

Agile and Scrum Masterclass LECTURES:

THIS COURSE IS FOR:

1. **Individuals:** if you are looking for an In-demand, Well-Paid, and Full of Fun Career.
2. **Product Owners and Scrum Masters:** If you want to shape your Scrum skills.
3. **Companies:** If you are starting to implement Agile and Scrum Practices, and looking for a Scrum training program for your employees.

MODULES:

| | |
|--|---|
| Module 1 – Beginner Introduction to Agile Project Management..... | 2 |
| Module 2 – Beginner - What is the Product?..... | 2 |
| Module 3 – Beginner - The Three Pillars of Empiricism | 3 |
| Module 4 – Beginner - Scrum Framework..... | 3 |
| Module 5 – Beginner - Scrum timeboxing, Scrum Events, and more..... | 3 |
| Module 6 – Beginner - The Theme, Epics, User Stories, and Tasks..... | 3 |
| Module 7 – Beginner - Scrum Artifacts | 3 |
| Module 8 – Advanced - Master Burndown Charts..... | 3 |
| Module 9 – Beginner - Definition of Ready, Definition of Done, and Acceptance criteria | 4 |
| Module 10 – Beginner - Introduction to Evidence-Based Management | 4 |
| Module 11 – Beginner - Scrum Certification | 4 |
| Module 12 – Advanced - How to get a Scrum Master job without experience? | 4 |
| Module 13 – Advanced - Dealing with Uncooperative and Difficult Scrum Team Members | 5 |
| Module 14 – Advanced - Your first job as a Product Owner – how to start with user requirements?..... | 5 |
| Module 15 – Advanced- Writing Effective User Requirements | 6 |
| Module 16 – Advanced - Risk Management in Agile and Scrum..... | 6 |
| Module 17 – Advanced - How do Scrum Events work in practice?..... | 7 |
| Module 18 – Advanced - Plan and Execute the perfect Sprints..... | 7 |
| Module 19 – Advanced - The Transition from Traditional to Agile..... | 8 |
| Module 20 Tips, Tricks, and Last Words..... | 8 |
| BONUS Module 21 – Advanced - Testing Mastery in Agile and Scrum | 8 |
| BONUS Module 22 – Advanced - The Scrum in Real Life | 9 |

**Marked with red: PLATINUM PACKAGE
(including Access to the Agile and
Scrum Masterclass Private FB Group)**

Module 1 – Beginner Introduction to Agile Project Management

1. Introduction to Agile Project Management
2. How can we make better software
3. Key factors for a great software product
4. What is Agile Project Management
5. Who uses Agile project management
6. Why do we need Agile Project Management
7. Product Owner Roles and Responsibilities
8. Introduction to Agile, Why Agile
9. The Values and Principles of the Agile Manifesto
10. The Difference Between Agile and Scrum
11. Why is Agile better than Waterfall
12. What is the process and why do we need it
13. What is the requirement and why they are so important
14. What is a Plan and Why do we need Planning.
15. Introduction to Risk management.
16. Monitoring, Analyzing and Reviewing development progress.
17. Agile Methodologies and Frameworks, Which one is Right for You.
18. Introduction to Scrum Framework.
19. What are the 3 roles in Scrum.
20. Introduction to Scrum events.
21. Difficulties and Challenges of Adopting Scrum.
22. Introduction to Extreme Programming XP.
23. Principles of Extreme programming.
24. Experience from my work.
25. Extreme Programming Rules.
26. Challenges to Adopting Extreme Programming.
27. Introduction to Lean Software Development.
28. Principles of Lean software development – PART 1.
29. Principles of Lean software development – PART 2.
30. Principles of Lean software development – PART 3.
31. Introduction to Kanban.
32. Just-In-Time, Work in Progress, and Cycle Time Concepts.
33. How to plan in Kanban.
34. Getting started with Agile Project Management.
35. How to Run an Effective Scrum Meeting.
36. Tips and Tricks to Improve Software Quality – PART 1.
37. Tips and Tricks to Improve Software Quality – PART 2.
38. Conclusion.

Module 2 – Beginner - What is the Product?

1. What is the Product? Introduction.
2. Scrum Product Goal Introduction (2020).
3. Product Vision in Scrum.
4. Intro to Product Strategy.

5. About Product Roadmap.

Module 3 – Beginner - The Three Pillars of Empiricism

1. Introduction to the three pillars of Empiricism.
2. Challenges and examples of Empiricism.

Module 4 – Beginner - Scrum Framework

1. Introduction to Scrum Framework.
2. Scrum team introduction.
3. The Product Owner introduction.
4. The Scrum Master introduction.
5. Changes for the Scrum Masters about Scrum Guide 2020.
6. Developers in Scrum.
7. Introduction to Stakeholders.

