INTRODUCTION TO AGILE WORKSHOP

3-DAY COURSE

NEW HAMPSHIRE MEP
MANUFACTURING EXTENSION PARTNERSHIP

This program is designed for participants who are new to Agile project management and those requiring a refresher. The three-day program is organized in 6 modules. Each module can be extended or reduced depending on the specific learning needs of the participant. This course is presented in a highly interactive style with plenty of practical exercises, break-out group work and discussion. Participants work in teams on actual projects that they bring to the course.

LEARNING OBJECTIVES:

» Define and use Agile management principles

» Apply appropriate tools and techniques to meet project management challenges

COURSE OUTLINE - DAY 1

MODULE 1 // **Understanding Projects and the Scrum Framework**

Attendees identify characteristics of projects and learn the processes of the Scrum methodology as an example of Agile project management.

- Definition of a project
- Aspects of project success
- Waterfall and Agile compared
- The Agile Manifesto
- Agile Teams
- Scrum Overview

MODULE 2 // **Aligning Projects with the Needs of the Business**

Projects exist to deliver business value: from financial results to specific organizational needs. In this module, attendees develop Agile Charters.

- Business strategy
- Stakeholders
- Project scope and priorities
- The Vision

COURSE OUTLINE - DAY 2

MODULE 3 // **Managing the Product Backlog**

Attendees learn how to write good User Stories in order to understand customer requirements.

- User Roles
- The User Story Template
- Just-In-Time Requirements
- Splitting User Stories
- Acceptance Criteria
- Sprint Planning

MODULE 4 // **Sprint Execution**

The bulk of each sprint is spent in execution - getting things done. Attendees learn techniques for completing work and tracking progress.

- Agile Estimation
- Risk Identification
- Definition of Done
- Daily Scrum
- Task Boards

COURSE OUTLINE - DAY 3

MODULE 5 // **Inspect and Adapt**

The end of each Sprint is dedicated to collecting feedback and insight into how best to approach the next Sprint.

- Working with customers
- Sprint Demo
- Sprint Retrospective
- Agile over Time

MODULE 6 // **Special Topics**

Attendees prioritize topics based on needs and interest. Options include:

- Agile Contracts and Procurement
- Kanban
- Information Radiators

EVENT DETAILS

LOCATION: In-person class OR each module can be presented as a 3-hour webinar

COURSE LENGTH: 3 Days

TIME: 9:00 AM - 4:00 PM

DATE: Booked by appointment. Contact us to reserve a date.

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CONTACT US TODAY

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