



AGILE Training (40 Hours)

A training pack for faculties

Dear Sir/Madam

Sub: To organize Agile Training in your college.

This is to bring to your kind notice that POSITIVE QUADRANT TECHNOLOGIES LLP is an Indian entity exploring itself in various sectors like Software Development , Augmented Reality , Virtual Reality , IoT , Simulation ,Games Development ,Mobile Applications,3D Modelling Development , Practical Educational Training, Professional Training, Corporate Training, Web & IT Services.

Agile Training conceptualized by some top industry professionals in association with POSITIVE QUADRANT TECHNOLOGIES LLP. It is going to be India's first & biggest workshop series based on this market flag bearer of cloud systems.

This workshop will also provide a platform where young engineers can mould their imagination into reality and feel the excitement first-hand. With this end in view, we extend our support and technical expertise to the young engineers of your College in the form of this workshop. We seek your cooperation and look forward towards a successful execution of this workshop in your college.

We are hoping that you will find this training really interesting for the students. If you have any queries, please get back to us anytime.



SYLLABUS

Agile for Practitioners

I. DESCRIPTION

Agile skills are in high demand in all industries, and experienced project professionals need to pick up agile skills to stay relevant. This course is an in-depth, workshop-style course that will teach participants the principles and values of Agile, the most popular agile frameworks like Scrum, Kanban, Lean Software Development and Extreme Programming (XP), and help them apply Agile practices and techniques to their current projects. This is a highly interactive course that leverages real world examples from Scrum, Lean, Kanban and other Agile methods. Participants will work in teams to experience and apply Agile to the course exercises.

II. COURSE OBJECTIVES

The purpose of this course is to prepare participants to be able to:

- Explain various Agile frameworks and why they are used—including Scrum, XP, Lean, and Kanban
- Apply Scrum to your projects
- Create a product backlog and user stories
- Explain what leadership looks like in an Agile environment
- Gain insight on how to create transparency using Agile communications tools
- Comprehend various Agile concepts including Value-Driven Delivery, Stakeholder Engagement, Team Performance, Adaptive Planning and Continuous Improvement
- Become a better Agile project practitioner
- Understand how to establish an Agile team and help encourage high-performance
- Learn to effectively manage project scope, schedule, budget and quality through the use of Agile controls
- Learn how to apply servant leadership
- Gain insights, techniques and skills to successfully coach and mentor agile teams



Unit 1: Introduction

- ❖ Agile definitions and historical context
- ❖ Agile Values and Principles found in the Agile Manifesto
- ❖ Misconceptions about Agile

Unit 2: Overview of Agile Methods

- ❖ Common Agile methods including Scrum, Lean, XP, Crystal and Kanban
- ❖ Specific Agile techniques, Cumulative Flow Diagrams and Value Stream Mapping

Unit 3: Value Driven Development

- ❖ How Agile focuses on business value
- ❖ Key benefits of Agile
- ❖ Agile Team Exercise



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Unit 4: Planning Agile Projects

4.1 Planning for Agile Teams

- ❖ Scrum Teams
- ❖ XP Teams
- ❖ General Agile Teams
- ❖ Collaboration Rooms
- ❖ Team Distribution



4.2 Agile Project Lifecycles

- ❖ Typical Agile Project Lifecycles
- ❖ Activities within each Phase
- ❖ Create product vision
- ❖ Producing a Minimum Marketable Feature

4.3 Release Planning

- ❖ Creating the Product Backlog
- ❖ User Stories
- ❖ Prioritizing and Estimating
- ❖ Creating the Release Plan

4.4 Monitoring and Adapting

- ❖ Task Boards and Information Radiators
- ❖ Control Limits, Variance and Trend Analysis
- ❖ Managing Risks and Issues
- ❖ Retrospectives

Unit 5: Scrum



5.1 Introduction to Scrum

- ❖ Scrum as a force for Organizational Change
- ❖ Scrum Artifacts, Meetings, and Roles
- ❖ Scrum Master vs. Project Manager
- ❖ Definition of Done
- ❖ Why all the meetings?

5.2 Scrum Team Simulation

- ❖ Scrum is a Team Sport

5.3 Additional Scrum Topics

- ❖ Simple but difficult
- ❖ Common misunderstandings



Unit 6: Leading Agile Teams

- ❖ Skills needed by Agile Leaders
- ❖ Emotional Intelligence
- ❖ Listening Skills
- ❖ Command and Control vs. Servant Leadership
- ❖ Adaptive Leadership
- ❖ Collaboration, Facilitation, Problem Solving and Participatory Decision-Making Skills
- ❖ Coaching and Mentoring Teams
- ❖ Conflict Resolution

Unit 7: Leading Beyond the Team

- ❖ Managing Stakeholder Values
- ❖ Communications Management
- ❖ Agile Contracting & Vendor Management

Unit 8: Agile Modelling and Product Quality

- ❖ Agile Modelling
- ❖ Product Quality