

Mastering Agile Scrum

Live Virtual Remote Workshop



*Over 70+ sessions of
Mastering Agile Scrum
already conducted
globally!*



Need training on Agile Scrum?

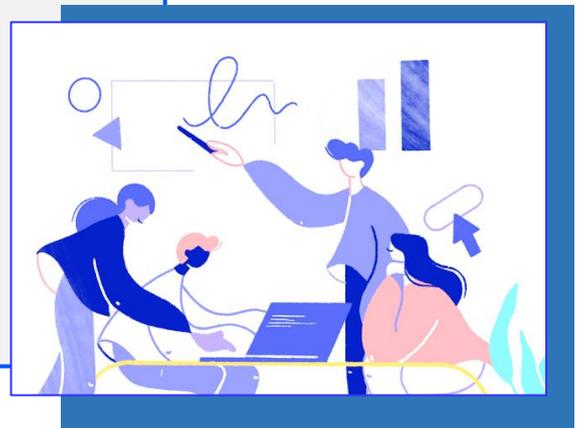
Teams are **remotely spread out**?

Work-load too high? Cannot spare full days training for getting trained on Agile Scrum?

Looking for a **cost-effective, high paced, high intensity approach** for training your teams on Agile Scrum?

Look no further!

The Workshop is highly **Experience Centric**. The learning is almost identical to what is achieved in a physical classroom. This is confirmed by student feedback.



Course Duration: 2 days, 8 hours each day



01 | Objectives

Based on the **foundations of other Agile certifications offered**, the course has been designed to deliver the best online experience using **remote classroom** platforms using tools like **Zoom**.

Ensures that the physical classroom experience and beyond is provided in the **remote model**.

Uniquely Centered and driven around the training participant, with a very high degree of emphasis on team work, even in case of geographically separated teams.

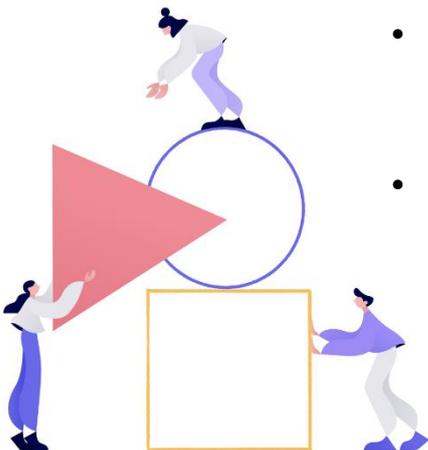
Modular approach, the base modules can be combined with multiple other modules covering more content.

Standard Course covering Agile Scrum in detail

- **Other Top-up Modules**
 - Kanban Overview
 - Scaling Agile Overview – SAFe and Spotify Model
 - Jira Overview (Concept Only)
- **Customized Approach based on customer needs**
 - Discuss your specific needs with our experts and customize your program for content and duration

After the completion of the course, the participants would be able to:

- Understand the Agile Life Cycle, Scrum Process.
- Learn the various activities and roles involved in being a practitioner in an Agile SCRUM teams
- A hands-on introduction to Agile and Scrum, release and sprint planning, estimation techniques, developing user stories, sprint review, sprint retrospective and tracking progress in development, outsourced and maintenance-based projects etc.,
- Helping to effectively be part of Scrum teams in an organization after attending this course with realization of being cross-functional & self-organizing team member.



Active Supervised Engagement

Maximizing the Training Experience for the participants is the fundamental basis for the Remotely Delivered Online Course.

Minimize the feeling of being distanced with well-designed and timely exercises which are team and individual based.

Active Guidance from the Trainer on the activities and focus on delivering as a team.

Continuous monitoring of the virtual classroom with open sessions and Q&A, Quizzes and other activities.



