

Introduction to SCRUM

Course Background:

Scrum is a "lean" approach to software development. The term Scrum comes from a 1986 study¹ by Takeuchi and Nonaka that was published in the Harvard Business Review. In that study, Takeuchi and Nonaka note that projects using small, cross-functional teams historically produce the best results. They write that these high-performing teams were like the Scrum formation in Rugby. When Jeff Sutherland developed the Scrum process at Easel Corporation in 1993, he used their study as the basis for team formation and adopted their analogy as the name of the process as a whole. Ken Schwaber formalized the process for the worldwide software industry in the first published paper on Scrum at OOPSLA 1995².

Course Benefits:

Scrum is a simple framework used to organize teams and get work done more productively with higher quality. It allows teams to choose the amount of work to be done and decide how best to do it, thereby providing a more enjoyable and productive working environment. Scrum focuses on prioritizing work based on business value, improving the usefulness of what is delivered, and increasing revenue, particularly early revenue. Designed to adapt to changing requirements during the development process at short, regular intervals, Scrum allows teams to prioritize customer requirements and adapt the work product in real time to customer needs. By doing this, Scrum provides what the customer wants at the time of delivery (improving customer satisfaction) while eliminating waste (work that is not highly valued by the customer).

Who will benefit from this course?

Anyone who is interested in "Super Productivity" and Scrum...

Pre-requisites:

Just curiosity about agile methods

Course Contents:

This course consists of one block of one day:

The training aims to give the attendees an overview over the Scrum Framework, introducing it from the philosophical point of view and emphasizing the dynamics that made it successful in the past ten years. The presentation will develop over the following major steps:

- What is Scrum?
- Scrum at work
- Ceremonies, roles & artifacts
- Prepare for Scrum
- Why Scrum works and when (not) to use it?
- Conclusions

Course Format:

Teaching Method: Lectures, small exercises and workshop
Teaching Material: Introduction to Scrum Workbook
Instructor: This course will be provided by a Certified SCRUM Master
Language: English or Dutch

¹ Takeuchi, H. and I. Nonaka, The New New Product Development Game. Harvard Business Review, 1986(January-February).

² Schwaber, K., Scrum Development Process, in OOPSLA Business Object Design and Implementation Workshop, J. Sutherland, et al., Editors. 1997, Springer: London.

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Additional Options:

In order to further enhance the outcome of this course, please indicate any desired options when signing up for this course, or contact your account manager. There is no focus on specific tools and platforms.

Additional Subjects:

This course can be easily combined with other elements from the course curriculum of Mithun Training & Consultancy. Additional exercises can be added, and your own project can be even used during the course. Please contact your account manager for more information about the possibilities we can offer.

Complementary Courses:

The course curriculum offered by Mithun:

Requirements Engineering basics	Requirements Management Foundations
	RM&E Aware for Managers
	Interviewing Basics
	Applying Use Cases
	Writing SMART Requirements Basics
	How to derive detailed Requirements Workshop
Requirements Engineering advanced	The Risk of Words – Writing and Documenting Requirements
	Interviewing Techniques & Guidelines
	Elicitation Workshop Techniques & Guidelines
	Agreeing on Requirements
	Writing SMART Non-Functional Requirements Statements
Vendor Management	Writing requirements for Vendors and working with Vendors
Scrum	Introduction to Scrum
Object Oriented Analysis & Design	Preparation training for OMG UML Professional Certification
	Object Oriented Analysis & Design using UML 2.x
	Design Patterns
	Realizing Software Architectures with UML 2.x
	Specification of Component Interfaces
	API Design
	UML for Event Driven Systems
Real-time & Embedded Analysis & Design	Structured Analysis & Design for Real-time Systems
	Advanced Real-Time Analysis & Design
	Real-time Software Design
	Software Design with Real-Time Java
	Preparation training OCRES Intermediate Certification
Quality	Capability Maturity Model Integration (CMMI) for practitioners
	Capability Maturity Model Integration (CMMI) for managers

Terms and conditions:

The standard terms and conditions of Mithun Training & Consulting are applicable. A copy is sent on request.

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