



Agile Scrum– 40 Hours

What is Scrum?

Scrum is an agile framework for developing, delivering, and sustaining complex products, with an initial emphasis on software development, although it has been used in other fields including research, sales, marketing and advanced technologies. It is designed for teams of ten or fewer members, who break their work into goals that can be completed within time-boxed iterations, called sprints, no longer than one month and most commonly two weeks. The Scrum Team track progress in 15-minute time-boxed daily meetings, called daily scrums. At the end of the sprint, the team holds sprint review, to demonstrate the work done, and sprint retrospective to improve continuously.

Who should take is course?

Whether you are a scrum master, product owner, team member, business stakeholder or simply someone who wants to understand what makes scrum tick, this is the place to start.

If you are preparing for a scrum master certification or other scrum certification

What will I learn?

- Overview of Scrum - The exact events, roles, rules and artefacts used to deliver a project using scrum along with the history of Scrum. This includes lectures on the fundamentals of Sprint Planning, The Daily Scrum, Sprint Review, Sprint Retrospective, Scrum Artefacts and more.

- The facts based on the Scrum Guide - The correct terminology and use of Scrum is essential to mastering it. The Scrum Guide is the rule book on Scrum and many do not use it or know it.

Main syllabus subjects:

Course content

- Introduction
- The World Before Agile and Scrum
 - Learning Objectives: The World Before Agile and Scrum
 - The Waterfall Model
 - The Birth of Agile
- Introducing Scrum
 - Learning Objectives: Introduction to Scrum
 - Scrum Theory and Scrum Skeleton
 - Scrum Values
 - Intro to Scrum Theory
 - Empirical Process Control Theory
- Scrum Team Roles
 - The Scrum Team
 - The Increment
 - The Product Owner
 - The Development Team
 - The Scrum Master
- Scrum Events
 - About Scrum Events
 - Compulsory Events
 - Sprint PrePlanning
 - Sprint Planning
 - The Daily Scrum
 - Daily Scrum: Different ways of running it.
 - The Sprint Review & Sprint Retrospective
- Scrum Artifacts
 - Artifacts Introduction
 - Product Backlog Refinement
 - Prioritizing the Backlog
 - The Sprint Backlog
 - Output from the Retrospective in The Sprint Backlog
 - Artifact Transparency
 - Definition of Done
 - Definition of Done for Multiple Teams
- Practical Examples and Case Study