

Business Skills - Agile for Development and Operations Teams

Code:	2505
Length:	2 days
URL:	View Online

In the fast-paced business landscape, organizations must learn to quickly react to change and push products to market faster than ever before. Continuously incorporating customer feedback helps these organizations positively react to those changes, increasing efficiency, and quality. Agile is an important set of principles that development and operations teams can use to deliver value and encourage continuous process improvement. In this course, you will learn the fundamentals of participating on high-functioning agile teams. This challenge-driven course focuses on the adaptive techniques you need to plan successful deliveries, from evaluating projects to determine if there a good agile candidate through estimating and planning the work, and finally assessing your own organizational readiness for agile implementation.

Skills Gained

- Define scope and vision for an agile initiative
- Create user stories that describe valuable features
- Participate in team-based estimation as an input into backlog prioritization
- Participate in backlog prioritization activities with given resources and time constraints
- Plan across multiple releases
- Establish the work to be delivered successfully during a sprint
- Learn how to manage your team and track the team's progress
- Identify the work through kickoff and sprint planning
- Participate effectively in end of sprint activities
- Assess changes and identify their impacts to existing work

Who Can Benefit

- Application/software developers
- Business Analyst
- Cloud computing professionals
- Cybersecurity professionals
- Infrastructure professionals
- IT architecture and design professionals
- Operations professionals
- Product managers
- Project/program managers
- Testers

Course Details

1. Agile Introduction and Overview

- Why Agile
- Agile Methods
- Agile Benefits
- Agile Basics: Understanding the lingo

2. Forming the Agile Team

- Team Roles
- Process Expectations
- Self-Organizing Teams: Where flexibility exists
- Communication: Inside and out

3. Product Vision

- Five Levels of Planning in Agile
 - Vision
 - Roadmap
 - Release
 - Iteration
 - Daily
- Importance of Product Vision
- Creating and communicating vision

4. Focus on the Customer

- User Roles
- Customer Personas
- Customer Participation

5. Creating a Product Backlog

- User Stories
- Acceptance Tests
- What Makes a Good Story (sizing and substance)
- Story Writing Workshop

6. Product Roadmap

- Product Themes
- Importance of Focus
- Creating the Roadmap

- Communication
- Maintaining the Roadmap

7. Prioritizing the Product Backlog

- Methods for Prioritizing
- Building Trust
- Expectations for Prioritizing Stories

8. Estimating

- Actual vs. Relative Estimating
- Story Points
- Planning Poker
- Estimating Team Velocity

9. Release Planning

- Utilizing Velocity
- Continuous Integration
- Regular Cadence

10. Story Review

- Getting to the Details
- Methods
- Keeping Xadence

11. Iteration Planning

- Task Breakdown
- Time Estimates
- Definition of "Done"
- Active Participation

12. Iteration Execution

- Collaboration: Value individuals and interactions
 - Communication
 - Daily Standup (Scrum)
 - Taskboards
- Cadence

13. Measuring and Communicating Progress

Course discussion: Instructor will lead a discussion on the effectiveness of the measurements appropriate for your company.

14. Iteration Review and Demo

- Iteration Review
- Demos: A change from the past

15. Retrospectives

- What We Did Well
- What Did Not Go So Well
- What Will We Improve

16. Bringing it All Together

- Process Overview
- Transparency
- Cadence
- Team Roadmap

Team Exercises:

Exercise 13: Teams will establish a roadmap for adopting the most useful principles and practices learned during the course. The larger group will discuss how this Team Roadmap will be maintained as part of ongoing retrospectives. The instructor will share insights into how teams have successfully adopted Agile principles and practices as well as what pitfalls to avoid. Most teams find this to be the most useful exercise of the course as they apply what they have learned to their situation.
