€TRAINING

Agile Scrum Master

5 - 9 August 2024
Kuala Lumpur (Malaysia)

Agile Scrum Master

REF: BV2275 DATE: 5 - 9 August 2024 Venue: Kuala Lumpur (Malaysia) - Fee: 5300 Euro

Introduction

Agile Scrum is a simple method for managing and completing even the most complex project. It has also been the number one reason why projects have been delivered on time. Whether you are a scrum master, product owner, team member, business stakeholder, or simply someone who wants to understand what makes scrum tick, this is the place to start. If you are preparing for a scrum master certification or other scrum certification, this course is for you.

Course Objectives

At the end of this course, the participants will be able to:

- Learn what scrum is and why it is so powerful for delivering even the most complex project on time.
- Feel confident in sitting the Scrum Open Assessment prior to sitting Scrum Certification
- Explain what the Scrum practices are
- Understand techniques to deliver your project on time
- Explain the difference between Agile and Scrum
- Explain what the Waterfall Model is and Why it is less flexible than Agile
- Understand what Agile is & How it differs from Scrum
- Explain the difference between roles, events and artifacts
- Understand what was updated in the latest version of the Scrum guide

Targeted Audience

- Anyone who wants a complete overview of Scrum and certainty that they are getting the facts
- A candidate preparing for a Scrum certification
- A candidate who wants answers to frequently misunderstood points within Scrum
- An expert candidate who wants a concise, quick refresher in scrum

Course Outline

Unit 1: The world before Agile and Scrum

- The Waterfall Model
- The Birth of Agile

Introduction to Scrum

- Scrum Theory and Scrum Skeleton
- Self Managing Teams & Lean
- Scrum Values
- Intro to Scrum Theory
- Empirical Process Control Theory
- The Importance of Scrum Events

Unit 2: Scrum Team Accountabilities

- Developers and Scrum Team Size
- Team Accountabilities
- The Scrum Team
- The Increment
- The Product Owner
- The Developers
- The Scrum Master

Unit 3: Scrum Events

- About Scrum Events
- Compulsory Events
- Sprint Planning
- Three Sprint Planning Topics
- The Daily Scrum
- Daily Scrum: Different ways of running it.
- The Sprint Review & Sprint Retrospective

Unit 4: Scrum Artifacts

- Artifacts Introduction
- Product Backlog Refinement
- Flash Update: The Product Goal
- Prioritising the Backlog
- The Sprint Backlog
- Output from the Retrospective in The Sprint Backlog
- Artifact Transparency
- Definition of Done
- Definition of Done for Multiple Teams
- Sprint Goal, Definition of Done and Product Goal

Unit 5:

- Introduction to Scrum of Scrums
- Revision