

An Introduction to Scrum

One or Two Day Seminar*

Seminar Description

Scrum is a well known and widely adopted agile method. It focuses on managing the project and the customer relationship via a backlog of work to be performed, 30 day sprints to incrementally deliver the software, and scrums – daily status meetings. Like other agile methods, Scrum is used to steer software projects to iteratively provide deliverables that meet the highest priority customer needs within budget and schedule constraints. Unlike some agile methods, Scrum does not emphasize the engineering tasks of software development. One result is that it is easily adaptable to a variety of environments. Another consequence is that it is easily integrated with other methods, such as Extreme Programming. This seminar discusses each of the core set of Scrum practices, along with their pros and cons and some of the variant practices. Reasons that Scrum might be poorly implemented will be explored.

Who Should Attend

- Project managers who will be piloting Scrum
- Process experts who are studying the contributions of the Scrum community
- Software professionals who desire to use the best software engineering practices available

Course Prerequisites

There are no pre-requisites for this seminar. “Agile Methods and Process Discipline” is recommended.

Course Objectives

After completing this seminar, participants should be able to:

- Understand the basics of agile methods and where they are most appropriate
- Describe the core set of Scrum practices
- Discuss variations of the Scrum practices
- Discuss how Scrum manages the customer relationship
- Discuss the pros and cons of Scrum

* This seminar can be delivered over either one or two days. Longer seminars involve more case studies, exercises, and role plays, as well as a more in-depth study of the material. Shorter forms of this material can be presented also.

Module Description

Module 1 – The Agile Alliance

- The Agile Manifesto
- Principles of agile software development
- Success factors for agile projects

Module 2 – Scrum Practices

- Backlog
- Sprints
- Scrums

Module 3 – Scrum Roles

- Product Owner
- Scrum Team
- Scrum Master

Module 4 – Implementing the Scrum Practices

- Variations of the Scrum practices
- Scrum retrospectives
- Case studies of Scrum implementation

Activities and Exercises

Activities and exercises include case studies, situational analyses, role playing, and interactive lecturing.