02 | Key Features

- **Flexible course with options of 4 Days course of 4 hours each or 2 days course of 8 hours each**
- Highly activity driven – Upto 30% of course time is devoted to applying the aspects of Agile and Scrum, in an activity format
- Class Size of upto 20 Participants is possible
- Can be done in a space/ time, where the agile team can reserve a part of the workday for this course and still get back to delivery activities



03 | Delivery Method

- Course is based on a **remote delivery platform – ZOOM**, in case the customers have their own **remote platform**, the course can be delivered in that platform as well.
- The **remote live instructor course** is a mix of case driven, instructor-led, and self-paced learning, designed to enable participants learn, experiment and implement the concepts and underlying philosophy of Agile methodology.

- The course is very interactive and provides
 - Hands on Exercises and Group activities
 - SCRUM Lifecycle Simulation Exercises on Implementing Scrum ceremonies
 - Multiple Estimation Techniques
 - Release and Sprint Planning
 - Writing User stories and user story prioritization
 - Agile Engineering Good Practices



04 | Target Audience

The target audience for the program are:

New to Agile & Scrum

Existing practitioners – Scrum Master, Product Owner, Development Team members

Project Managers

Business Analysts

Leadership team members



05 | Deliverable

- Virtual delivery of the training program by an experience faculty member
- Soft Copy for the participants (Limited Time Access)
- Master copy of the course notes [Hard Copy Format], sent separately
- Course Handouts, if any

Course Contents

Sessions	Content	Engagement
1 Session One		
Introduction to Workshop	<ul style="list-style-type: none"> • Participants • Familiarization with Zoom • Familiarization with the protocols and timings • Expectation setting and clarifications 	 30 min  Interactive, voting, sharing
Introduction to Agile Concepts	<ul style="list-style-type: none"> • Why Agile? • Traditional/ Waterfall Vs Agile • Transitioning from Waterfall to Agile • Case Study Exercise • Agile Characteristics • Agile Manifesto – Values & Principles • Popular Agile Approaches • Applicability of Agile Approaches • Benefits of Agile Approaches 	 3 hours  Interactive, Group Activities Brainstorming, Solutioning, sharing Quiz
2 Session TWO		
How does an Agile – Scrum Project work	<ul style="list-style-type: none"> • Agile Scrum Terminologies • Scrum Roles • Scrum Lifecycle • Scrum Events and Artifacts • Activities 	 2.5 hours  Interactive, Video Content, Quiz
Planning in Agile Projects	<ul style="list-style-type: none"> • Traditional Vs Agile Planning • Levels of Planning Needed • From Product Vision to Product Increment • Product Roadmaps • Tracking the Progress of Plans 	 1.5 hours  Interactive, Open Discussions

3

Session THREE

Product Backlog and User Stories	<ul style="list-style-type: none"> • Epics, Features and User Stories • Story Mapping Concepts • Writing User Stories • Activities 	 1.5 hours  Interactive, Individual Activities
Agile Estimation and Release Planning	<ul style="list-style-type: none"> • Agile Estimation • Levels of Estimation in Agile • Relative Estimation as concept • Story Sizing Approach • Activity on Sizing Stories • Release Planning • Release Planning Scenario 	 2.5 hours  Interactive, Group Activities, Brainstorming, Consensus building

4

Session FOUR

SCRUM Simulation Exercise	<ul style="list-style-type: none"> • Includes creation of Product Backlog, Sprint Backlog, estimation, Scrum Roles identification, 3 (6 min) day Sprint and Burndown chart. Scrum ceremonies – sprint planning, stand-ups, Review and Retrospective. 	 Interactive, Live Group Activity, Concept Building and Demonstration, Retrospective
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Agile Engineering Practices

	 1 hour  Interactive
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6

Q&A and Conclusion

	 0.5 hours
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Extracts from feedback received recently!

“ I got detailed knowledge about scrum and how to adapt myself in agile mode and how to work efficiently.”

“ All the 6 Modules were interesting, and the sessions were interactive. Doubts were cleared then and there. ”

“ Taken good examples to explain the Agile concepts. Assessments are really encouraging to involve in the training at a great extent. Really helpful to understand the Agile concepts with good assessments.”

“ It was managed and presented well. I had great fun while learning.”

“ Overall, workshop provides the detail practice of scrum and how can be implemented successfully.”

“Attention to detail can’t be and never is added later. It’s an entire development **philosophy, methodology and culture.**”

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