

Scrum Master Training



Scrum - History

Scrum was first published as a study in 1986 by Takeuchi and Nonaka in the "Harvard Business Review"

Small, interactive teams (taken from the Scrum formation in Rugby) achieve optimal results
In 1993 Jeff Sutherland developed the Scrum Process, based on the theories by Takeuchi and Nonaka
Ken Schwaber formalized the process for the software industry and published a detailed description: OOPSLA 1995 .

(Schwaber, K., Scrum Development Process, in OOPSLA Business Object Design and Implementation Workshop, J. Sutherland, et al., Editors. 1997, Springer: London.).

Scrum – The Agile Framework

Scrum is an iterative and incremental process for agile product development as well as for organizing teams.

Tasks are performed faster and with higher quality by means of Scrum frameworks. High levels of self-motivation achieve are the reason because Scrum allows the team to decide for itself when the tasks should be performed and in which way this is to be done. Customer requirements are prioritized iteratively and fulfilled promptly.

Scrum Master Training and Practice

Implementing Scrum

The Scrum Master Training conveys an elaborate knowledge about Scrum and the Scrum framework. During the course, attendees will learn why such a seemingly simple process such as Scrum can have such profound effects on an organization. Participants gain practical experience working with Scrum tools and activities such as the product backlog, sprint backlog, daily Scrum meetings, sprint planning meeting, and Burn Down Charts.

Components of the Scrum Master Training:

- ★ Introduction to Agile Principles
- ★ Introduction to Scrum Principles
- ★ Scrum Core Elements & Practices
- ★ Roles & Responsibilities
- ★ Product Backlog & Release Planning
- ★ Sprint Backlog & Sprint Planning
- ★ Daily Standup Meeting
- ★ Burndown Charts & Project Reporting
- ★ Sprint Review & Retrospective
- ★ Course contains simulations, exercises and role plays

Who is this Training for?

This course is appropriate for all software team members. Specific roles that would benefit are:

- ★ Product Managers and Analysts
- ★ Project Managers
- ★ Team Leads
- ★ Architects, Developers, Testers
- ★ CIOs, and CTOs

Why Scrum With us?

We are familiar with the theory but we know the evidence speaks louder in practice. Therefore you might have a look on our reference page, where you find many international customer talking about their experiences with us and our method for agile transition: <http://www.agile42.com/cms/pages/references/>

Prices

For information on the price please contact us: sales@agile42.com

All trainings can be done in English or German

General information on our Scrum trainings

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General Information on Scrum

- ★ Scrum Origins and Agile Values
- ★ Scrum and Change
- ★ Companies Using Scrum

Scrum Process and Roles

- ★ Scrum Flow, Iterative and incremental Software Development
- ★ What means Shippable Product
- ★ The Role of the Product Owner
- ★ The Role of the Team
- ★ The ScrumMaster Role
- ★ Classical projects - Scrum Projects differences

Requirements Management

- ★ Software Overproduction
- ★ The Product Backlog
- ★ Prioritization Techniques

Release Management

- ★ Sustainable Pace
- ★ Estimating and Planning
- ★ Tracking

Working with Sprints

- ★ Sprint Workflow and Characteristics
- ★ Sprint Planning Preparation
- ★ Sprint Estimating and Planning
- ★ Daily Scrum
- ★ Sprint Review and Retrospective
- ★ Sprint Reporting
- ★ Large and Distributed Scrum Projects
- ★ Product Backlog and the Product Owner Team
- ★ Multi-team Planning and Coordination
- ★ Distributed Scrum Project Tips
- ★ Sample Distributed Project Org



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Getting Started with Scrum

- ★ The agile42 Scrum Lego City Game

This two-day Scrum course provides everything you need to get started with Scrum and Agile. One of the largest and fastest-growing agile project management methodologies, Scrum is a simple software management technique that has a small set of interrelated practices and rules, is not overly prescriptive and is able to produce productivity gains for software development teams almost immediately.



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References of the Training:

<http://www.agile42.com/cms/blog/2009/03/31/scrum-master-and-team-training-nokia-part-1/>
<http://www.agile42.com/cms/blog/2009/04/4/scrum-master-and-team-training-nokia-part-2/>
<http://www.agile42.com/cms/blog/2009/04/23/scrum-master-team-training-ericsson/>
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