

Agile Project Management Methodologies

Course Overview

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This is a 2-day class

Agile project management has become an increasingly powerful and popular manner to develop new or improved products, services, or results in a variety of fields such as software development, engineering, product development, pharmaceuticals, and process improvement. In environments with moderate uncertainty (for example, changing customer needs or unknown root cause), agile project management has been found to produce higher customer satisfaction in less time compared to more traditional, plan-driven project management methodologies. This two-day course provides both the practice and the theory of planning and managing agile projects using methodologies such as scrum, XP (eXtreme Programming), and lean project management methodologies. It provides both the agile knowledge and skills necessary for scrum masters (coaches), product owners (customers), and team members to succeed. NOTE: This course will earn you 14 PDUs.



Who Should Attend

Scrum Masters (coaches), Product Owners (customers), and team members.

Course Outline

1 Core Agile Concepts

- Core Agile Concepts Overview
- Origins of Agile Project Management
- Traditional Project Management Methodologies
- Agile Project Management Methodologies
- Generalizations: Agile and Traditional Project Management Comparisons

2 The Agile Manifesto

- The Agile Manifesto Overview
- Manifesto Contributors
- Manifesto Values
- Manifesto Principles

3 Common Agile Methodology Elements

- Common Agile Methodology Elements Overview
- Project (Product; Release) Initiation
- Agile Planning
- Iteration Planning and Executing

4 Project Initiation

- Project Initiation Overview
- Determine Project Justifications
- Exercise: Identify Project Justification Metrics
- Project Vision Statement
- Develop Project Charter
- Case Study Selection
- Identify Stakeholders and Leader/Coach
- Form Project Team

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5 Agile Teams and Team Space

- Agile Teams and Team Space Overview
- Scrum Master/Servant Leader/Coach (XP)
- Product Owner/Customer (XP)
- Team Members/Developers (XP)
- Team Space
- Physical Space Recommendations

6 Agile Planning

- Agile Planning Overview
- Develop Epics
- Create Stories
- Verification/Validation
- Wireframes and Storyboards
- Functionality Based on User Roles
- Story Maps
- Estimating Effort: Story Points and Ideal Days
- Prioritizing Stories
- Methods for Prioritizing Stories
- Create Product Backlog
- Create Product Roadmap
- Conduct Release Planning
- Determining Iteration/Sprint Length
- Conduct Date-Driven Release Planning
- Conduct Feature-Driven Release Planning
- Sizing Stories

7 Iterations/Sprints

- Iterations/Sprints Overview
- Velocity Determination
- Iteration Planning Meeting
- Iteration Planning Guidelines
- Development
- Testing
- Daily Standup Meetings
- Progress Tracking
- Velocity Tracking
- Burndown and Burnup Charts
- Cumulative Flow Diagrams
- Kanban Charts
- Earned Value
- Communicating Information
- Backlog Grooming
- Iteration Reviews
- Iteration Retrospectives
- Release Retrospectives

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8 Other Agile Principles and Best Practices

Other Agile Principles and Best Practices Overview

Agile Approaches

Choosing and Implementing an Agile Methodology

eXtreme Programming (XP)

Scrum

Kanban

Scrum of Scrums

Scaled Agile Framework (SAFe®)

Large Scale Scrum (LeSS)

Enterprise Scrum

Disciplined Agile

Lean Software Development