

Hands-on course , 2
day(s)
Ref : RUM

Participants

Project managers, analysts,
designers, quality managers,
responsible methods,
developers.

Pre-requisites

Basic knowledge of project
management software.
Experience desirable.

Next sessions

Agile Modeling SCRUM

OBJECTIVES

Be operational and confident in using SCRUM. You will learn in a concrete way to work by Scrum iterations, empower your teams, get a customer / supplier relationship of trust, view the progress on the concrete and priorities can change regularly but not at any time.

1) Introduction

2) The key ideas

3) The responsibilities

4) The needs

5) The product backlog

6) The release

7) The sprint

8) Daily work

Exercise

A day of implementation of the method in workshops based on a virtual project to finish this course.

1) Introduction

- The background and origins.
- Agile methods.
- Classical project management.
- The Agile Manifesto.

2) The key ideas

- Roles.
- Backlog.
- The team and extended team.
- Planning.
- Burndown charts.
- Feedback.

3) The responsibilities

- Product owner.
- Scrum master.
- Stakeholders.

4) The needs

- Before the first iteration.
- Sprint 0.
- Formation of the team.
- The test environment.
- The Product Backlog.
- The first release schedule.

5) The product backlog

- The different types of backlog.
- User stories. Estimates.
- The use of the product backlog. Tools.
- Representations of the backlog.
- Diagrams.

6) The release

- Definition.
- The Release Planning.
- Definition of user stories.
- Commitment.
- Estimates.
- The Release Burndown Chart.

7) The sprint

- The course of a sprint.
- The Sprint planning.
- Tools.
- The different Sprint (Backlog, Burndown Chart, ...).

8) Daily work

- The organization of daily work.
- The daily Scrum.
- "The continuous improvement in
- The feedback.
- The retrospective.

Workshop

Virtual Project: Practical Application of the method.