



- CYU – Check Your Understanding
- LOTW – Learning On The Walls
- PPR – Participant Progress Report
- PTS – Post Training Support (Web)

AGILE DEVELOPMENT

Duration: 3 Days

REVIEWING AGILE DEVELOPMENT AND THE SCRUM FRAMEWORK

- ❖ Realizing the strategic role of the Product Owner
- ❖ Treating the Product Backlog order as the critical path
- ❖ Building better processes through Scrum

GROWING AGILE TEAMS WITH PROPER METHODOLOGY

DEVELOPING COACHING SKILLS

- ❖ Applying different Agile coaching styles
- ❖ Climbing the Shu-Ha-Ri ladder of attainment
- ❖ Practicing servant-leadership

ACHIEVING CONTINUOUS IMPROVEMENT

- ❖ Prioritizing business value as the primary concern
- ❖ Emphasizing Scrum's self-management versus the approach of other Agile methodologies

ORGANIZING AROUND VALUE-DRIVEN SOFTWARE

- ❖ Reinforcing the strategic role of the Product Owner
- ❖ Ordering the Product Backlog dynamically to determine the project's critical path
- ❖ Sniffing out bad "smells" in Scrum Teams

DELIVERING HIGH PERFORMANCE WITH AGILE TEAM TRAINING

EMPLOYING ADVANCED TEAM PRACTICES

- ❖ Distilling requirements with Acceptance Test Driven Development (ATDD)
- ❖ Designing products through Test Driven Development (TDD)
- ❖ Integrating functional increments continuously

SCALING AGILE DEVELOPMENT

- ❖ Coordinating the work of multiple teams
- ❖ Applying Continuous Integration (CI) for large projects

ACCELERATING ORGANIZATIONAL CHANGE

- ❖ Exposing dysfunctions in the software development process
- ❖ Driving change through the Scrum Master role

MANAGING BACKLOGS



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PRIORITIZING PRODUCT REQUIREMENTS

- ❖ Separating concerns with value propositions
- ❖ Organizing Epics and Stories
- ❖ Story-Mapping to visualize backlog

SLICING AND DICING STORIES

- ❖ Planning releases with Minimal Marketable Features (MMF)
- ❖ Characterizing a well-formed Product Backlog
- ❖ Avoiding "Story Card Hell"

STREAMLINING TEAM PROGRESS WITH LEAN THINKING

MAXIMIZING THE AMOUNT OF "WORK NOT DONE"

- ❖ Thinking Lean to eliminate waste
- ❖ Comparing Lean and Kanban to Scrum
- ❖ Identifying opportunities to eliminate rework

IMPLEMENTING LEAN THINKING

- ❖ Prioritizing resources with Agile portfolio management
- ❖ Visualizing throughput with Cumulative Flow Diagrams
- ❖ Reallocating resources to eliminate bottlenecks

IMPROVING AND MEASURING TEAM PERFORMANCE

ASSESSING AGILITY

- ❖ Measuring the delivery of business value
- ❖ Defining team performance
- ❖ Selecting metrics that support self-management

IMPLEMENTING IMPROVEMENT THROUGH AGILE DEVELOPMENT PROCESS

- ❖ Creating Improvement Backlogs
- ❖ Tracking the removal of impediments
- ❖ Developing a momentum for success

PLANNING FOR EXTERNAL DEPENDENCIES

RESOURCING PROJECTS

- ❖ Integrating contractors into Scrum teams
- ❖ Outsourcing to third parties
- ❖ Running geographically dispersed teams



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RELATING TO EXTERNAL CONSTRAINTS

- ❖ Mapping external dependencies
- ❖ Addressing the slow-moving infrastructure team issue
- ❖ Working with deployment teams

GENERALIZING SCRUM IN THE WIDER ORGANIZATION

SCALING SCRUM

- ❖ Gaining support for Scrum
- ❖ Creating Agility assessments
- ❖ Addressing impediments at the enterprise level