

Designed by Agile
Practitioners



Why take this **COURSE?**



Scenario based learning



Knowledge reinforcement
quizzes after each module



Engaging course content
with helpful images &
diagrams

This Course **COVERS**

All the major topics needed to
understand and master agile
project management.

The course begins by providing key
foundational knowledge and then
gradually builds on this knowledge to
delve into core agile techniques and
practices.

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What you will Learn



The importance of high-performance teams in Agile



Leadership in Agile



Differences between Traditional and Agile project management



Scrum, Kaban and other Agile Frameworks



User stories

Procurement in Agile



Project estimation and planning in Agile



Agile risk management



Traditional testing vs Agile testing



Product release with Agile



Scaling Agile



COURSE OUTLINE

1. Module 1 – Introduction
 - History of Agile
 - Definition of Agile
 - Agile Manifesto
 - Characteristics of Agile Teams
 - Conflict Resolution & Negotiation
 - Progress-Interrupting Pitfalls
 - Systems Thinking
2. Module 2 – High-Performing Teams
 - Phases of Team Development
 - Cross-Functional Teams
 - Knowledge Sharing & Agile Teams
 - Physical & Virtual Colocation
 - Distributed Teams & Strengths of Diversity in Teams
 - Divergent & Convergent Thinking
 - Osmotic Communication & Information Radiators
3. Module 3 – Agile Leadership
 - Servant & Adaptive Leadership
 - Key Functions of Agile Leadership
 - 5 Power Words of Agile
 - Introduction to Kaizen
4. Module 4 – Traditional/Waterfall Project Management
 - Traditional/Waterfall Project Management

- Steps in Waterfall Project Management & Waterfall Process Group

- Core Principles of Kanban, Kanban Values, and Kanban Practices

5. Module 5 – Scrum

- The Three Roles in Scrum
- The Product Vision
- Minimum Viable Product (MVP) & the Product Backlog
- Increments in Scrum (Sprints)
- Iteration Review & Retrospective

- Work in Progress (WIP)
- Differences and Similarities between Kanban and Scrum

7. Module 7 – Other Agile Frameworks

- Pair Programming & the Benefits of Peer Programming
- Dynamic System Development Method

6. Module 6 – Kanban

- Kanban
- Kanban Boards

- Feature-Driven Development and Adaptive Software Development
- Lean and the 3 M's of Lean
- Crystal Family

- Test-Driven Development

8. Module 8 – User Stories

- Definition of User Stories
- INVEST Criteria
- Personas, Acceptance Criteria, & the Definition of Ready
- Definition of Done
- Story Splitting

9. Module 9 – Procurement

- Definition of Procurement
- How to Establish Needs and Choose a Vendor
- Items Involved When Procuring Services
- Pricing Structures
- Drafting a Contract

- How Procurement Can Vary from Company to Company
- Incorporating the Vendor and Company Teams
- How to Deal with the End of a Contract

10. Module 10 – Agile Planning

- Traditional Planning Vs. Agile Planning
- Emergent Design
- The Six Levels of Agile Planning
- Techniques and Practices that Aid Planning in Agile
- Kaizen Revisitation

11. Module 11 – Agile Estimation

- Traditional Estimation
Methods Vs. Agile Estimation
Methods
- Ideal Time
- Rolling-Wave Planning
- Empirical Process Control
- Continuous Improvement and
Decomposition
- Story Points, Affinity
Estimation, Planning Poker,
Spikes, Slacks, Story Cycle
Time, and Velocity
- Delphi Technique and
Wideband Delphi Technique

- Relative Estimation and T-
Shirt Sizing

- Value Stream Mapping

- The Kano Model

- The Voice of the Customer

- The Kano Model’s Five

Customer Requirement

Categories

- The Kano Graph

12. Module 12 – Risk and Scope
Management

- Traditional Management Vs.
Risk Management

- Agile Tools and Strategies for
Dealing with Risk

Management

- Risk-Adjusted Backlogs, Risk Registers, Risk Burn-Down Charts, & Risk-Based Spikes
- Architecture and Architecture Spikes
- Pre-mortems
- Earned Value and Earned Value Methods
- Variance and Trend Analysis
- Control Limits and the Definition of KPI
- Tools and Techniques to Manage Scope
- Automated Testing
- Test-Driven Development and Acceptance Test-Driven Development
- Exploratory Testing
- Scripted Vs Non-Scripted Testing
- Defect, Defect Rate, and Feedback
- Feedback Methods
- Five Whys and the Fishbone Diagram
- Acceptance Testing

13. Module 13 – Testing

- Traditional Testing Vs. Agile Testing

14. Module 14 – Product Release

- Product Release Sprints
- Product Development Vs. Product Maintenance and Support
- Preparation for Release
- Technical Documentation and User Documentation
- Support Sprints

- Executive Action Teams
- Meta Scrums and Executive Meta Scrums
- Chief Product Owner
- LeSS (Large-Scale Scrum)
- Communities of Practice (CoPs)
- SAFe (Scaled Agile Framework)

15. Module 15 – Scaling Agile Part 1

- Scaling Agile
- Vertical Slicing and Horizontal Slicing
- Scrum of Scrums
- Scrum at Scale
- Scrum of Scrum of Scrums

16. Module 15 – Scaling Agile Part 2

- Nexus
- Nexus Tools and Techniques