

Managing Projects Using Scrum (1 Day)

This one-day course will help take your team and project to the next level. Using a combination of lecture, demonstrations, hands-on activities, and team-based exercises, attendees will experience how to deliver software using the Scrum framework while reducing waste and developing an agile mindset.

Audience

Product Owners, Scrum Masters, developers, testers, architects, business analysts, team leaders, and managers who want to improve the way their software is delivered should attend. Both technical and non-technical people will benefit from these discussions.

Prerequisites

Having some project management and software development experience, either as a team member or as a project manager, is preferred. Experience with Agile software development, and Scrum in particular, is also helpful, but not required. Attendees should read and be familiar with the latest version of the [Scrum Guide](#)

Course Outline

The Scrum Framework

Agile manifesto, Scrum, the Scrum Guide
Empiricism, inspection, transparency
Scrum roles, events, and artifacts
Complementary practices

Scrum in Action

Refining the Product Backlog
Planning a Sprint
Planning and executing daily work
Conducting a Sprint Review
Conducting a Sprint Retrospective

Adopting Scrum

Changing organizational culture
Adoption blockers and common issues
Definition of “done” vs. undone work
Dysfunctional behavior case studies
Attributes of a Professional Scrum Developer

