

An Introduction to Agile Development

Duration

1 day

Instructors

Geoff Hewson

Class Limit

20 students

Prerequisite

None

Price

On-site

Please contact SPC for pricing (contact information on page 2)

Public Training

\$595 (1 day)

*Discount available for early registration

Materials Provided

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

Agile methods such as Scrum, Extreme Programming, DSDM and Feature-Driven Development are becoming increasingly popular with their promise of rapid delivery, flexibility and quality. Winning organizations are turning to Agile to alleviate today's ever-increasing pressure to deliver results - applications that drive improvements to the bottom line, even as IT budgets remain flat or even decrease.

Adopting Agile methodologies requires developers, managers and users alike to change the way they work and think. However, the contrast between the world of agile development and traditional project management has left many wondering how to ensure agile success.

In *An Introduction to Agile Development* you will learn what Agile is all about. What makes Agile projects - and Agile teams - tick? How does an Agile project unfold as it proceeds? How do Agile teams collaborate to ensure sustainable project and team success? It is also an excellent way to establish common understanding and terminology in your team prior to your first Agile projects.

Through a combination of presentations, group and class discussions, and hands-on exercises, this one-day course will explore the guiding concepts and principles, tools and techniques specific to agile projects .

At the end of this seminar, participants will be able to:

- Understand the overall make-up of Agile projects and Agile Teams
- Recognize the differences and similarities between agile and traditional software projects
- Understand when to apply Agile over traditional approaches
- Know how to initiate agile projects with a well-articulated business or product vision
- Know how Agile projects are planned and executed
- Understand some of the technical strategies needed for Agile projects
- Recognize the human implications of agile software development
- Be able to promote an environment and culture in which agile personnel can thrive

TRAINING

An Introduction to Agile Development

Intended Audience

This seminar is ideally suited to anyone new to Agile development, or who is looking to establish common understanding and terminology within their teams. Software developers, project managers, testers, product managers, business analysts, and customer representatives will all benefit.

Instructor

An industry-recognized expert and SPC's Chief Knowledge Officer, Geoff is responsible for driving the overall thought leadership behind SPC's service offerings and research initiatives.

Geoff is a frequent speaker at industry events and conferences, specializing in agile development, estimation, requirements, use cases, and process improvement. His industry contributions include SPC's model for agile development, Controlled Agility; content for Rational Unified Process; an integrated model for requirements development and project estimating; and an iterative elicitation method for finding and specifying essential use cases.

Geoff is a Certified Scrum Master, and one of the co-founders of British Columbia's special interest group for agile development, Agile Vancouver

For more information on this or other SPC Springboard courses, please visit www.spcspringboard.com or e-mail SPC at info@spc.ca

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Outline

What is Agile Development?

- The Agile Manifesto
- Characteristics of Agile projects
- The anatomy of an Agile project - Backlogs, Iterations and Scrums

The Agile Project Team

- Characteristics of Agile Teams
- The role of the customer
- The Agile project manager
- Commitment & self-organization

Establishing the Product Vision

- Finding the Vision
- The Vision Statement
- Design-the-box
- Project Charters

Release Planning

- The balance of powers
- Defining the Product Backlog
- Estimating release scope
- Building the Release Plan

Iteration Planning

- Anatomy of an Iteration
- Identifying Iteration tasks
- Building the Iteration Plan

Delivering the Iterations

- Daily Scrum meetings
- Regular build and smoke test
- Development strategies
 - Test-driven development
 - Continuous integration
 - Decoupled designs
- Iteration reviews and retrospectives

Tracking progress

- Agile metrics and reporting status
- Tracking progress with Burndown charts and Task Boards

Concluding the Project



TRAINING

