

Working on a Scrum Team

Perhaps you are familiar with traditional “sequential” methods of software development. You’re used to getting a detailed requirements specification, a due date and a budget and are expected to deliver the entire system, on-time and on-budget. However, things don’t ever seem to work out quite right. You realize that following over and over again the same failing approach to developing software just isn’t going to work. It isn’t a matter of getting better with sequential development, rather it just simply doesn’t work.

Now you are or will be working on a software Scrum Team. You have heard that this Agile approach to developing software is intuitive and lightweight and delivers completed product increments at rapid, regular intervals, usually no longer than a month. You’re excited and you want to better understand what its like to work on a Scrum Team. If so, this Working on a Scrum Team class equips you with what you need to be successful with Scrum.

You Will Learn

- All of the core Agile and Scrum principles
- The different roles on a Scrum Team
- Concepts behind Agile planning
- How to write good User Stories
- How to estimate the size of User Stories
- Proven techniques for prioritizing the product backlog
- How to perform Sprint Planning
- How to track and report progress

About the Instructor

Kenny Rubin is an author, trainer, coach and mentor. Kenny has more than 20 years experience with software development organizations, having held positions as developer, project manager, Scrum-Master, Product Owner, VP of Engineering, VP of Product Marketing, VP of Marketing, VP of Sales, COO, and CEO. Kenny has trained over 10,000 people in Agile development, object-oriented development and project management. Kenny is also the former Managing Director of the world-wide, non-profit Scrum Alliance.



Agenda

Traditional Development

Agile Overview

Scrum Overview

Scrum Roles

Product Owner
ScrumMaster
Team

Agile Planning

Levels of Planning
Agile Planning Concepts
While Agile Planning Works

Release Planning

The release planning meeting
Fixed date planning
Fixed scope planning

User Stories

User roles
User Stories
INVEST in good stories

Estimating

Story Points
Ideal Days
Techniques for estimating
Re-estimating

Prioritizing the product backlog

Sprint Planning & Execution

The sprint planning meeting
Commitment-drive planning

Progress and Reporting

Burndown charts
Technical debt

For more information contact Kenny Rubin
(303) 827-3333 (office); krubin@innolution.com; www.innolution.com