Agile Project Management & Methodologies

Course ISI-1494 Three days Instructor-led, Hands-on

Introduction

This three-day course provides participants with a solid foundation of the agile project management best practices. The usage of agile practices has been shown to reduce risk in organizations and industries that have moderate degrees of uncertainty, such as when clients are unsure of their problem or solution, and in organizations that experience changing market conditions. Agile practices have been shown to help organizations introduce products and services with higher customer satisfaction with far less wasted money and effort.

Participants taking this course also learn the key concepts tested on the PMI-ACP (Agile Certified Practitioner) certification exam, should they decide to pursue this certification (see www.pmi.org for details and candidate requirements).

At Course Completion

After completing this course, students will be able to:

- Identify Core Agile Concepts
- Describe the Agile Manifesto
- Outline Scrum Methodology Elements and Terminology
- Conduct Project Initiation
- Lead Scrum Teams and Team Space
- Coordinate Scrum Planning
- Participate in Sprints
- Discuss Other Agile Principles and Best Practices

Prerequisites

Before taking this course, general familiarity with tradition or agile project management principles is helpful.

Student Materials

The student kit includes necessary materials for this class.

Course Outline

Module 1: Core Agile Concepts

- Core Agile Concepts Overview
- Traditional Project Management Methodologies
- Drawbacks of Waterfall Methodologies
- Agile Approach
- Empirical Process Control
- Agile and Traditional Project Management
- Choice of Methodologies/Frameworks

Module 2: The Agile Manifesto

- The Agile Manifesto Overview
- Manifesto Contributors
- Manifesto Values
- Manifesto Principles

Module 3: Common Agile Methodology Elements

- Common Agile Methodology Elements Overview
- Project (Product; Release) Initiation
- Agile Planning
- Iteration Planning and Executing

Module 4: Project Initiation

- Project Initiation Overview
- Determine Project Justifications and Metrics
- Provide Value-Driven Delivery
- Write Project Vision Statement
- Create Project Charter
- Identify Stakeholders and Leader/Coach
- Form Project Team

Module 5: Agile Teams and Team Space

- Agile Teams and Team Space Overview
- Scrum Master/Coach
- Product Owner/Customer
- Team Members/Developers (XP)
- Trackers and Testers
- Other Roles
- Team Space
- Physical Space Recommendations

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Module 6: Agile Planning

- Agile Planning Overview
- Develop Epics and Stories
- Create Stories
- Non-Customer Facing Stories
- Personas and Extreme Personas
- Story Maps
- Estimating Stories
- Prioritizing Stories
- Create Product Backlog
- Create Product Roadmap
- Conduct Release Planning
- Create Parking Lot

Module 7: Iterations/Sprints

- Iterations/Sprints Overview
- Velocity Determination
- Iteration Planning Meeting
- Iteration Planning Guidelines
- Development
- Testing
- Daily Standup Meetings
- Progress Tracking
- Velocity Tracking
- Burndown and Burnup Charts
- Cumulative Flow Diagrams
- Kanban Charts
- Earned Value
- Communicating Information
- Backlog Grooming
- Iteration Reviews
- Iteration Retrospectives
- Release Retrospectives

Module 8: Interpersonal Aspects of Agile

- Interpersonal Aspects of Agile Overview
- Methodologies and Uncertainty
- Coach/Scrum Master
- Team Motivation
- Soft Skills
- Emotional Intelligence
- Collaboration

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- Negotiations
- Active listening
- Conflict Resolution
- Speed Leas' Model of Group Conflict
- Conducting Retrospectives
- Mindsets of Agile Coaches
- Leadership Stages
- Key Coaching Responsibilities

Module 9: Agile Methodologies

- Agile Methodologies Overview
- XP and Scrum Terms
- XP Terms and Concepts
- XP Primary Practices
- XP Corollary Practices
- Scrum
- Lean Software Development
- Seven Principles of Lean
- Seven Types of Muda
- Responsibilities
- Core Beliefs of Lean-Agile Software Development
- Other Principles of Lean-Agile Software Development
- Value Stream Mapping
- Lean-Agile Software Development Portfolio Management