



INTRODUCTORY SCRUM

OBJECTIVE: After undergoing the introductory course attendees will be familiar with the basics of Scrum, understand how Scrum works and be able to work in teams which use the Scrum methodology. They will be able to understand the advantages of using a Scrum approach and have a good grounding in this methodology.

INTRODUCTORY COURSE:

DAY 1:

1. Introduction (30 min)
2. Overview of SCRUM (60 min)
3. Scrum planning (60 min)
4. The Roles (30 min)
 - The Team
 - Product owner
 - Scrum Master
5. The Rules (90 min)
 - Sprint planning
 - Scrum meeting
 - Sprint
 - Post-sprint
6. Detailed role play (120 min)
7. Wrap up (30 min)

Total of 7 hrs (excluding breaks) planned.

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They will not be able to adapt the standard Scrum with confidence, unless they undergo further courses or gain significant experience. To do this, one requires an understanding of how and why Scrum works and some background of agile software development in general. This requires a second course (1 day) for Scrum masters (Described separately).

INFRASTRUCTURE:

- Open room, with chairs for attendees, with a couple of tables.
- PC/Projector
- White board
- Pin board, or board with magnetic fasteners.

FACULTY

Srinivas Chillara (Certified Scrum Practitioner) : Srinivas has about 16 years of experience in various roles, domains, platforms and countries, throughout which he has kept a keen interest in software engineering and software project management. He was exposed to XP in 2000 and to Scrum in 2003. He is a graduate of IIT Kharagpur and a Masters from Reading University, UK.