Agile Scrum method, advanced

Hands-on course of 3 days - 21h
Ref.: AGA - Price 2025: 2 120 (excl. taxes)
The price for the 2026 session dates may be revised

EDUCATIONAL OBJECTIVES

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

Explore the Scrum roles and artifacts

Clarify a statement of needs and define "business value"

Have good practices for building and sustaining the product backlog

Improve your daily sprint management

Identify and correct common anti-pattern cases

Adopt tools and best practices to better estimate workloads and monitor project progress in Scrum mode

THE PROGRAMME

last updated: 02/2024

1) Reminders on Scrum and Agility
- Agility, another vision.
- Roles and artifacts. Ceremonies.
- Additional contributions (Lean, XP, etc.).
Group discussion : Exchange and sharing of experiences.

2) Product Owner activities
- Clarify the statement of needs.
- Plan based on business value.
- Accept or reject the product.
Case study : Analysis of Product Owner activities.

3) Statement of needs
- Develop a vision. Themes, roles.
- User Story quality and calibration.
- Maturity level of a User Story ("Ready" User Story).
- Product backlog: defects and technical stories. How to prevent bugs from accumulating?
- Backlog ordered first. Emerging specifications. Automate acceptance tests.
Role-playing : Innovation Games: 10/10 vision, Buy a feature...

4) Organisation and collaboration in a Sprint
- Iteration planning. Fixed content, change.
- Carefully prepare and lead the Scrum Meeting so that it is effective. Iteration management by Kanban.
- Self-organisation review, role of the Scrum Master.
- Developments aligned with technologies rather than use cases: difference between a task and a story.
- Presence of the business representative, demo at the end of each iteration. Role of the Product Owner.
- Improve the retrospective, make better use of sprint debriefs.
Role-playing : Exercises on several cases of anti-patterns observed.

5) Agile planning

- The four levels (roadmap, version plan, etc.).
- Basic principles. From the infernal triangle to the virtuous square. Establish a sustainable pace for all.
- How to react if the prioritisation of User Stories does not take development constraints into account?

Role-playing : Planning Game between the Product Owner and developer roles.

6) Other advanced points

- Effort points versus person-days. Planning Poker, estimate based on similarity. Estimate stories and features.
- Tools for statements of needs, planning and visual management.
- Reporting: burndown charts, burnup charts, other indicators.
- The application does not pass the tests. Organisation to fix bugs (Stop the line).
- The four rules of simple design. Test-Driven Development.

Role-playing : Agile tools and practices.

DATES

REMOTE CLASS
2025 : 24 nov.

2026 : 23 mars, 15 juin, 28 oct.