

3 DAYS

Intended Audience

This intermediate course is for:

- Team members starting out in Agile projects
- Project managers entering the Agile environment
- Managers of teams involved in Agile development
- Consultants looking for a solid grounding in Agile software development

Prerequisites

None

21 PDUs

Certification

This course aligns with the foundation learning objectives of the International Consortium for Agile's "Fundamentals of Agile" track. Successful completion of the course results in the participant becoming a "Certified ICAgile Professional".



Agile Fundamentals



Overview

This ICAgile accredited course examines the roles and responsibilities of team members working on Agile projects, explores the specific practices which are used on Agile projects, explains the theory and concepts behind the Agile approach and prepares team members to be immediately productive working in an Agile environment. During three dynamic days participants will gain a comprehensive understanding of what to expect on an Agile project and the skills to be effective on one.

The course covers the philosophy, values, principles and background of the Agile methodology. It explains the flow, the processes and the environment of an Agile project, giving participants an overall understanding of the Agile world and the tools and techniques used in delivering value. It presents a structure for defining value and ensuring the project delivers the right product at the right time for the right customer. All participants receive a pack of Agile Sizing Cards. This course is not tied to a particular tool.

Learning Outcomes

- Understand the background to participating in an Agile project
- Understand the roles and responsibilities of a typical Agile project team
- Understand the various tools available to Agile teams to facilitate the project
- Understand how Agile teams cooperate and collaborate to deliver business value
- Understand the important interpersonal skills Agile environments encourage and foster
- Understand how discipline and standards contribute to Agility.

Content

- The genesis of Agile - where these approaches came from and why they work
- The Agile lifecycle and iterations
- Roles on an Agile project
- The phases of an Agile project
- Project initiation activities - making sure we start right, focus on value and build the right product
- User Stories:
 - What's a story?
 - How big is a story?
 - Identifying stories
 - Characteristics and content of stories
 - What does "Done, Done, DONE" mean?
 - Quality stories
- Agile tools - big visible charts, things on walls, velocity, burn-up and burn-down
- The "pulse" of an Agile project:
 - Iteration planning, Collaborative work, Make flow visible with the story wall, Daily stand up, Showcase, Retrospective
- Agile without iterations - Kanban flow
- Supporting tools
- Testing on Agile projects
- Design and development practices in an Agile setting - TDD, continuous integration, refactoring, pair programming, simple design
- Project leadership roles and responsibilities, how to nurture self-organisation
- Working effectively in empowered teams
- Listening and collaboration skills
- Dealing with issues and conflict in the team.