

Module Title : **Certified Scrum Master**

Duration : **2 days**

Objectives

This course covers the core concepts of Scrum teams, the Scrum framework including roles, activities, and artifacts and related knowledge areas. Upon completion of the boot camp, participants will be ready to sit and pass the Certified ScrumMaster® (CSM) credential certification exam by Scrum Alliance (www.scrumalliance.org).

Increasingly intense competition in fast-changing markets is forcing organizations to find better ways to develop new products and bring them to market – faster, better, cheaper. Agile, originally evangelized by the software community, is a response to this dismal track record in their industry. It is a collection of practices based on a set of values and principles enshrined in the Agile Manifesto (www.agilemanifesto.org). Agile represents a paradigm shift from the traditional process-driven to a new value-driven approach to managing complex work.

By far the most popular Agile practice is Scrum, a simple yet powerful framework that can be applied not only to deliver great results, but also to build a highly effective organization.

Scrum is a generic framework. It is applicable not only in software, but other domains as well. This course will help participants understand, in a non-technical way, how to use Scrum to help their organizations create the highest business value in the shortest time. It intends to be thought-provoking to help participants develop the right understanding of Agile and Scrum so that they can get the most benefit out of practicing them. Most of the concepts are delivered through games and other interactive activities that maximize experiential learning.

Learning Objectives

By the end of the course, participants should be able to articulate the following:

- What is Agile and how does it come about?
- Traditional phase-gate vs. Agile development approaches – what are the differences?
- Where is the Agile approach applicable?
- What is Scrum, and where does it come from?
- Details of the Scrum framework – the roles, artifacts, meetings and values – what they are, why they exist, how to apply them.
- Other complementary practices such as Agile estimation, planning poker and user stories.
- Common pitfalls to avoid and how to get the most out of implementing Scrum in an organization.

- A new perspective of their own organization – how it might need to change in order to be Agile.

Course Topics

- The Agile Approach – The most important goal, ice breaker game, why projects fail, phase-gate model, Agile Manifesto, incremental & iterative development.
- Scrum at a High Level – The origin of Scrum, Scrum as a framework, elements of Scrum, Scrum overview, Scrum principles, and characteristics of a Scrum team.
- The Scrum Roles – The product owner, team and Scrum Master roles, selforganization.
- The Scrum Artifacts – Working with requirements, potentially shippable product increment, definition of done, product backlog, sprint backlog, product backlog refinement, creating the initial product backlog, estimation, planning poker, velocity and release planning, progress tracking.
- The Scrum Ceremonies – Sprint, sprint planning, daily Scrum, sprint review, sprint retrospective.
- Scrum Simulation – Experience the practice of delivering value incrementally and iteratively in a simulation game.
- Implementing Scrum – Organizational impediments, common pitfalls, getting the most out of Scrum.

Objectives

Project managers, product owners, Scrum Masters, product development team (architects, designers, coders, testers) and management personnel (product managers, engineering managers, test managers, quality managers, directors, vice presidents etc.). Anybody who wants to be successful in applying Scrum to complex development projects large and small.

Pre-requisite

None required. However, participants will be required to complete simple pre-work before the course.