

# Agile Framework and Fundamentals Workshop (2 Day) – Course Outline

## Day 1

- Background
- Agile Manifesto and Principles
- The Agile Approach
- Agile Process Overview
- Overview of Agile methods
- Introduction to Scrum
- Defining positive value
  - Initiating an Agile project
  - ROI, NPV & IRR
  - Chartering
  - Release planning/Product roadmap
  - Story backlog
  - Personas
- Prioritization
  - Customer valued prioritization
  - Minimal viable product
  - Minimal marketable features
  - MosCow
  - Kano analysis
- Incremental development
  - Iteration and release planning
  - Timeboxing
  - Backlog grooming
  - Product feedback/reviews

## Day 2

- Stakeholder Engagement
  - Stakeholder identification
  - Understand stakeholder needs
    - User stories
    - Wireframes
    - Story maps
    - Agile modeling
  - Manage stakeholder expectations
    - Soft skills
    - Servant leadership
- Adaptive Planning
  - Levels of planning
  - Inspect and adapt
  - Agile sizing and estimating

- Relative sizing/story points
  - Wide-band Delphi
  - Planning poker
  - Affinity estimating
  - Ideal time
- Team Performance Practices
  - Team formation
  - Team development model
  - Building agile teams
  - Developmental mastery models
  - Empower team to self-organize
  - Daily standups
  - Team collaboration and commitment
- Agile project simulation
  - Visioning
  - Story writing
  - Estimating
  - Release planning/story map
  - Plan one sprint
  - Conduct Sprint
  - Product review
  - Retrospective
- Course wrap-up