Module 5 – Beginner - Scrum timeboxing, Scrum Events, and more...

1. Scrum Timeboxing and Scrum Events.
2. The Sprint – INTRODUCTION.
3. The Sprint Goal.
4. First Scrum event: Sprint Planning.
5. Second Scrum event: Daily Scrum.
6. Third Scrum event: Sprint Review.
7. Fourth Scrum event: Sprint Retrospective.
8. Product Backlog refinement.
9. Introduction to Release Planning.

Module 6 – Beginner - The Theme, Epics, User Stories, and Tasks

1. Introduction to themes, Epics, User Stories, Tasks in Scrum.
2. Themes in Scrum.
3. Epics in Scrum.
4. User stories in Scrum.
5. User Story Mapping in Scrum.
6. Tasks.

Module 7 – Beginner - Scrum Artifacts

1. Introduction to Scrum Artifacts.
2. Product Backlog Introduction
3. What is Sprint Backlog?
4. Scrum Board – DEMO.
5. Definition of Increment in the Scrum.

Module 8 – Advanced - Master Burndown Charts

1. INTRO to burndown charts in Scrum and What is burndown chart?
2. Types of burndown charts.
3. Work remaining vs Work completed burndown chart.
4. Adjustable Floor burndown chart.

5. Creating a Release burndown chart from scratch Step-By-Step.
6. It is your turn – ASSIGNMENT.
7. Online tools for burndown charts – Intro to Jira.
8. Pros, Cons, and Common Burndown Chart Mistakes.

Module 9 – Beginner - Definition of Ready, Definition of Done, and Acceptance criteria

1. What is the Definition of Ready (DoR)?
2. Definition of Done (DoD).
3. Acceptance criteria (AC).

Module 10 – Beginner - Introduction to Evidence-Based Management

1. Introduction to evidence-based management 2020. (EBM).
2. The benefits of evidence-based management in Scrum.

Module 11 – Beginner - Scrum Certification

1. Introduction to Scrum Certification.
2. Details about Scrum.org Certifications.
3. Tips for all those who want to prepare for the exam on their own.
4. General details about Scrum Alliance Certifications.
5. Which Scrum Certification should you choose?
6. 100 Selected Questions and Answers for Scrum certification. (+ 106 exam questions and answers for PO & SM)

Module 12 – Advanced - How to get a Scrum Master job without experience?

1. What would make your Scrum Master job a 10 out of 10?
2. Can Scrum Master also be a Developer?
3. Myths About Scrum Masters
4. What Does it Mean to Be a Scrum Master?
5. Demand for Scrum Master – Jobs Market Trends
6. Scrum Master Salaries around the world
7. Scrum Master Job Description Template
8. Scrum Master Job Opportunities
9. Scrum Master career path
10. Is it possible to be a Scrum Master without any experience?
11. Finding Your First Job As A Scrum Master
12. Industries that have lots of Scrum Master openings
13. Tips for Preparing for Scrum Master Job Interview
14. How do I get a job as a Scrum Master without SM experience?
15. Additional tips to land your first Scrum Master job
16. Introduction to Scrum Master Certification
17. How to transition from Project Manager to a Scrum Master?
18. Tips for Project Managers to succeed as a SCRUM MASTER
19. The Scrum Master Toolkit, a Guide For New Scrum Masters
20. Hiring a Professional Scrum Master
21. A day in the life of a Scrum Master
22. Examples of daily activities of Scrum Master in an IT environment

23. Scrum Master Career Path
24. Scrum Master Challenges
25. Dealing with members who are resisting change
26. How does Scrum Master help the Product Owner organize the Product Backlog?
27. 16 Tips for Scrum Master Newbies

Module 13 – Advanced - Dealing with Uncooperative and Difficult Scrum Team Members

1. Why deal with difficult people?
2. Understanding Why do you get mad...
3. All control starts with self-control
4. Ways that we allow people to control us
5. See angry people as hurt, not bad
6. What causes anger issues?
7. What is the Explanatory style?
8. How to control yourself?
9. How To Get People To Like You?
10. What are the benefits of effective negotiation?
11. Setting Limits and Boundaries
12. How to demonstrate mutual respect in the Scrum team?
13. The importance of trust in a Scrum Team
14. Why does Kindness Matter?
15. Helping but not enabling
16. Being responsible for your actions
17. How to Avoid Being an Easy Target?
18. How to deal with people who whine and complain all the time?
19. How to deal with bossy and aggressive people?
20. How to deal with The “Friendly Sniper” type of people?
21. How to solve a problem with a really angry person?
22. How to deal with a chatterbox person?
23. How to deal with a „know-it-all“ problem person?
24. How to deal with nagging Scrum team members?
25. Your progress so far...
26. Don't replay the old movies in your head
27. How To Stay Calm Around Those Who Push Your Buttons?
28. Tips that will help you deal with uncooperative team members in Scrum

Module 14 – Advanced - Your first job as a Product Owner – how to start with user requirements?

