

# Agile with Scrum



## Summary

This course provides everything one needs to get started with Scrum. As one of the largest and fastest-growing Agile project management frameworks, Scrum is a simple software management technique that has a small set of interrelated practices and rules, is not overly prescriptive and is able to produce productivity gains for software development teams almost immediately. Traditional software development can be a cumbersome process, dominated by uncertainty and risk. Agile and Scrum methods address this problem by promoting open collaboration and adaptability throughout the project life cycle. These methods focus on developing value-added software in short amounts of time. In this course, you learn how to apply Scrum techniques like the product backlog, sprint backlog, daily Scrum meetings, sprint planning meeting, and burn-down charts.

## Audience

Software managers, project managers, software architects, systems analysts, team leaders, developers and anyone interested in applying Agile and Scrum methodologies.

## Criteria

Course candidates should have a background and some years experience in software engineering. The "Foundation" courses are highly recommended.

## Duration

2 days (4 modules).

## Remarks

None.



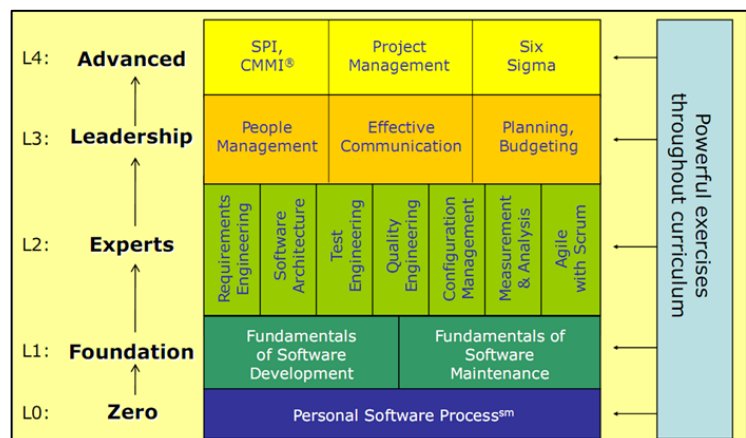
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## Our Software Engineering Curriculum





# Program

## Module 1:

- Introduction to Agile
  - o Agile versus Traditional
  - o Agile Manifesto and Principles
- Introduction to Scrum
  - o Roles and Responsibilities
  - o Key Artifacts
  - o Key Meetings

## Module 2:

- Requirements
  - o Backlogs
  - o Stories
- Planning
  - o From size to schedule/effort
  - o Estimation approaches
  - o Planning backlogs

## Module 3:

- Controlling a Sprint
  - o Daily Scrum meetings
  - o Tracking progress/burn-down (velocity)
  - o Managing the sprint scope
- Closing a Sprint
  - o Sprint Review
  - o Sprint Retrospective
- Controlling a Product/Release
  - o Tracking progress and managing scope

## Module 4:

- Mapping with CMMI<sup>®</sup>
  - o Level 2
  - o Level 3
- Starting with Scrum
  - o How to start?
  - o Scaling Scrum
  - o Distributed Scrum



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Throughout this course, an evolving exercise is used. Each team will represent a manufacturer company with the objective to outperform competition and maximize profit, forcing the teams to apply all the discussed theory. This non-technical exercise is very instructive and big fun!

SE-CURE AG can also customize this course or any of our other standard courses to meet your exact in-house training needs and specifications. For example, class exercises can be tailored to include actual examples from your organization in order to make the training more relevant to your environment.