TRAINING GOALS:

In two short days you can learn the mastery of Scrum and become a servant leader to take your Scrum team to the next level. You will learn, understand and execute on the three overarching principles behind Scrum: iterative development, self-management, and visibility. This class is perfect for those practicing or wishing to practice the role of the ScrumMaster, but is also highly valuable for anyone involved in a Scrum development effort (manager, team members, product manager, etc.). The ScrumMaster is known as a coach, servant leader, facilitator, and sometimes, as the 'bulldozer'. ScrumMasters help provide teams with the things to do their job. A ScrumMaster is also responsible for coaching the team to do their best and produce the high quality that the ScrumMasters knows the team is capable of. The ScrumMaster is also responsible for helping to remove obstacles or impediments the team may be facing in favor of getting the commitment completed.

Learn the 'buzz-words' and the terminology that Scrum uses. During this 2-day course, you will learn effective ways to include your customer in the process to ensure they are satisfied with the outcome. You will acquire the knowledge to produce metrics, such as Burndown charts. You will understand how to better estimate a release and help your customer understand what they will get and when they will get it. This course provides fundamental knowledge through class exercises, including:

- Team-building exercise
- Writing agile requirements as user stories
- Using relative estimation
- Prioritization

This 2-day course gives you hands-on experience with best practices for incorporating the customer into your daily plan, establish a cadence for the team, the importance that the team plays in the plan, and how much it means to commit to a goal. Lively lectures combined with insightful demonstrations
and realistic practice exercises provide you with the competence and confidence to improve the quality of your product. You'll gain a thorough understanding of the challenges faced everyday by the technology team and how you, as a ScrumMaster, can help overcome those obstacles. If you want to help your team be successful and use your coaching and facilitating skills to good use, you just have to take this course!

Key Skills You'll Take Away Immediately

- You'll learn what really works to help business customers clarify the current state of their business.
- You'll leave understanding how to engage your customer for their benefit.
- You'll learn how to bridge gaps between business customers and designers, developers, and testers.
- You'll leave understanding the process in which your work and your project exists.
- You get practical, real-world methods for initiating conversations with users to identify and solve business problems.
- Enhance your relationships with stakeholders and increase their satisfaction.
- We'll show you tips and tricks that have helped other ScrumMasters be successful with their real-world projects.
- You'll learn how important empirical process is for your success.

Audience:
This course is useful if you are a(n):

- Project Managers
- Team Leaders
- Systems Architects or Designers
- IT Managers/Directors
- Systems or Application Developers
- Anyone wishing to use their facilitation skills to make their team a success

CONспект:

- The Foundations of Agile
  - Setting the Agile Mindset
  - Defining Agile – Not something you "do"
  - Agile Manifesto & Principles
  - The Basic Agile Concepts
  - Being Iterative
  - How to be Incremental
  - Benefits of Iterative and Incremental
Empirical and Defined Processes

Scrum Foundations
- The History of Scrum
- Nonaka and Takeuchi
- Other early contributors
- Timeboxing and the Sprint
- The Importance of Prioritization
- Protecting Focus
- The Definition of "Definition of Done"
- Sprint Duration
- "The Picture of Scrum"
- The Scrum Team and Roles

Actually Doing Scrum
- Develop the Product Backlog
- User Stories - The Agile Requirement
- Story Writing - What is a Story and what does it look like?
- INVEST - The Bill Wake Acronym
- Non-User Stories
- Estimation of a Different Kind
- Relative Estimating and using Story Points
- Planning Poker
- Prioritization and Order of the Product Backlog
- Methods to Do It
- Considerations when Prioritizing and Ordering
- Backlog Refinement - Let's groom the User Stories
- Plan the Sprint
- Sprint Planning Meeting
- Building Tasks, Estimating the Hours, Taking Ownership
- Making Effective Tasks
- Task Completeness As It Relates to "Definition of Done"
- Ensuring Capacity is Just-Right
- Committing to the Commitment
- Showing your Plan on the Taskboard
- Run the Race
- Daily Scrum Meeting
- Keeping Up the Taskboard During Execution
○ The Sprint Burndown
○ Team Best Practices
○ Crossing the Finish Line
○ Sprint Review Meeting
○ Showing Completeness with the Taskboard
○ Get Feedback and Improve
○ Sprint Demo
○ The Sprint Retrospective – Inspect & Adapt
○ Plan and Track the Release
○ Team Velocity
○ Release Planning Meeting
○ Release Burndown

○ Advancing Scrum
  ○ Review
  ○ Scrum Values
  ○ Practices review
  ○ Roles review
  ○ Tips for ScrumMasters as...
    ○ Coach
    ○ Guide
    ○ Facilitator
    ○ Impediment steward
    ○ Facilitator
    ○ Change Agent

○ Advanced Topics
  ○ Scaling Scrum to Large Organizations
  ○ Scaling Teams
  ○ Scaling Forums
  ○ Product Backlog considerations
  ○ Distributed Teams
  ○ Scaling Engineering Practices and Infrastructure Needs

○ Next Steps
  ○ Getting Started...
  ○ Team Initial roadmap
  ○ Low-tech vs. tools
  ○ CSM Certification
About the Scrum Alliance
Assessment and Certification
Real-World Exercises
  Excercise 1: Putting some of the concepts in the foundations to work
  Excercise 2: Put some of the concepts discussed around Scrum to work; this will continue throughout the next section as well.
  Excercise 3: The Beloved Horse

Difficulty level

CERTIFICATE:
The participants will obtain certificates signed by Micro Focus (course completion).

TRAINER:
Authorized Micro Focus Trainer