For SimProject

Agile/Scrum Essentials For Practitioners

A Simulation Powered Learning Workshop

Simulation Powered Learning®

fissure

> Fissure: n. (Geological): A breakthrough

Agile/Scrum Essentials For Practitioners   2 days - 14 PDU's

More organizations are seeing increased productivity, higher quality and raised team morale implementing Agile and Scrum specific methodologies for their projects. The Agile/Scrum Essentials for Practitioners two-day workshop is an introduction to and application of Agile concepts, principles and best practices using the Scrum methodology.

You can read about Agile or take a typical training class, but until you actually experience an Agile project from beginning to end, it's difficult to understand, integrate, and apply the multi-faceted principles of Agile. You will leave this workshop with the knowledge and skills necessary to successfully plan and execute a team-based Agile project.
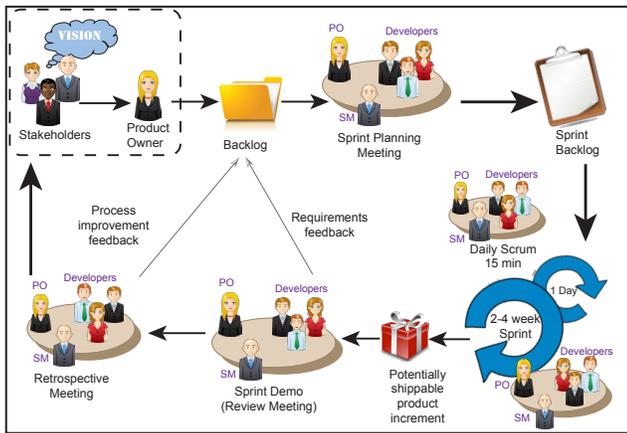
The Work:
- Product backlog
- Sprint backlog
- Work in progress
- Done

The Process:
- Sprint Planning
- Daily Scrums
- Sprint reviews
- Sprint Retrospectives

The Roles:
- ScrumMaster
- Product Owner
- Team Members

The Agile/Scrum Essentials for Practitioners two-day workshop begins by laying the foundation for Scrum best practices using lecture, discussions, exercises and practice while introducing the simulation project. This foundation provides the working knowledge and terminology necessary to successfully plan and execute a team-based Agile project. Participants turn their new knowledge into skills by actually planning and executing our Agile project simulation with real-life team members and stakeholders in a real-life organization. They **learn by doing!** See side bar: Turning Knowledge Into Performance.

### Topics You Will Practice and Learn:

- The Origins and Science behind Agile and Scrum
- The Values, Principles, Practices, of Agile
- The Scrum Team Structure, Roles, Rituals and Results
- The Elements & Flow of Scrum
- Building a Product Backlog with User Stories & Tasks
- Sizing & Estimating of User Stories & Tasks
- Project Planning at all Levels of an Agile Project
- The Elements of the Sprint Execution

- Managing the Flow of Work using the Team Task Board
- Collaboration and Communication with Daily Scrums
- Tracking Progress with Burndown Charts
- Empirical Evidence of Progress and Feedback with Sprint Demos
- Inspect, Adapt and Improve with Retrospectives
- Dealing with the Organizational Impediments to Adoption
- Starting and Executing a Project using Scrum

Who Should Attend:

This experience will prepare you to effectively participate in or lead Agile project teams. Whether you are a ScrumMaster, Product Owner, Stakeholder, or Team member you will benefit from this blended learning approach to developing Agile project-based skills.

Turning Knowledge into Performance

Practice makes perfect. Our simulations put participants into a computer generated situation with real-life team members, stakeholders and challenges. Participants make real-life decisions and then see the results of those decisions - good and bad. They are practicing the actual application of the tools and concepts covered in the lecture portion of the training. It is through this simulated experience that they begin to turn their new knowledge into performance. They go back to work and are able to actually apply what they have learned immediately!

STUDY ON LEARNING RETENTION RATES
NTL – Institute for Applied Behavioral Science
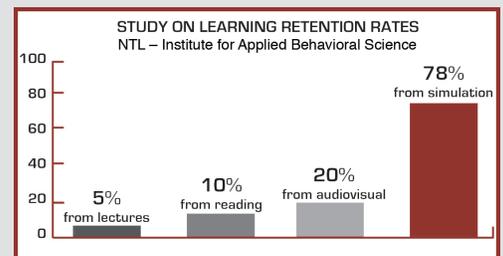
"This was probably the most useful simulation I have attended. I will be able to apply what I learned immediately. I would highly recommend this course to organizations interested in using agile techniques. I believe the full value was in attending with my coworkers who are likely to be on my project." – Eric S. MN BCA