

## Certified ScrumMaster

2 Days

In this class, you will learn how to use the Scrum framework in an Agile project and how to work as a Scrum Master and Scrum team member. Throughout the class practical exercises and discussions will be applied in order to increase the learning.

Participants will learn about Scrum roles, artifacts and meetings such as Product Backlog, Sprint Backlog, Daily Scrum, burndown charts and Retrospective as well as the challenges in implementing Scrum, including the required discipline and hard work.

### WHO SHOULD ATTEND

Individuals who will work on a Scrum team. The course has a strong emphasis on the role of the ScrumMaster.

Software developers, testers, team members, architects, project managers, sub project managers and others interested in Agile Software development and Scrum.

### CERTIFICATION PROCESS

Currently, an individual is certified when he or she has attended, participated in, and completed a Certified ScrumMaster course, and passed/completed the CSM online evaluation.

### WHAT YOU WILL ACHIEVE

- Remove the barriers between development and the customer so the customer directly drives development;
- Teach the customer how to maximize ROI and meet their objectives through Scrum;
- Improve the lives of the development team by facilitating creativity and empowerment;
- Improve the productivity of the development team in any way possible; and,
- Improve the engineering practices and tools so each increment of functionality is potentially shippable
- Establishing a roadmap for what you would like to apply to your Agile team and how success with Agile project management can be achieved

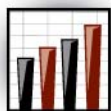
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## WHAT YOU WILL LEARN

### **UNIT 1. Agile foundational concepts**

- Topic A. Defined vs. Empirical process control
- Topic B. The Agile Manifesto
- Topic C. The 12 Agile Principle

### **UNIT 2. Scrum concepts**

- Topic A. Theory and principles
- Topic B. Planning and tracking with Scrum
- Topic C. Shippable functionality and getting to Done
- Topic D. How the Scrum approach supports agile principles

### **UNIT 3. Scrum roles and responsibilities**

- Topic A. Product Owner
- Topic B. Self-organized Team
- Topic C. ScrumMaster

### **UNIT 4. Scrum artifacts**

- Topic A. Product backlog
- Topic B. Release burndown
- Topic C. Sprint backlog
- Topic D. Sprint burndown

### **UNIT 5. Scrum meetings**

- Topic A. Release planning
- Topic B. Sprint planning
- Topic C. Daily scrum
- Topic D. Sprint review
- Topic E. Sprint retrospectiv

### **UNIT 6. Requirements analysis**

- Topic A. Estimating and prioritizing product backlog items
- Topic B. Technical debt
- Topic C. Scaling across multiple teams and multiple geographies
- Topic D. Tips on, techniques for, and benefits of helping clients and management understand the Scrum system
- Topic E. How to transition into use of Scrums, with a review of management and team challenges associated with the transition, along with strategies to respond to those challenges