

Agile Fundamentals

Learn to Lead or Participate in Agile Projects

Two Day Course (9:00am to 5:30pm)

Length: 14 Contact Hours (PDU's)

Agile Fundamentals is designed for agile project team members, product owners, project leaders and senior managers looking to acquire a firm grasp of the agile approach to new product development using agile practices. You will learn what is needed to be successful on Agile projects in your organization, from project visioning through planning and iterative development of the product. Application of the fundamental models of the iteration review and iteration retrospectives are also included, as well as the concepts of inspect and adapt, self-assessment, and continuous improvement.

Course Objectives:

A flexible agile approach is ideal for many types of projects including new product development, software development, and others. Agile concepts focus on attributes that exist in every project. Even if you're currently using other project management methodologies, you will discover how Agile methods can make your projects more successful.

- Compare the agile and waterfall project management approaches to determine which methods are best suited to your project
- Apply the basics of agile team organization
- Use agile chartering and high-level estimating principles to initiate a project
- Create personas, user stories, and perform story level estimation
- Create and manage a product backlog
- Use low-tech, high touch team communication methods on projects
- Apply the principles of servant leadership
- Plan and conduct a basic iteration review and iteration retrospective

Who Should Attend?

This course is designed for Agile project team members, product owners, project leaders and senior managers, this course offers project managers a firm grasp of the Agile approach as it relates to new product development.

Course Overview

The Agile Value Proposition

- What is Agile?
- Comparison of agile and traditional approaches
- Timeboxing and prioritization
- Traditional & incremental delivery
- Early delivery of value
- Inspect and adapt
- The Agile Manifesto and Agile Principles

Agile Delivery Teams

- Team environment
- Team participants & roles
- Self-organizing team principle
- ScrumMaster/Team Facilitator
- Building High Performance Teams

Project Initiation

- Feasibility metrics
- Project charter and vision
- Requirements decomposition
- Progressive elaboration
- Managing the product backlog
- Creating user stories
- Types of estimation
- The product roadmap
- Servant Leadership?

Release Planning

- Story mapping & Decomposing stories
- Story level estimation
- Prioritization factors
- Kano analysis, Pareto analysis & MoSCoW prioritization
- Risk burndown graph
- Risk adjusted backlog
- Creating a release plan

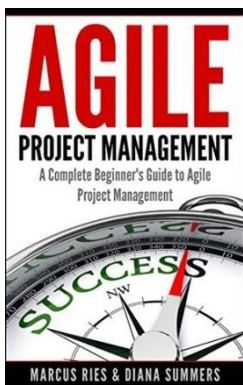
Inside the Iteration

- Roles within an iteration
- Using Storyboards/Task Boards
- Communication and Daily stand-up meetings
- Information radiators
- Burndown/burnup tracking
- Tracking features delivered and Velocity
- The iteration & retrospective reviews

Overview of Agile Methodologies

- Scrum core concepts
- XP core concepts
- Kanban core principles
- Lean core concepts

Benefits of Attending



- Gain an understanding of the Agile Team basics
- Learn how to apply the models of Iteration & Retrospectives reviews
- Learn to utilize the concepts of Inspect and Adapt

Delegates will also receive the course PowerPoint slides and a copy of “Agile Project Management: A Complete Beginner's Guide To Agile Project Management” by Marcus Ries & Diana Summers

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