€ TRAINING

Agile Scrum Master

29 September -
3 October 2024
Istanbul (Turkey)

Agile Scrum Master

REF: BV2275 DATE: 29 September - 3 October 2024 Venue: Istanbul (Turkey) - Fee: 5300 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.