - Introduction to Scrum
- Chapter 05 Introduction
- Learning Objectives
- Terms to Know
- Lesson: Scrum Overview
- Scrum Overview
- Project Management as a Discipline
- Software Development Lifecycle Management
- Scrum History
- Scrum Benefits
- Scrum Scalability
- Lesson: Scrum Concepts and Principles
- Scrum Principles
- Empirical Process Control
- Self-Organization
- Collaboration
- Value-Based Prioritization
- Time-Boxing
- Iterative Development
- Scrum Aspects
- Lesson: Scrum Processes
- Initiate
- Plan & Estimate
- Implement
- Review & Retrospect
- Release
- Lesson: Introduction to Scrum Summary
- Introduction to Scrum Summary
- Chapter Quiz

Module 06 - Understanding XP Software Development

- Chapter 06 - Understanding XP Software Development
- Chapter 06 Introduction
- Learning Objectives
- Terms to Know
- Lesson: Intro to Extreme Programming (XP)
- XP Origins
- XP Core Values
- XP Rules
- Planning
- Managing

- Designing
- Coding
- Testing
- Lesson: Extreme Programming (XP) Practices and Adoption
- XP Practices
- Release Planning
- XP Adoption and Integration
- Lesson: Understanding XP Software Development Summary
- Understanding XP Software Development Summary
- Chapter Quiz

Module 07 - Other Agile Models

- Chapter 07 - Other Agile Models
- Chapter 07 Introduction
- Learning Objectives
- Terms to Know
- Lesson: DSDM
- DSDM Origins
- DSDM Atern Principles
- DSDM Atern Project Lifecycle
- DSDM Atern Lifecycle Process
- Core DSDM Atern Techniques
- DSDM Atern Roles
- Lesson: Crystal
- Crystal Origins
- A Family of Methodologies
- Crystal Key Principles
- Crystal Clear
- Crystal Orange
- Lesson: Feature Driven Development
- FDD Origins
- FDD Five Activities
- FDD Milestones
- FDD Best Practices
- Lesson: Comparing Agile Methods
- Comparing Agile Methods Part 1
- Comparing Agile Methods Part 2
- Agile Models Focus on Different "Good" Things
- Lesson: Other Agile Methods Summary
- Other Agile Methods Summary
- Chapter Quiz

Course Conclusion

- Course Closure