



Agile Project Management Methodologies

Course ISI-1555 2 Days, 14 PDUs Instructor-led, Hands on

Introduction

This course is appropriate for groups of six or more students from the same organization. Special group pricing is available.

Agile project management has become an increasingly powerful and popular manner to develop new or improved products, services, or results in a variety of fields such as software development, engineering, product development, pharmaceuticals, and process improvement. In environments with moderate uncertainty (for example, changing customer needs or unknown root cause), agile project management has been found to produce higher customer satisfaction in less time compared to more traditional, plan-driven project management methodologies.

This two-day, instructor-led course provides both the practice and the theory of planning and managing agile projects using methodologies such as scrum, XP (eXtreme Programming), and lean project management methodologies. It provides both the agile knowledge and skills necessary for scrum masters (coaches), product owners (customers), and team members to succeed.

Course Objectives

After completing this course, students will be understand the following:

- Understand core agile concepts
- Understand the agile manifesto
- Understand Scrum methodology elements and terminology
- Project initiation
- Scrum teams and team space
- Scrum planning
- Sprints

Prerequisites

General familiarity with traditional or agile project management principles helpful

Course Outline

Module 1: Core Agile Concepts

- Core Agile Concepts Overview

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- Traditional Project Management Methodologies
- Drawbacks of Waterfall Methodologies
- Agile Approach
- Agile and Traditional Project Management
- Choice of Methodologies/Frameworks
- Importance of All Stakeholders Sharing an Agile Perspective

Module 2: The Agile Manifesto

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

Module 3: Scrum Methodology Elements and Terminology

- Scrum Methodology Elements and Terminology Overview
- Project (Product; Release) Initiation
- Scrum Planning
- Scrum Sprint 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: Scrum Teams and Team Space

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

Module 6: Scrum 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: Sprints

- Iterations/Sprints Overview
- Velocity Determination
- Iteration Planning Meeting
- Iteration Planning Guidelines
- Development
- Testing
- Daily Standup Meetings
- Progress Tracking
- Velocity Tracking
- Monitoring and Controlling: Burndown and Burnup Charts, Cumulative Flow Diagrams, and Kanban Charts
- Communicating Information
- Backlog Grooming
- Sprint Reviews
- Closing: Sprint, Release, and Product Retrospectives
- Closing: releasing resources, final reports, archiving documents