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Learning Style: On Demand

Technology:

Difficulty: Intermediate

Course Duration: 4.5 Hours

Agile Master

About this Course:

The Agile Master course is an intermediate level course with full training for Project managers and other professionals seeking an understanding of the Agile Scrum Strategies, implementation, and applications. The course will walk each candidate through the fundamentals and recommended practices for Scrum and Agile.

All professionals including the leads will learn how to deal with crucial projects and unexpected scenarios with effective management.

Agile is the most popular and widely used Project Management Approaches as 50% plus projects are dependent on Scrum. Considering the high percentage, Scrum is one of the main focus in this training course, therefore, topics including Sprint Reviews and Planning, Scrum Master Responsibilities and Artifacts Management, Distributed Scrum Implementation, Sprint and Product Backlog, and many others are explained in detail.

The main objective of the Agile Master course is to fully prepare the students for the Agile Master Certification Exam.

Course Objectives:

At the end of this course, students will have a much better understanding of the following concepts:

- Scrum Core Concepts, Terminologies, and Applications
- Sprint Planning and Reviews
- User Stories
- Daily Scrum Facilitation
- Different Scrum Artifacts Production Tools, Techniques, and Tips
- Product Backlog
- Finished Deliverables
- Sprint Backlog
- Implementation of Distributed Scrum
- Scrum Master Roles and Responsibilities
- JIRA Cloud Site Projects Management and Setup
- Preparation for the EXIN Agile Scrum Master examination
- Best Practices for Scrum Methodology

Audience:

This course targets the following audience:

- Project and Product Managers
- Team Leads
- Scrum Masters
- Product Owners and stakeholders
- Software Developers
- Scrum Team Managers
- Candidates preparing for the Scrum Master Certification

Prerequisites:

Professionals who want to enroll for the Agile Master course should know the fundamentals of Agile Software Product Development. Also, we recommend the following course before enrolling for the Agile Master course:

- Agile Certified Practitioner (ACP) Exam Prep Course

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