

Agile Beyond Scrum

🕒 Duration: 2 Days

🗣️ Available Languages: English German

Audience

Scrum Masters, Product Owners, Coaches, Tech Leads, Principal Engineers, Project Managers, Line Managers, Engineering Managers, and curious Engineers

Goals

You have implemented Scrum, or something similar, and you want to understand how you can improve further.

Contents

- Scrum Recap and Agile Back to Basics
 - Manifesto for Agile Software Development
 - History and Context of Agile
 - The Values of Scrum and XP
- A critical perspective on Scrum teams
 - How useful is the daily?
 - Definition of Ready, Definition of Done?
 - What is the role of the Scrum Master?
 - Do Product Owners really always own Products?
 - How autonomous are your teams?
- Lean and Kanban
 - The 8 Wastes (TIMWOODS / DOWNTIME)
 - Waste Snake
 - Flow
 - Bottlenecks
 - Theory of Constraints
- Metrics Revisited, DORA
 - Velocity? Really?
 - Lead Time
 - Cycle Time
 - Change Frequency
 - MTTR
- How to improve your Continuous Improvement Game
 - Queueing Theory
 - Retrospectives
 - Don't wait for Retros
 - Idea vs Inspiration
 - The XP Feedback Loops

- Pair and Ensemble Programming
- Agile Planning and Estimation
 - Planning Poker
 - Behavior-Driven Development
 - Monte-Carlo Simulation

Your trainer for this event is Christian Hujer.

Christian Hujer has more than 20 years of experience in agile software development, including XP and Scrum. He has trained teams for organizations like BNP Paribas, Elsevier, Giesecke & Devrient, Nokia, SUN Microsystems, UBS, Volkswagen, and many others.

Booking

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