

The Unauthorized, No Certification, Introduction to Scrum: A Scrum Course for the Rest of Us

Duration

2 days

Instructor

Steve Adolph

Class Limit

20 students

Prerequisite

Familiarity with software development, and preferably some knowledge of agile software development

Price

Public Training:
\$1,095 2-days

On-site:
Please contact SPC for pricing (contact information on page 2)

Materials Provided

- Student manual containing the course slides
- Student handouts with class exercises and class studies

The Scrum promise to deliver more value more quickly to customers has many software development organizations clamoring to adopt Scrum. However, along with the funny new lingo of Sprints, Scrum Master, Backlog, Stand-up Meeting and Retrospective also comes new ways of organizing and managing software teams, adopters are left with many questions:

- What do all these new terms mean?
- How does a team use these ways of organizing and managing themselves to realize Scrum's promise of hyper-productivity?
- How well does the promise of hyper-productivity stand up?
- How does a Scrum team integrate into the enterprise and what happens to the project manager, business analyst, software developer, and quality assurance specialist roles?

During this course participants will discover many of the answers to these questions by actively engaging in group and role playing exercises designed to foster understanding of Scrum principles and practices.

While this course covers all Scrum basics (and much more), participants will not receive Scrum Master Certification (CSM).

Intended Audience

This course addresses the needs of people who are new to Scrum projects and need guidance for both collectively understanding Scrum and creating an effective Scrum process for their situation.

Instructor

Steve Adolph is senior consultant with 20 years of software development experience. He has an excellent grasp of the technology issues facing today's companies. His software development experience includes call-processing software for cellular telephone systems, railway-signaling software and direct to plate systems for the graphics art industry.

Steve knows firsthand the problems with Agile development practices. Steve is a regular speaker at Agile conferences as was one of the founders of the Agile Vancouver User Group.

TRAINING

The Unauthorized, No Certification, Introduction to Scrum

Course Outline

What is Scrum?

What is Scrum? Where did it come from? What is the philosophy behind it? Why does it work? This brief section provides an overview of the history, traits, assumptions, and the social philosophy behind Scrum. Scrum is compared and contrasted with other agile and non agile software methods.

The Scrum Experience

Participants are provided with a brief overview of Scrum roles, ceremonies and work products. Then, taking a page from Joe Bergrin's "Extreme Construction", participants use Scrum to manage the development of a stake holder's dream. During this entertaining simulation the participants experience Scrum in action as they engage in planning games, sprints, sprint reviews, and sprint retrospectives.

Who's Who? Or the Roles People Play

The three roles in a Scrum project are Product Owner, Scrum Master and Team Member. This section describes the responsibilities of those playing these roles. We also discuss how these roles are like and also unlike more conventional software project roles, such as Product Managers, Business Analysts and Project Managers.

Scrum Props: The Work Products

Scrum operates with several simple work products, the Product Backlog, the Sprint Backlog, the Burn Down chart, and a potentially shippable product. During this section participants create and learn the purpose of each of these work products, their usage, and their timing within Scrum.

Scrum Ceremonies: The Games People Play

Scrum is a set of practices intended to maximize business value of delivered software in the shortest period of time. This section presents the practices, the rules for these practices, and in some cases, the penalties that can be assessed when the rule is broken. Participants will engage in role playing games to understand how to effectively utilize these practices and also to experience behaviour that can reduce the effectiveness of Scrum practices.

Working With User Stories

While not originally defined as part of Scrum, many Scrum teams build up their product backlog with user stories. This section explains what a user story is and compares it with other requirements capture mechanisms such as use cases. Participants will learn simple guidelines for creating user stories and techniques such as the entertaining "Planning Poker" for estimating stories. Participants will also learn how to cope with uncertainty in their estimates and make effective use of "Spikes" to quickly generate the knowledge required to improve estimates.

Velocity, or How Big Is Your Bucket?

While velocity is a delightfully simple concept it is a metric which many Scrum teams fail to calculate honestly, or even calculate at all. During this section participants learn not only how to calculate velocity, but also how to watch for the forces that can lead to a less than honest assessments of the team velocity.

Learning Our Lessons

Scrum is often described as an "empirical process" where lessons learned help evolve the process. Frequently overlooked, or performed merely by rote are the Scrum Review and Retrospective. These meetings offer the greatest opportunity for product and process improvement and reaching the "hyper-productive" levels of performance. This section stresses the importance of these meetings, discusses impediments to their effectiveness and how to mitigate these impediments.

Growing Up is not Hard to Do: Scaling Scrum

The Cinderella Scrum project is often characterized as five to nine co-located people with a dedicated and empowered Product Owner. But what happens when your project is more like the fabled step-sister than Cinderella? In this section we describe strategies for how Scrum can be adapted, enhanced and scaled to cope with the needs of a step-sister project. Participants learn to distinguish between practices necessary to coordinate a team and those practices mandated by project governance. The Eclipse Process Framework (EPF) is introduced as a tool for scaling and adapting Scrum.

OurScrum: A Process Design Workshop

During this workshop participants collectively assess their current development practices and roles, and then integrate their practices with Scrum to start the creation of an effective process for their situation.

Delivery

This is a facilitator lead course where participants actively engage in simulations and role playing to learn Scrum by experiencing it. Participants form into groups and use Scrum to build a product that satisfies the need of their product owner. Along the way participants will have an opportunity to participate in the planning game using planning poker cards. Special exercises shall help participants see the good, the bad, and the sometimes truly ugly of Scrum ceremonies such as the planning game, and daily standup meetings. The teams will engage in facilitated retrospectives for process improvement.

This course itself is delivered as a Scrum project, with course sections in the product backlog, an abridged planning game, sprints, reviews and retrospectives.

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