



# BE MORE THAN AGILE

This highly interactive training is designed to accelerate your Agile adoption and implementation, by offering a course essential for Scrum Masters, Product Owners and Scrum team members. Deep dive into Agile frameworks as well as foster a better understanding of strong engineering practices, agile architecture and continuous delivery.

Scrum or Kanban are agile frameworks that helps teams organise themselves to get the work done. They are deceptively simple, yet sometimes difficult to implement. Why is that? Because Agile causes change. Becoming more agile isn't something that happens overnight. To succeed, your team likely will need training and mentoring.

The goal of this course is to help you understand and successfully apply the three pillars of what being Agile actually means:

- Ship working software constantly (every 4 weeks or less)
- Deliver what the business wants
- Have a process that continuously improves

## INTENDED AUDIENCE

This training is intended for the development team and all the roles involved in an Agile Delivery effort – developers, team leaders, architects, Scrum Masters, Product Owners and Project Managers. For an Agile project to be successful, it is important that everyone shares the same mind set and live by the same working agreements when it comes to development process and practices. Like Mike Cohn says:

“The team is the car itself, ready to speed along in whatever direction it is pointed. The product owner is the driver, making sure that the car is always going in the right direction. And the ScrumMaster is the chief mechanic, keeping the car well tuned and performing at its best.”

# OUTLINE

Included below are the main topics covered in this course. The recommended duration for the course is 2 days however, if needed, it can be further tailored based on your specific context in terms of both content and duration.

## Sprint 1 – Agile and Lean

- Values and principles of Agile and Lean
- Understanding and comparing Agile frameworks (especially Scrum and Kanban)
- Roles, artefacts, ceremonies

## Sprint 2 – Planning and Estimations

- Product Roadmap and Product Backlog
- Writing good User Stories
- Agile estimating and planning

## Sprint 3 – Identifying and Removing Impediments

- Agile cycles
- Real company impediments (case studies)
- The Scrum Master / Agile Coach Role
- Running effective ceremonies

## Sprint 4 – Agile Engineering Practices

- Agile Architecture
- Managing Technical Debt
- Continuous Delivery and other engineering practices
- Scaling Agile



## ABOUT THE TRAINERS

**Dan Nicola** is an Agile trainer and coach, always willing to help others make the transition to an Agile approach. He has been applying agile principles for several years and is very passionate about guiding teams in becoming self-organised and committed to delivering customer value. Dan is a constant speaker at conferences and community events, always eager to share his knowledge with others, learning from them at the same time. Dan is also a Certified Scrum Master.

**Florin Cardasim** is a software architect and Agile coach. Beyond his technical skills, he gained a broad experience as a trainer for companies and speaker in conferences. Florin is passionate by technology and by working with people to construct amazing things; focused on client and team, quality and on-time delivery while carefully looking to keep inside the fun of the software development. He is fortunate to be part of the Microsoft Regional Director program, a group of technology experts recognized by Microsoft for their passion about sharing their knowledge with the community. Worldwide, there are less than 150 RDs.

