Course : Agile Methods for Project Management: Understanding the Approach

Practical course - 2d - 14h00 - Ref. MAG
Price : 1720 CHF E.T.

★★★★☆ 4,5 / 5

BEST | **Points PDU**

Course schedule

1 Introduction

- Approaches more adapted to new technologies.
- Communication. Competence and commitment of resources.
- Iterative and incremental life cycle. Change acceptance Panorama.
- Presentation of the main agile methods: Crystal Clear, XP, Scrum, FDD, DSDM, RAD, ASD.

2 eXtreme Programming

- Best development practices. Quality.
- Define the context of use. Measure and establish the requirements for success.
- A continuous project process. Design, validation and continuous integration. Development and delivery iterations.
- A constant feedback. Test-driven development. Planning with customer scenarios.
- The client integration. Pair programming.
- Assessment of costs and deadlines. Estimation of scenarios. Individual and team velocity.
- Actors. Roles and responsibilities.

Case study
Scenarios description by user's stories.

PARTICIPANTS

PREREQUISITES

TRAINER QUALIFICATIONS
The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS
The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more.
Participants also complete a placement test before and after the course to measure the skills they've developed.

TEACHING AIDS AND TECHNICAL RESOURCES
• The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.
• At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.
• A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

3 Scrum

- Features. Actors and roles. Product Owner. ScrumMaster.
- Product Backlog. Stories, features, sprint backlog, tasks.
- Evaluate of the size of the stories : planning poker. Assessing the amount of work.
- Planning a release, planning a sprint. Review, retrospective.
- Monitoring: update sprint and release burn down chart.
- The meaning of the finish for a release, a sprint.
- Adaptation of scrum context. Subcontracting. Tools.

Case study
Achieve the sprint 0: identify features. Estimate the size of the stories : planning poker. Build a release plan. Develop a sprint backlog.

4 Software engineering and RAD (Rapid Application Development)

- Programming: Test-driven development, simple design and redesign.
- Collaboration: pair programming, collective code responsibility, coding rule, metaphor, continuous integration.
- RAD : the origin of agile methods. Key concepts: time box, participatory approach, actors.
- DSDM, an evolution of the RAD method.

5 Synthesis

- Agile answers to project risks.
- The success factors of an agile project.

Dates and locations

REMOTE CLASS
2026 : 27 Apr., 27 Apr., 28 May, 22 June, 27 July, 24 Aug., 24 Aug., 1 Oct., 26 Oct., 26 Nov., 26 Nov., 10 Dec.

LAUSANNE
2026 : 10 Dec.

GENÈVE
2026 : 10 Dec.