

Certified Agile Project Management

ICAgile

Duration

3 days

Intended for

- Project Managers responsible for software development projects
- Managers and Executives responsible for software delivery
- Iteration Managers and ScrumMasters working on Agile delivery
- Business Analysts gathering requirements for software development

Prerequisites

This course builds on your existing knowledge of Project Management - you need to have a good understanding to get the maximum benefit from attending this course.



Agile organisations put a strong emphasis on self-organising teams, it is nonetheless beneficial for one or more people on the team to have skills in helping the team work more cohesively, communicate more effectively, and support the team through leadership and guidance, coordination and facilitation.

This is especially true in more complex environments where there is a need for coordination across programs with multiple streams of work. Our dual accredited course is a fast-start to Agile Project Management that will prepare you to contribute as a team member on an Agile project and to provide the leadership needed to span teams and contribute at a leadership level.

Learning Outcomes

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

- The background to and the driving forces for taking an Agile approach to value-driven development
- The core practices and philosophies behind a number of Agile methodologies including, Scrum, XP, Lean, DSDM, SAFe etc.
- How to apply a number of tools and techniques to develop the project community, from structuring and coordinating self-organising teams to ensuring continuous feedback across all layers of the organisation
- How to use Agile techniques to plan, track and monitor Agile projects, programs and portfolios
- The importance of value-driven delivery and continuous customer and user feedback in increasing team effectiveness
- How to apply a variety of Agile tools and techniques to provide a guidance and decision making framework for self-organising Agile teams to ensure their continuous alignment to organisational goals

Content

- 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
- Projects, programs, portfolio
- Delivery models
- Characteristics of Agile projects
- Benefits of Agile project management
- Teams and teamwork
- Aspects of team formation
- Self organisation
- Culture and trust
- Environment and distance
- Project initiation activities - making sure we start right, focus on value and build the right product
- Project flows
- Initiate phase - to rapidly get enough understanding to be able to produce a reasonable plan and further validate an idea.

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Content

- 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
- 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?

Leadership & mentoring

- What makes a great leader?
- Understanding leadership styles
- How to motivate a team
- What is mentoring?
- The value of mentoring
- How to be a great mentor

Presenting the results

- A process for planning, creating and delivering a great presentation
- The outputs
- What makes a presentation great
- Hints and tips to engage your audience

Method used

The course starts with a self-paced 'Introduction to Agile' four hour eLearning course that covers the theory and concepts behind Agile and provides an overview of the core practices and techniques of Agile methods such as Scrum, XP and Kanban. Then during three dynamic class days you will gain a comprehensive understanding of what to expect on an Agile project and the skills to be effective on one. Most of the learning is achieved through applying the practices and techniques in group exercises and case studies.