

Working on a Scrum Team

The Scrum agile development process continues to gain popularity across a wide variety of businesses and products. This two-day class provides a clear understanding of the fundamental principles of Scrum and gives participants hands-on experience using Scrum through liberal use of exercises and discussion. During the class, attendees will learn how the seemingly simple Scrum process can have profound effects on an organization and a project's success. This class puts theory into action as participants gain experience working with Scrum tools and activities such as the product backlog, sprint backlog, sprint planning meeting, daily Scrum meetings and burndown charts. Participants leave the class knowing how to apply Scrum to all sizes and types of projects and for a variety of team structures from a single centralized team to a large distributed team.

PMPs: This course counts for 15 Professional Development Units.

You will learn –

- Practical, project-proven practices
- The essentials of getting a project off on the right foot
- How to write user stories for the product backlog
- Why there's more to leading a self-organizing team than buying pizza and getting out of the way
- How to help both new and experienced teams be more successful
- How to successfully scale Scrum to large, multi-continent projects with team sizes in the hundreds
- Tips and tricks from the instructor's fifteen years of using Scrum in a wide variety of environments

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:

- Overview of Scrum
 - Why Scrum works and what it is
- Sprints
 - Potentially shippable
 - Architecture on a Scrum project
 - Sprint length and release sprints
 - Abnormal terminations
- Product Backlog
 - User stories on the product backlog
 - Story-writing workshops
 - INVEST in your backlog
- The Product Owner
 - Description and responsibilities
- The ScrumMaster
 - Responsibilities and mindset
 - ScrumMaster as team member
- The Team
 - Composition and cross-functionality
 - Organizing
- Sprint Planning
 - Prioritization and the sprint goal
 - Sprint planning meeting
- Release Planning
 - Velocity
 - Estimating the product backlog
 - Release planning meeting
- Tracking progress
 - Burndown charts and task boards
- Situational Questions
 - Simulating a sprint
- The Team
 - Composition and cross-functionality
 - Organizing
- Scalability
 - The scrum of scrums
 - Focus of initial sprints
 - Shared vs. specific product backlogs
 - Scaling the product owner
 - Distributed teams