Virtual Agile Training for BAs & Product Owners

Endorsed Education Provider
Endorsed Course™

Description 3 Sessions

The Agile Training focuses on the project team skill set needed to successfully participate on Agile Projects. The workshop provides training in collaboration techniques needed for project initiation, agile requirements gathering and sprint planning. The course focus is on:

- How to perform project initiation in order to identify the agile project goals, epics and functional requirements using epic user stories and the initial product backlog
- Requirements gathering and sprint planning to identify the user stories, write the user stories, estimate using story points, create and estimate the sprint backlog to plan the sprint
- Understanding the scrum fundamentals- roles, process, artifacts and scrum meetings

The objectives of the course are to:

- Requirements eliciting techniques for defining the project initiation and gathering requirements for agile projects
- Techniques to identify the epics, write user stories, create backlogs and plan the sprints
- Practical experience in performing the agile best practices

Course Agenda

Session 1 (1pm – 5pm Eastern Time)

Introduction

Agile Best Practices

- What is Agile Iterative Development?
- Agile vs. Waterfall
- Agile Manifesto and Principles
- Scrum Concepts
    - Roles
    - Process
    - Artifacts
    - Scrum Meetings
- *Exercise- Conducting a Scrum Meeting*
- Agile Iterative Approach
    - Project Initiation
    - Sprint Planning
    - Daily Scrums

- Demo
- Sprint Retrospective
- Product Release

Communication techniques for Agile Projects

- Workshop approaches
- Storyboarding
- Interviewing
- Kit Reviews
- Prototype walk-through and Sprint Demos
- Overview of Agile requirements gathering techniques and planning deliverables
- Tracking project success criteria to user stories and testing for requirements traceability

Project Initiation

- Writing effective project initiation deliverables:
  - Business problem statement
  - Success criteria/business objectives
  - *Case Study Exercise- Discovering and writing the problem statement and success criteria*
- How to capture the scope using a high level context diagram
  - External objects
  - Data stores
  - Import and export views

Session 2 (1pm – 5pm Eastern Time)

Project Initiation *(continued)*

- Building the High Level Use Case Diagram for identifying epics
  - Identifying the user roles/actors- user roles and system interfaces
  - Identifying the epics
  - Facilitation techniques for the project initiation workshops
- *Case Study Exercise- Facilitating a collaborative scoping workshop for building the Context Diagram and the Use Case Diagram to define the project scope and epics*
- How to build the initial product backlog for defining the scope and priorities
- *Case Study Exercise- Creating the Initial Product Backlog*

Agile Requirements Analysis & Sprint Planning

- Sequence and validate the epics (HL Use Case Diagram) by creating the activity diagrams with swimlanes
  - Building the “to be” activity diagrams with swimlanes
  - Identifies dependencies for sprint planning
- *Case Study Exercise- Creating the “to be” activity diagram*
- Write the high level use case outline to define the epic
  - Identifying pre and post conditions (dependencies for sprint planning)

  - Basic flow outline for identifying user stories
  - Brainstorming the alternate flows for identifying user stories
- *Case Study Exercise- Conducting a workshop to define the epic using the hl use case*
- Identify the user stories for the product backlog
- *Case Study Exercise- Conducting a Product Backlog Grooming Session*
- How to write a user story
- *Case Study Exercise- Conducting a workshop to write the user stories for an epic*

Session 3 (1pm – 5pm Eastern Time)

Sprint Requirements & Sprint Planning *(continued)*

- Estimating the size and complexity of the stories- using popular estimating techniques
  - T-shirt sizing
  - Fibonacci
  - Sizing considerations
  - *Exercise- sizing backlog items using Fibonacci Numbers*
- *Case Study Exercise- Estimating the story size*
- Storyboarding techniques for GUI navigation
  - Site Maps/inventories
  - State charts
- *Case Study Exercise- Storyboarding a site map for GUI navigation (optional)*
- Non-Functional requirements for defining the architectural impacts
  - What are the qualities the software needs to have?
  - How to define the qualities the software must have to be acceptable
- *Case Study Exercise- Writing non-functional requirements*

Sprint Planning

- Create and Estimate the Sprint Backlog to plan the sprint
  - Defining the priorities for the sprint
  - Define the sprint goal
  - Identify and estimate the tasks
- *Case Study Exercise- Defining the sprint backlog*
- Tracing and Tracking the Project

Class Wrap-up

Materials

Each course participant receives class presentation slides, Agile Project Management Checklist, Scrum Process Description, Glossary and Agile Project Case Study solution set.