

•• Succeeding with Agile

This two-day, advanced course picks up where ScrumMaster and other introductory agile courses end. Go beyond the basics and learn tips and techniques necessary to help move beyond initial success to sustained agility. Drawing and expanding on concepts in Mike's *Succeeding with Agile* book, this course will show you how to get started and get good with agile or Scrum.

Covered are topics such as establishing and leading self-organizing teams, effective teamwork during the sprint, integrating quality, scaling Scrum to hundreds of developers, applying Scrum on a globally distributed team, being agile while meeting regulatory compliance requirements, enlisting the human resources and facilities groups as allies, and measuring and proving the benefits of Scrum.

Also covered is everything you need to know to initiate and guide a successful transition. By iterating toward agility through the proper use of improvement communities, an organization can create the culture of continuous improvement necessary for long-term success with agile.

PMPs: This course counts for 15 Professional Development Units.

You will learn –

- How the same process used to start the transition effort can be used to spread agile or Scrum across the enterprise.
- How the roles of project managers, functional managers, programmers, testers, data professionals, architects, analysts, and others change with agile.
- How to incorporate technical design, interaction design, and architecture into agile projects.
- How to encourage improvement communities to form and drive the hard work of organizational change.
- How to work with other departments in the organization to reinforce and retain the changes an agile process brings.

•• About the Instructor

Capstone's Agile Practice Director, Lou Thomas, has been leading teams in agile methodologies for 10 years. He has coached dozens of teams ranging from Fortune 100, to small privately held companies. Mr. Thomas has hands on experience leading organizational change to agile practices.

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AGENDA:

- Iterating Toward Agility
ADAPTING
Improvement communities
Start small or go all in?
Selecting the first project
- Overcoming Resistance
Three personality types
Waterfallacies
Diehards, Saboteurs, and Skeptics
- Think Holistically, Work Incrementally
Architecture and design
Interaction design
- Team Structure
Feature vs. component teams
Guidelines for good structure
- Teamwork
The role of specialists
Fostering team learning
Integrate testing into each sprint
The proper way to pay off debt
- Leading Self-Organizing Teams
Containers, differences and exchanges
Seven Levers for Influence
- Scaling
Proactively manage dependencies
Coordinating work among team
Communicating across teams
- Distributed Teams
Decide how to distribute
Create coherence
How to handle distributed meetings
- Coexisting
Mixing agile and waterfall
Governance and compliance
Human resources and Facilities
The Project Management Office
- Measuring the Benefits
How agile are we?
A balanced scorecard