

# € TRAINING

Agile Scrum Master

A group of four smiling business professionals (three men and one woman) are seated around a table in a meeting room. The woman in the foreground is wearing a black top and a multi-strand necklace. The men are wearing white shirts. The background is a blurred office environment.

1 - 5 September 2024  
Manama (Bahrain)  
Fraser Suites Seef Bahrain



# Agile Scrum Master

REF: BV2275 DATE: 1 - 5 September 2024 Venue: Manama (Bahrain) - Fraser Suites Seef Bahrain Fee: 4925 Euro

## Introduction:

Agile Scrum is a simple method for managing and completing even the most complex project. It has also been the number one reason why projects have been delivered on time. Whether you are a scrum master, product owner, team member, business stakeholder, or simply someone who wants to understand what makes scrum tick.

## Program Objectives:

By the end of this program, participants will be able to:

- Learn what scrum is and why it is so powerful for delivering even the most complex project on time.
- Explain what the Scrum practices are.
- Understand techniques to deliver your project on time.
- Explain what the Waterfall Model is and Why it is less flexible than Agile.
- Understand what Agile is & How it differs from Scrum.
- Explain the difference between roles, events and artifacts.
- Understand what was updated in the latest version of the Scrum guide.

## Targeted Audience:

- Aspiring Scrum Masters.
- Project Managers.
- Software Developers and Engineers.
- Quality Assurance QA Professionals.
- Product Owners.
- Team Leaders and Supervisors.

## Program Outline:

Unit 1:

## The world before Agile and Scrum:

- The Waterfall Model.
- The Birth of Agile.

## Introduction to Scrum

- Scrum Theory and Scrum Skeleton.
- Self Managing Teams & Lean.
- Scrum Values.
- Intro to Scrum Theory.
- Empirical Process Control Theory.
- The Importance of Scrum Events.

## Unit 2:

### Scrum Team Accountabilities:

- Developers and Scrum Team Size.
- Team Accountabilities.
- The Scrum Team.
- The Increment.
- The Product Owner.
- The Developers.
- The Scrum Master.

## Unit 3:

### Scrum Events:

- About Scrum Events.
- Compulsory Events.
- Sprint Planning.

- Three Sprint Planning Topics.
- The Daily Scrum.
- Daily Scrum: Different ways of running it.
- The Sprint Review & Sprint Retrospective.

#### Unit 4:

##### Scrum Artifacts:

- Artifacts Introduction.
- Product Backlog Refinement.
- Flash Update: The Product Goal.
- Prioritising the Backlog.
- The Sprint Backlog.

#### Unit 5:

##### Output from the Retrospective in The Sprint Backlog:

- Artifact Transparency.
- Definition of Done.
- Definition of Done for Multiple Teams.
- Sprint Goal, Definition of Done and Product Goal.