

COURSE OUTLINE

Agile/Scrum Inception hands-on workshop provides a complete introduction to the principles and practices of Agile, as well as Scrum, Kanban, and the technical practices of XP.

LERNING OBJECTIVES

Essence of Agile, Agile Umbrella and frameworks within
In-depth knowledge about scrum framework, its roles, artifacts and ceremonies
Requirements or backlog management
How to estimate requirements
Different layers of planning
How to execute release and sprint
Understand *Do's and Dont's*
Learn Extreme Programming practices

TYPICAL TOPICS COVERED IN THIS SESSION

Introduction to Agile
Comparison between Agile and other methodologies - Waterfall, V-model, iterative
Agile Values and principles
Agile Umbralla - Scrum, Kanban, XP, DSDM...
Scrum Framework
Scrum Roles, Artifacts and Ceremonies
Product Thinking
Build User Personas
What is MVP?
Build Product story maps
Building & prioritizing product backlog from story map
User stories - what are they? Techniques to identify and write
Planning in Agile
Planning Onion - 5 levels of planning
Estimation Techniques - Epic, story, task...
Execution
Sprint Execution
Daily Standup
Incremental Delivery
Tracking - predictability, quality, speed...
Continuous Backlog refinement
Ceremonies - review, retro, standup

Roles

SM, PO, Team Roles

Role of manager, architect, lead etc

Releasing a software

Engineering Practices

Review / inspection

Unit Testing, TDD

Agile Testing

Evolutionary Design

Extreme Programming Practices