

Scrum Immersion

Course Overview

This course provides students with the knowledge and skills to utilize Scrum, the agile software development framework for managing product development. Students will first go through an overview of Scrum itself, followed by Scrum basics, key Scrum artifacts, user stories, and finally how to implement Scrum in an organization.

Course Introduction

3m

Course Introduction

Chapter 01 - Overview

1h 21m

Overview

A History Lesson

3 Major Types of Methodologies

Scrum vs. Waterfall

WIP

Scenario

The Beginning of Agile

Agile Development Values

The 12 Principles of Agile Software

The Heartbeat of Agility

Features

Chapter 02 - Scrum Basics

1h 11m

Scrum Basics

Foundation

The Scrum Roles

DoD

The Cone of Uncertainty

Scrum = 3 Roles + 4 Artifacts + 5 Meetings

Estimating PBIs

Product Backlog Creation/Release Planning

Sprint Planning Meeting

Sprint Review

Sprint Goals

Chapter 03 - Key Scrum Artifacts

55m

Key Scrum Artifacts

Product Backlog

Team Board

WBS

Answer Four Key Questions

Dashboard

Making Scrum Practical

Chapter 04 - User Stories

21m

User Stories

Acceptance Criteria Must Be Safe

The 3 Cs

Strengths

You Must INVEST in Your Stories

Use Cases vs. User Stories

The Art of Grooming

Chapter 05 - Implementing Scrum

47m

Implementing Scrum

What Causes Project Delays

The Daily Scrum

Daily Scrum Mistakes

Burndown Chart

Burn Up Chart

Cumulative Flow Chart

Should You Use Scrum?

Are You Really Doing Scrum?

Shu – Ha – Ri

Course Closure

Total Duration: 4h 39m