1. You get your first job as a Product Owner, Where to start building an existing product or Where to start if you are going to build a new product?
2. Introduction to the User Requirements
3. What is a Requirement?
4. Requirements Activities
5. Eliciting Requirements
6. Eliciting Requirements Techniques

7. Expressing and Prioritizing Requirements
8. Analyzing and Managing Requirements
9. Types of Requirements: Business Requirements, Business Rules, User Requirements, Functional Requirements...
10. Information Flow Diagrams or Data Flow Diagrams
11. Non-functional Requirements and External Interfaces
12. Development Constraints
13. Changing Requirements and Controlling Scope
14. What is Scope Creep and How to avoid it?
15. Requirements and Design
16. Good Questions to Ask Your Clients

Module 15 – Advanced- Writing Effective User Requirements

1. Course INTRO.
2. Your First Customer Meeting.
3. Types of users in the system.
4. Are you building a product your user needs.
5. Human Limitations, Disabilities, and Design.
6. Involving Customers in Software Development.
7. Make Client Interactions More Valuable.
8. How to deal with vague requests from clients.
9. What Is a Use Case and How To Write One.
10. What Are Wireframes.
11. What is a Storyboard.
12. How to represent user needs.
13. User Stories, Examples, and Template.
14. What makes a good user story.
15. Avoid creating EPICs.
16. What is Acceptance Testing.
17. What is a Product Backlog.
18. Changing priorities in Scrum.
19. Introduction to Story Maps.
20. Criteria for User Stories.
21. Dealing with vague requirements – PART 1.
22. Dealing with vague requirements – PART 2.
23. Course OUTRO.

Module 16 – Advanced - Risk Management in Agile and Scrum

1. Types of Project Risks.
2. Risk Assessment – Likelihood, and Impact.
3. Risk Strategies, Contingency, Mitigation.
4. Group Anti-Patterns PART 1 and PART 2.
5. Individual Anti-Patterns PART 1 and PART 2.
6. Contingency Plan vs Fallback Plan.
7. The Risk Assessment Meeting.

8. Creating a Risk Plan.
9. Risk monitoring.
10. FAQ for Risk management.

Module 17 – Advanced - How do Scrum Events work in practice?

1. Scrum Events introduction.
2. Why Should You Run A Sprint Planning Meeting?
3. How Sprint Planning is Done?
4. How to run a Daily Scrum meeting?
5. The Daily Scrum Challenges.
6. Run a successful Sprint Review Meeting?
7. Introduction to Sprint Review Techniques.
8. Install the SOFTWARE WALKTHROUGHS Technique?
9. How to install the SOFTWARE TECHNICAL REVIEW Technique?
10. Installing the SOFTWARE INSPECTIONS Technique?
11. The requirements technical review and inspection technique.
12. Introduction to Sprint Retrospectives.
13. Create a Safe Environment as a common Retrospectives Issue.
14. Positive Leadership is a common Retrospectives Issue.
15. Desirable properties of Retrospectives.
16. Carrying out a successful Sprint Retrospective?
17. Introduction to Retrospective Exercises.
18. Retrospective Exercises – Readying course exercises.
19. Sprint Retrospective Exercises – The Main course exercises.
20. Retrospective Exercises – Future course exercises.
21. Tips and Tricks to run better Scrum events.

Module 18 – Advanced - Plan and Execute the perfect Sprints

1. Uncertainty Space.
2. Work Breakdown Structure.
3. Estimates, Targets, and Commitments.
4. ASSIGNMENT No 1.
5. Story points Estimation.
6. Challenges in Story Point Estimation.
7. Velocity Estimates.
8. Timeboxing in Scrum.
9. Release Planning.
10. Handling risks.
11. ASSIGNMENT No 2.
12. Estimating Task Duration (PART 1, PART 2).
13. Task dependencies.
14. Critical Path Method chart or CPM Chart.
15. Introduction to Sprint Planning.
16. ASSIGNMENT No 3.

