



Agile Project Management With SCRUM HDT821 Two Days

Prerequisites

Students should have experience as a software developer. Knowledge of any software development methodology is good. Knowledge of Agile SCRUM and Extreme Programming techniques is even better.

Who Should Attend

This course is targeted at software developers, users, project managers and any other people who need to manage agile software development projects.

Course Description

This course provides students with the skills necessary to manage software development projects using Agile Scrum and Extreme Programming techniques. Agile Project Management with SCRUM is based on the following book: Agile Project Management With SCRUM by Ken Schwaber published by Microsoft Press on August 5, 2008, ISBN: 073561993X.

Course Topics

- Chapter 1: Backdrop: The Science of Scrum
- Chapter 2: New Management Responsibilities
- Chapter 3: The ScrumMaster
- Chapter 4: Bringing Order from Chaos
- Chapter 5: The Product Owner
- Chapter 6: Planning a Scrum Project
- Chapter 7: Project Reporting—Keeping Everything Visible
- Chapter 8: The Team



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- I. **Chapter 1: Backdrop: The Science of Scrum**
 - A. Empirical Process Control
 - B. Complex Software Development
 - C. The Skeleton and Heart of Scrum
 - D. Scrum Roles
 - E. Scrum Flow
 - F. Scrum Artifacts

- II. **Chapter 2: New Management Responsibilities**
 - A. The ScrumMaster at MetaEco
 - B. The Product Owner at MegaEnergy
 - C. The Team at Service1st

- III. **Chapter 3: The ScrumMaster**
 - A. The Untrained ScrumMaster at Trey Research
 - B. The Untrained ScrumMaster at Litware
 - C. Overzealous at Contoso.com
 - D. Wolves at MegaFund

- IV. **Chapter 4: Bringing Order from Chaos**
 - A. The Situation at Service1st
 - B. The Situation at Tree Business Publishing
 - C. The Situation at Lapsec

- V. **Chapter 5: The Product Owner**
 - A. Customer and Team Collaboration
 - B. Getting Service1st's Management Back in Action
 - C. Fixing the Problem of XFlow at MegaFund
 - D. Company Goals at TechCore
 - E. Company Goals at MegaBank Funds Transfer System

- VI. **Chapter 6: Planning a Scrum Project**
 - A. Managing Cash at MegaBank
 - B. Certified ScrumMasters Take on Return on Investment (ROI)

- VII. **Chapter 7: Project Reporting—Keeping Everything Visible**
 - A. New Project Reporting at the MegaEnergy Title Project
 - B. Getting More Information at MegaBank
 - C. Not Everything Is Visible at Service1st
 - D. Conclusions



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- VIII. Chapter 8: The Team**
 - A. Team Formation at Service1st
 - B. Giving the Team a Chance at WebNewSite
 - C. Conclusions
- IX. Chapter 9: Scaling Projects Using Scrum**
 - A. Scaling at MegaFund
 - B. Scrum Scaling
 - C. Scaling at Medcinsoft
 - D. Conclusions
- X. Appendix A: Rules**
 - A. Sprint Planning Meeting
 - B. Daily Scrum Meeting
 - C. Sprint
 - D. Sprint Review Meeting
 - E. Sprint Retrospective Meeting
- XI. Appendix B: Definitions**
- XII. Appendix C: Resources**
- XIII. Appendix D: Fixed-Price, Fixed-Date Contracts**
 - A. How to Gain Competitive Advantage
 - B. How to Ignore Competitive Advantage
- XIV. Appendix E: Capability Maturity Model (CMM)**
 - A. CMM at MegaFund
 - B. SEI, CMM, and Scrum