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- 1 - C	 Deliver business-valued software to your customer in less time Develop higher-quality software products at lower cost 						
	 Mitigate uncertainty and risk by applying Agile values and principles Apply the Scrum framework to meet business needs 			AnyWare Learning Centres +			
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	Active Learning Workshop: Identifying candidates for the Product Owner role Envisioning a product Estimating feature size using Planning Poker Simulating a six-Sprint project from start to finish Interpreting quantitative data to accurately track progress Dealing with geographically distributed development 			Dates	Attend Live from Home, Work or	Attend Live In-Class	
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About This Course: In this course, you learn how to apply Agile project management principles and the Scrum framework to create software-intensive products. Through immersive workshop activities you acquire the practical knowledge and skills to plan, manage and execute Agile software development					Feb 24 - 26	AnyWare	Ottawa
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Introduction to Agile Project Management

- Articulating Agile values and principles
- Comparing Agile with traditional, masterplan methods
- Appreciating Agile development as value-driven delivery

Fundamentals of the Scrum Framework

Dealing with uncertainty and risk

- Recognizing Scrum as a framework for self-managing teams
- Locating Scrum in empirical process control theory
- Revealing systematically the issues in product development

Identifying the roles and their responsibilities

- Ordering requirements and insuring Return on Investment through the Product Owner
- Establishing the ScrumMaster as a fundamentally new management role
- Shaping the self-managed Development Team

Managing product delivery

- · Creating a Product Backlog as a list of requirements and technical issues
- Iterating development through cycles of one month or less
- Time boxing to establish a regular rhythm of energized work

Tools for tracking and monitoring a project

- · Capturing user needs as stories
- · Using capacity-based planning to plan progress
- · Measuring estimated effort with story points

Product Planning with Agile

Focusing on business value

- Delivering business-valued functionality with Sprint Planning
- · Collaborating with customers to manage risk and uncertainty
- Demonstrating implemented features as "potentially shippable increments"

Identifying features for development in an iteration

- Envisioning value through Product Chartering
- Concretizing a Sprint Goal through feature selection
- Identifying development tasks in the Sprint Backlog

Fostering Self-Management within the Development Team Creating the optimal working environment

- Staffing the Development Team
- Protecting the team from outside interference
- Making progress visible and open

Transitioning to self-management

- · Facilitating cross-functionality and team learning
- . Empowering the team to control their own development process
- Adapting management roles external to the development effort

Running iterations

- Inspecting and adapting through the Daily Scrum
- Producing a quality-assured, business-valued product
- Ensuring standards through an agreed Definition of Done

Managing Change

Generating rapid feedback through Sprint Reviews

- Demonstrating completed functionality to the customer
- · Fostering collaboration with stakeholders through discussion of "done" increments
- Recalibrating estimates based on experience

Reviewing iterations through Sprint Retrospectives

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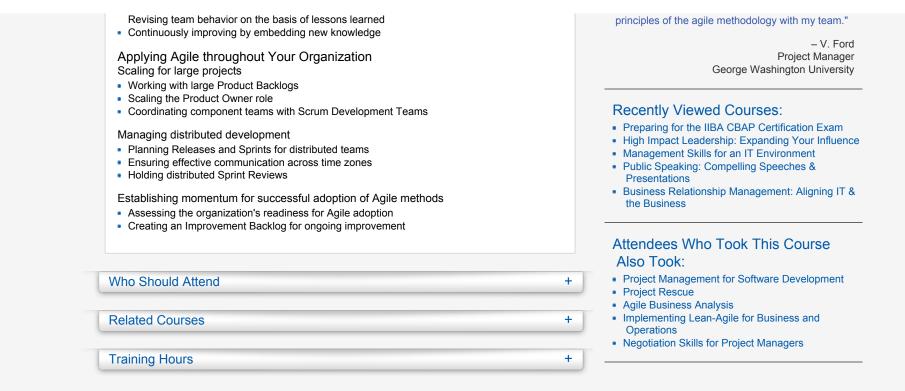
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"We had a phenomenal instructor, and after taking the Scrum course, I was able to share the



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