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Sign up

Introduction to agile methods

1 day (7 hours)

Presentation

Learn how to use the Scrum method to make your projects agile. Agile methods enable you to meet your customers' expectations as effectively as possible.

Thanks to an iterative, incremental and adaptive development cycle, agile teams deliver higher quality products. Once you've completed this one-day training course, you'll be able to deliver more value to customers and better organize your projects.

For better assimilation, the training is based on alternating theoretical lessons (50%) and practical work (50%), with videos and a fun approach. Each participant will receive a PDF version of the course material.

Objectives

- Identify the differences between agile and traditional approaches
- Know the 4 values and 12 principles of agility
- Understanding how projects work in agile mode
- Identify the different roles and responsibilities of agile team members
- Acquire the vocabulary and concepts needed to implement agile methods
- Choosing the best method for your context

Target audience

- All candidates wishing to learn about agile methods: Project Managers, Facilitators, Managers, Project Owners, Product Owners, Business Analysts, Methods Managers, Product Managers, Scrum Masters, Developers, Architects, etc.
- Anyone working in project mode

Prerequisites

Experience of teamwork or a project management method is preferable, but not mandatory.

Introduction to agile methods

Icebreaker: introduction of participants, presentation of the Agile Project

Management course

- Software engineering methods (V-loop, adaptive, iterative, waterfall, etc.)
- Limitations of "predictive" approaches, tunnel effect
- Exercise: Becoming aware of project management pitfalls
- Boehm's spiral, RAD and agile methods
- The 4 values and 12 principles of the agile manifesto
- Exercise: Formulate agile values and principles appropriately
- The product life cycle
- Value-based management
- The agile ecosystem as a whole
- Exercise: The "Marshmallow Challenge" to use agility

Scrum Method

- Values, pillars and key ideas
- Characters, artifacts and rituals
- Time-boxes
- The backlog (list of functional requirements).
- Gathering and formalizing agility requirements
- User Stories
- Product backlog lifetime
- Exercise: "Backlog design" game, designing an agile requirements list
- Priority level of requirements
- Estimated workload (Story points)
- Exercise: "Planning Poker" game to learn how to estimate by value
- Iteration: plan, definition of "ready" and "finished", "daily scrum" and product increment
- Iteration reviews
- Visual management: curves, indicators, points of attention

Agile frameworks

- Introduction to Lean, Kanban and XP methods
- Overview of Agile@Scale frameworks (SAFe, Spotify, LeSS)
- Training summary and evaluation
- Delivery of support in PDF format

Scrum Training

Companies concerned

This training course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.