

Manage Agile Projects Using Scrum

2 Days

Agile project management is a project management methodology based on the idea that projects must be able to adapt to ever changing business needs. To minimize risk, components are built in small, discrete timeframes. There have been several approaches to agile project management over the years. Scrum, the approach addressed in this course, has been used since the early 1990's. While not directly addressed in the Project Management Body of Knowledge (PMBOK®), Scrum is a form of iterative project management referenced in the PMBOK.

Agile Project Management Using Scrum provides context for what agile project management is, its benefits, and how it differs from traditional project management. It also introduces roles, processes, and techniques to overcome the challenges of working on agile projects

WHO SHOULD ATTEND

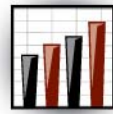
Program managers, project managers, and team members interested in applying the Scrum project management approach within their organizations.

COURSE OBJECTIVES

- Compare and contrast Scrum agile project management with traditional project management.
- Describe the Scrum process framework and how it supports project success.
- Assemble a Scrum team equipped with the knowledge and skills to effectively carry out a software development initiative.
- Initiate a Scrum project by creating a shared vision among team members.
- Elicit, document, and incorporate user stories as an effective means for requirements definition.
- Apply the principles and techniques of Scrum to a software development project.
- Plan a Scrum project by estimating user stories, compiling a project backlog, and measuring progress.
- Conduct effective Scrum meetings and planning sessions.

LESSON TOPICS

- Scrum project management versus traditional project management
- Benefits and challenges of agile approaches
- Scrum process framework
- Scrum team dynamics



- Scrum process components from inception through closure
- Product vision statement
- Product declaration statement
- Milestones
- User stories: attributes, user roles, and techniques to elicit and document
- User proxies
- User story acceptance testing
- Epics
- Themes
- Release planning
- Story points
- Product backlog
- Sprint planning
- Team velocity
- The Daily Scrum
- Sprint review meeting
- Sprint retrospective meeting
- Scaling Scrum to larger projects