Module 19 – Advanced - The Transition from Traditional to Agile

1. We need evidence of success – A Case Study.
2. Differences in project management – Agile vs. Waterfall.
3. Habits from traditional environments you need to watch out for.
4. Why traditional project management techniques are prevalent?
5. Differences between traditional and agile teams.
6. Rewards for Project Managers working with Agile projects.
7. SIMILARITIES – the Traditional World and the Agile.
8. Project Manager is going to be successful with Agile if...
9. Productive thinking, advances, and challenges about agile.
10. The State of Agility – Benefits of organizational Agility.
11. TIPS to Manage a Transition from Waterfall to Agile.
12. TIPS for transitioning Clients to an Agile Process.
13. 4 Ways to Ease the Transition from Waterfall to Agile.
14. TIPS to Increase Agility in your organization.
15. How to Choose the Right Agile Framework...

Module 20 Tips, Tricks, and Last Words

1. Short animated presentation
2. Class Project (Now it is your turn)
3. Congratulations, we've reached the end of this course.
4. Adding people to the project leads to the extension of its completion?
5. What is the result of doing multiple things at once?
6. When is the best time to fix the bugs in your product?
7. Remove these 4 types of waste to become more productive.

BONUS Module 21 – Advanced - Testing Mastery in Agile and Scrum

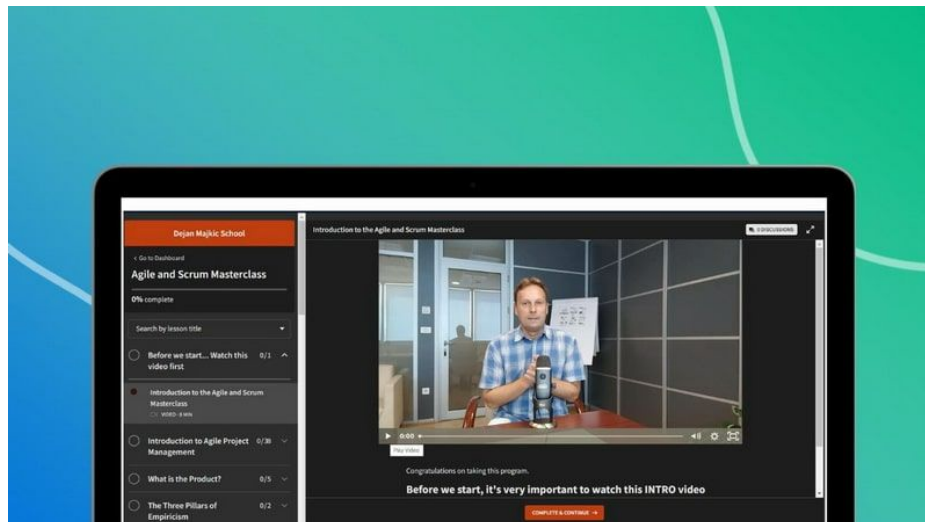
1. Introduction to the Agile Software Development.
2. Traditional vs. Agile Testing.
3. What are agile tester and Management expectations?
4. The agile testing mindset.
5. What is Agile Testing and Agile Test Plan?
6. Testing Strategies.
7. Introduction to Agile Metrics,
8. Introduction to Agile Testing Quadrant 1
9. Let's continue with Testing Quadrant 2
10. Agile Testing Quadrant 3
11. Agile Testing Quadrant 4
12. Agile Testing guidelines.
13. Testing Documents and Documentation.
14. QA challenges with agile software development.
15. Testing in Scrum.
16. Test Reporting.
17. Agile Automation Testing.
18. How to automate in Agile?

19. Risks of Automation in Agile.
20. Barriers to successful agile adoption by test teams.
21. Testing Toolkit.
22. Agile Open-Source Test Tools.
23. Tips and Tricks for testers.
24. Agile Testing Interview Questions and Answers.

BONUS Module 22 – Advanced - The Scrum in Real Life

1. Practical Case Studies applying Agile and Scrum in Real Life.
2. Introduction to Scrum in real life.
3. Let's meet OUR Product Owner.
4. A day in the Life of the Product Owner.
5. Let's meet our Scrum Master.
6. A day in the life of the Scrum Master.
7. 2-Week Sprint in Real Life – Sprint 1-Day 1.
8. 2-Week Sprint in Real Life – Sprint 1-Day 2.
9. How it looks like – Sprint 1-Day 3.
10. Another day in Sprint 1- Day 6.
11. Two-Week Sprint in Real Life – Sprint 1-Day 10.
12. Two-Week Sprint in Real Life – Sprint 2-Day 1.
13. Release Planning and Initial Product Backlog Refinement.
14. Tips and Best Practices for Scrum at Work.

+ Bonus 3 - Access to the Agile and Scrum Masterclass Private Facebook Group



[CLICK HERE TO ENROLL NOW](http://www.whatisscrum.org)
www.whatisscrum.org