Course : Agile Methods, choosing the right practices

Practical course - 3d - 21h00 - Ref. MAO
Price : 2060 CHF E.T.

★★★★⯪ **4,1 / 5**

Building your own Agile framework enables you to select the best practices for your projects and context. With this in mind, this course reminds you of the essentials of Agile and enables you to build your own roadmap to "becoming Agile".

🎯 Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Understand the purpose and fundamental principles of agile methods
- ✓ Planning the content and pace of iterations in an Agile project
- ✓ Implement several fundamental development and testing practices in Agile mode
- ✓ Identify the best Agile communication and team management practices to apply according to context
- ✓ Define your own Agile framework and roadmap for the transition to agility

Intended audience
Developer, project manager, "agile customer".

Prerequisites
No special knowledge required.

Course schedule

1 Introduction
- Definition and purpose of agility.
- Comparison of the main agile methods (Scrum, XP, Lean Software development).
- Agile framework: methods, principles and practices.

PARTICIPANTS
Developer, project manager, "agile customer".

PREREQUISITES
No special knowledge required.

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.

(2) Planning practices

- Short cycles: the three planning levels.
- Importance of short cycles: releases, iterations, activities.
- History of use, added value and priority.
- Estimates (Planning Poker, etc.).
- Customer testing: another way of specifying.
- Frequent versions.
- Welcome to change.

Hands-on work
Cycle planning.

(3) In an iteration

- From history to realization.
- Emergent design.
- Quick Design Session, CRC Cards, modeling.
- Test-driven development.
- Refactoring practices: permanent design.
- Continuous integration.

Hands-on work
Development and testing practices.

(4) Team spirit, management practices

- One product, one team.
- Roles: Product Owner, Product Manager, developer, coach, Scrum Master or Agile team manager.
- Other roles: tester, tracker.
- How to design the project tray and information radiator?
- Face-to-face communications.
- Pair Programming.

Hands-on work
Team management and communication practices.

(5) How to become Agile

- Corporate culture: people are more important than processes.
- Ability to change.
- Manage continuous and permanent improvement.
- Changes by field.
- Regulatory and contractual constraints.

(6) The agility transition plan

- Objectives.
- Definition of monitoring indicators.
- The organization's Agile framework.
- Establish a roadmap: pilot project, deployment.
- Maintenance and improvement.

Hands-on work
Set up monitoring indicators and a project.

Dates and locations

REMOTE CLASS
2026 : 8 June, 16 Sep., 23 Nov.