

Scrum Master - Retired2020

Modality: On Demand

Duration: 4 Hours

About this course:

This course is about Scrum. Scrum is a system inside which individuals can address complex versatile issues, while creatively and productively delivering products of the most noteworthy conceivable worth. For effective team collaboration on complex products, Scrum itself is a simple framework. This course includes an outline of key standards from Agile and Lean with a top to the bottom details of the four key processes required for Agile to work. It additionally covers Scrum Master Concepts. Understudies will get a prologue to Scrum, and find out about Scrum viewpoints, facilitating projects in Scrum, and meetings in Scrum.

The normal compensation for a Certified Scrum Master (CSM) is \$86,305 every year.

Course Objective:

- Standards underlying methodologies of agile and the method to apply them in the context of the team.
- Associate agile standards core disciplines of lean and see how to apply the principles of lean and agile to product/ software development.
- Patterns driving the adoption of agile and the advantages of an incremental and iterative approach.
- Gain a common understanding and vocabulary of the Scrum framework
- Jobs and obligations of the Scrum Master, Development Team and Product Owner.
- Adequately encourage meetings of Scrum: sprint/iteration planning, day by day scrum (stand-up), review and retrospectives.
- Apply the Scrum and Agile standards and practices to construct a genuine item
- Perform with others on an agile group, utilizing the procedure of iterative to quickly learn and change how the group functions

Audience:

This course is projected for:

- Members of Scrum Development teams
- Practicing Scrum Masters
- Human Resource (HR) specialists
- Product Owners

Prerequisites:

A fundamental comprehension of Scrum (through self-study, exchange of knowledge with colleagues

Suggested prerequisites courses:

- Scrum Developer
- Scrum Immersion
- Scrum Product Owner

Course Outline:

Course Introduction

- Instructor BIO
- Course Introduction

Module 01: Course Introduction

- Course Introduction
- Lesson: Course Introduction
- Welcome to the Course!
- 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: Introduction to Scrum

- Chapter 02: Introduction to Scrum
- Chapter 02 Introduction
- Learning Objectives
- Terms to Know
- Lesson: Scrum Overview
- Scrum Overview
- Project Management as a Discipline
- Software Development Lifecycle Management
- Traditional PM
- Agile History
- Agile Manifesto Principles 1-5
- Agile Manifesto Principles 6-12
- Agile Methods
- Scrum History
- Scrum Benefits
- Scrum Scalability
- Lesson: Scrum Concepts & Principles
- Scrum Principles

- Empirical Process Control
- Self-Organization
- Collaboration
- Value-Based Prioritization
- Time-Boxing
- Iterative Development
- Scrum Aspects
- Lesson: Scrum Phases & Processes
- Scrum Phases
- Initiate
- Plan & Estimate
- Implement
- Review & Retrospect
- Release
- Lesson: Introduction to Scrum Summary
- Introduction to Scrum Summary
- Chapter Quiz

Module 03: Scrum Aspects

- Chapter 03: Scrum Aspects
- Chapter 03 Introduction
- Learning Objectives
- Terms to Know
- Lesson: Roles and Organization in Scrum
- Identify the Scrum Master
- Scrum Master Responsibilities
- Scrum Master Authority
- Identify the Product Owner
- Product Owner Responsibilities
- Product Owner Authorities
- Forming the Scrum Team
- Scrum Team Responsibilities
- Scrum Team Authorities
- Identify the Stakeholders
- Fundamental Differences with Traditional PM
- Lesson: Business Justification
- Value-Driven Delivery
- Responsibilities
- Factors
- Business Justification and the Project Lifecycle
- Business Justification Techniques
- MoSCoW Analysis
- 100-Point Method
- Kano Analysis
- Continuous Value Justification
- Confirm Benefits
- Lesson: Quality

- Quality Definition
- Acceptance Criteria
- Definition of Done
- Quality Management in Scrum
- Lesson: Change
- Supporting Change
- Unapproved and Approved Change Requests
- Flexibility vs. Stability
- Integrate Change
- Lesson: Risk
- Risks vs. Issues
- Risk Attitude
- Risk Identification
- Risk Assessment
- Risk Prioritization
- Risk Mitigation
- Risk Burndown Chart
- Minimizing Risk in Scrum
- Lesson: Scrum Aspects Summary
- Scrum Aspects Summary
- Chapter Quiz

Module 04: Meetings in Scrum

- Chapter 04: Meetings in Scrum
- Chapter 04 Introduction
- Learning Objectives
- Terms to Know
- Lesson: Project Vision Meeting
- Create The Project Vision
- Project Vision Meeting
- JAD Sessions
- SWOT Analysis
- Gap Analysis
- Outputs of Project Vision Meeting
- Lesson: User Group Meetings
- Create the Prioritized Product Backlog
- Developing Epics
- Epics & Personae
- User Group Meetings
- Writing User Stories
- User Story Acceptance Criteria
- Lesson: Sprint Planning Meeting
- The Task or Sprint Planning Meeting
- Two Parts of a Task Planning Meeting
- Planning Poker
- Fist of Five
- Points for Cost Estimation

- Other Estimation Techniques
- Use Index Cards
- Decomposition
- Determine Dependencies
- Establishing Estimation Criteria
- Creating the Sprint Backlog
- Scrumboard
- Sprint Burndown Chart
- Velocity
- Sprint Tracking Metrics
- Outputs from Sprint Planning Meeting
- Lesson: Conducting the Daily Standup (or Daily Scrum)
- The Daily Standup Meeting
- Three Daily Questions
- The War Room
- Outputs from Conduct Daily Standup
- Lesson: Grooming the Prioritized Product Backlog Meeting
- Product Backlog Review Meetings
- Facilitate Communications
- Lesson: Sprint Review Meeting
- Sprint Review Meeting
- Outputs of Sprint Review Meeting
- Lesson: Retrospect Sprint Meeting
- The Retrospect Sprint Meeting
- Explorer-Shopper-Vacationer-Prisoner (ESVP)
- Speed Boat
- Metrics & Measurement Review
- Outputs from Retrospect Sprint Meeting
- Lesson: Release Planning Meeting
- Conduct Release Planning Meeting
- Outputs of Release Planning
- Piloting Plan
- Organizational Deployment Methods
- Communications Plan
- Lesson: Meetings in Scrum Summary
- Meetings in Scrum Summary
- Chapter Quiz

Module 05: Facilitating Projects in Scrum

- Chapter 05: Facilitating Projects in Scrum
- Chapter 05 Introduction
- Learning Objectives
- Terms to Know
- Lesson: Scrum Artifacts
- Prioritized Product Backlog
- Product Backlog Items
- Ship Deliverables

- Outputs from Ship Deliverables
- Definition of Done
- Sprint Backlog
- Scrumboard
- Sprint Burndown Chart
- Sprint Burndown Chart ? Graphic
- Release Burndown Chart
- Release Burndown Chart ? Graphic
- Lesson: Creating Deliverables
- Creating the Deliverables
- Building Deliverables in Scrum
- Refactoring
- Lesson: Convening a Scrum of Scrums
- Projects, Programs, and Portfolios
- Scrum of Scrums
- Four Questions per Team
- Outputs from Scrum of Scrums
- Manage Distributed Teams
- Working with Distributed Scrum Teams
- Lesson: Facilitating Projects in Scrum Summary
- Facilitating Projects in Scrum Summary
- Chapter Quiz

Course Conclusion

- Course Closure