Scrum Project Management: Running Projects Leaner and Faster - 3 Day

PDUs - 19.5

PMI's Talent Triangle Breakdown
Ways of Working - 15.00
Power Skills - 4.50

PMI's Certification Breakdown
PMP - 19.50
PMI-ACP - 19.50
PMI-SP - 4.50
PMI-RMP - 5.50
PfMP - 4.50
PMI-PBA - 4.50

face-to-face

virtual instructor-led

Course Description: In the early 1990s, Ken Schwaber and Jeff Sutherland created Scrum as a simplified project management approach. The goal of Scrum is to produce software or a product every 30 days for the customer. While Scrum is a straightforward process, it is not easy to put into place and maintain. It is also not simple to shift from traditional project management to Scrum methodologies and cultures. During this three-day course, participants will examine the beginning framework of Scrum, the roles and responsibilities of team members, and each aspect of running projects using Scrum methodologies. Students will learn how to shift the roles from a traditional project manager to ScrumMaster. The course will include situations to challenge participants with what Scrum is and is not.

Method of teaching: Students will use discussion, cases, and group activities to facilitate the course.

Course Objectives:

Objective 1: History of Scrum
- Meet the designers
- Understand the basics

Objective 2: Define Scrum Roles and Responsibilities
- ScrumMaster
- Product Owner
- Team Members (Development Team, Product Team)
- Project Manager

Objective 3: Describe Scrum and Its Success Factors
- The Scrum methodology and how/why it is successful
- The when and how the hybrid project management approach utilizes traditional and Scrum

- The success factors of Scrum Project Management
- The principles of Scrum Project Management
- The roles of the Scrum Project Management

Objective 4: Define Scrum Events - Ceremonies
- Sprints
- Sprint planning
- Sprint review meetings
- Daily Stand Up meeting
- Retrospective meeting

Objective 5: Review Scrum Artifacts
- Product Backlog
- Sprint Backlog
- Release Backlog
- Release

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Objective 6: Identify the Sprint Review

- Single team reviews
- Multiple team reviews
- Publisher stakeholders

Objective 7: Launching Scrum

- Apprentice Stage
- Journeyman Stage
- Master Stage

Objective 8: Planning a Scrum Project

- Estimating the work on the Product Backlog
- Discuss the definition of done
- Determine the challenges with suggested changes
- Scaling Scrum to the proper size, approach, and methodology

Objective 9: Estimate a Scrum Project

- Creating user stories
- Estimating user stories
- Committing user stories

Objective 10: Contracting Challenges in a Scrum Project

- Fixed-price contracts
- Cost-plus contracts
- Time and materials

Objective 11: Communicating in a Scrum Project

- Benefits of communicating with team members
- Co-location and collaboration with team members

Objective 12: Providing value-driven delivery

- Defining value-driven
- Importance of value-driven justification
- Continuous value justification
- Earned value analysis

Objective 13: Defining quality initiatives

- Acceptance criteria for quality and the prioritization backlog
- Quality control and assurance
- PDCA – Plan, Do, Check, Act cycle

Objective 14: Defining risk and reducing it

- Risk identification
- Risk assessment
- Risk prioritization
- Risk contingency

Objective 15: Retrospectives and Continuous Improvements

- Process for conducting retrospectives
- Process for conducting continuous improvements
- Process for applying retrospectives
- Process for applying continuous improvements