Scrum Mastery

🕐 Duration: 2 Days
🔤 Available Languages: English German

Audience

Members of Agile teams (Scrum, XP etc.), teams of Software Craftsmen, business people dealing with Scrum teams.

Goals

Learn what Scrum means for development and business and how Scrum teams manage organize breakdown and delivery.

Contents

- Inspect & Adapt
    # Process Categories
    # Deming Cycle
    # Mastering Chaos
- Agile Principles
    # Manifesto for Agile Software Development ("Agile Manifesto")
    # The 12 Principles of the Manifesto
- Scrum Roles
    # Scrum Team: Scrum Master, Product Owner, Development Team
    # Other: Users, Customer, Stakeholders
- Scrum Ceremonies / Events
    # Sprint Planning
    # Daily Standup Meeting
    # Sprint Review
    # Sprint Retrospective
    # Backlog Refinement
- Scrum Artifacts
    # Product Backlog
    # Sprint Backlog
    # User Stories
    # Definition of Ready
    # Definition of Done
- Scrum Visualization, Scrum Visual Workspace
    # Sprint Board
    # Burndown Charts
    # Team Availability
- Scrum Requirements Engineering
    # DEEP Product Backlog
    # INVeST
    # User Story Templates

- Agile Estimation and Planning
  - \# Spikes
  - \# Velocity
  - \# Planning Poker
  - \# Triangulation
  - \# Fixed Scope Planning vs Fixed Release Planning

Booking

Contact Siddhesh Nikude, +91-95-52572354, training@nelkinda.com