

Course : Agile methods by example

role-playing around a LEGO® workshop

Practical course - 2d - 14h00 - Ref. MGG

Price : 1610 CHF E.T.



"Learning by doing" is the pedagogical approach of this training course. You'll play an active role in a "red thread" project that will enable you to project yourself into the Agile mode. The discovery of Agile iterative principles is introduced through an initial empirical and playful phase, based on a LEGO® construction. Next, you'll consolidate what you've learned through a presentation of Agile concepts and a case study of an "IS" project.

Teaching objectives

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

- ✓ Understanding the concepts of Agile methods
- ✓ Communicating customer requirements in Agile mode
- ✓ Evaluate workloads and draw up schedules
- ✓ Implement an iterative and continuous improvement approach
- ✓ Making the most of visual management tools

Intended audience

Developers, architects, testers, project managers and directors, future Scrum Masters and Agile managers, methods/quality managers, project managers, functional managers, Product Owners.

Prerequisites

No special knowledge required.

Practical details

Role-playing

The discovery of Agile iterative principles is brought about by an initial empirical and playful phase, based on a LEGO® construction.

Teaching methods

The course is based on a 1st empirical approach, consolidated by the presentation of Agile concepts with a case study on an [[IS]] project.

Course schedule

PARTICIPANTS

Developers, architects, testers, project managers and directors, future Scrum Masters and Agile managers, methods/quality managers, project managers, functional managers, Product Owners.

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.

1 Introduction

- A cultural break with traditional project management methods.
- The Agile alliance, the Agile manifesto.
- Overview of the main Agile methods: Scrum, XP...

2 First approach based on an example "LEGO®"

- Agile concepts: players, approach, artifacts.
- Presentation of the Agile situation. Distribution of roles.
- Team evaluation of 1st estimate. Planning of iterations.
- Using LEGO®, the team completes the 1st sprint.
- Product presentation to the customer (review).
- After the retrospective, the team updates the Backlog.
- Conduct further iterations.

Group discussion

Assessment. The entire team reviews the project and evaluates the Agile principles it has applied.

3 Formalizing requirements

- Notions of Story, Epic, User Stories.
- Story value, Business Value, prioritization.
- Initial backlog: building and updating it.
- Acceptance testing: an aid to expressing needs, an approach to validating requirements.

Hands-on work

Presentation by the customer of the initial project backlog "fil rouge".
Formatting, description and prioritization of stories.

4 Release planning

- Breakdown of the project into releases.
- Definition of sprints.
- Story evaluation: Planning Poker.

Hands-on work

Customer presents project stories; project manager evaluates workload.
Planning. Planning Poker. The team plans the 1st release.

5 Planning and organizing iterations

- Sprint backlog construction, task identification, planning.
- Continuous improvement: leading reviews and end-of-iteration retrospectives.
- The daily Scrum or standing meeting.
- Development organization.
- Using a Kanban.

Hands-on work

Breakdown of stories into tasks, sprint backlog and planning of first iteration.

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.

TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at psh-accueil@orsys.fr to review your request and its feasibility.

6 Project follow-up and closing

- Specify the definition of "done", a release, a sprint, a task...
- Progress indicators: release and sprint Burndown Chart, Kanban Work In Progress.

Hands-on work

First iterations completed. MOE updates project Burndowns.

7 Supplements

- Agile engineering principles.
- Implementation: presentation of Agile tools.