

AGILE FUNDAMENTALS

ICAGILE, PMI (21 PDUS)

DURATION

3 days

INTENDED FOR

- Team members starting out in Agile projects
- Project Managers entering the Agile environment
- Managers of teams involved in Agile development

PREREQUISITES

A willingness to challenge traditional thinking and a desire to deliver outcomes for the organisation.



Keen to know what Agile is all about? If you're new to the Agile world and need a solid introduction to the Agile way of thinking, and doing – this course is a perfect fit.

This course examines the roles and responsibilities of team members working on Agile projects. It delves into the specific practices which are used on Agile projects, explains the theory and concepts behind the Agile approach, and prepares you to work confidently and effectively in an Agile environment.

LEARNING OUTCOMES

By the end of this course you will be able to understand:

- The background to participating in an Agile project
- The roles and responsibilities of a typical Agile project team
- The various tools available to Agile teams to facilitate the project
- How Agile teams cooperate and collaborate to deliver business value
- How discipline and standards contribute to Agility

CONTENTS

- The genesis of Agile - where these approaches came from and why they work
- The Agile lifecycle and iterations
- Roles on an Agile project
- The phases of an Agile project
- Project initiation activities - making sure we start right, focus on value and build the right product
- Google design sprint
- User stories
 - What's a story?
 - How big is a story?
 - Identifying stories
 - Characteristics and content of stories
 - What does "done, Done, DONE" mean?
 - Quality stories
 - Stories and epics
 - Estimating from stories
 - Release planning
 - Acceptance tests and verifying stories
 - Elaborating stories to be useful without wasting time or effort
- Agile tools - big visible charts, things on walls, velocity, burn-up and burn-down
- The "pulse" of an Agile project
 - Iteration planning
 - Collaborative work
 - Make flow visible with the story wall
 - Daily stand-up
 - Showcase
 - Retrospective
- Agile without iterations - Kanban flow
- Supporting tools
- Testing on Agile projects
- Design and development practices in an Agile setting - TDD, continuous integration, refactoring, pair programming, simple design

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CONTENTS

- Project leadership roles and responsibilities, how to nurture self-organisation
- Working effectively in empowered teams
- Listening and collaboration skills
- Dealing with issues and conflict in the team
- Where to from here?

METHOD USED

Lecturing is kept to the minimum necessary, most of the learning is achieved through applying the practices and techniques in group exercises and a case study.