

Scrum Webinar

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Agenda

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Scrum/Agile, PMP, Sales & Marketing, Six Sigma, Negotiation and more
- 6. About SCRUMstudy**
 - Why Scrum
 - Why SCRUMstudy
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 - Scaling Scrum for Large Projects and the Enterprise
 - SCRUMstudy Certifications
 - SCRUMstudy Certified Trainer, Certified Agile Coach
 - Classroom Training Methodology
 - Online Courses
 - Mobile App
- 7. Scrum/Agile Certification and Training**
- 8. Next Steps – Get Trained and Certified!**



Objectives

- ✓ Knowing more about VMEdU/SCRUMstudy – a leading global adult learning platform
- ✓ Understanding Scrum, and the benefits of Scrum vis-a-vis traditional Project Management
- ✓ Getting a high-level overview of the SCRUMstudy SBOK™ framework and how it helps in delivering successful projects. The SBOK™ framework is currently the most popular framework for Scrum/Agile in the industry.
- ✓ Learning about SCRUMstudy Certifications
- ✓ Learning how to become a SCRUMstudy Certified Trainer (SCT™) or SCRUMstudy Certified Agile Coach (SCAC™).



Benefits to Participants joining this webinar

VOUCHER CODE: SCRUM50 (valid till November 10, 2017)

Using this Voucher Code, all participants in this webinar will get access to

- Free 1 month VMedu subscription (value \$ 35 per month) with 1000+ hours of high quality videos, case studies and additional content about Scrum/Agile; and also the best in class content about Digital Marketing, traditional Project Management (PMP®/PRINCE2®), ITIL, CBAP, and multiple other courses. Link to enroll – <http://www.vmedu.com/VCCP/Apply-VCCP>. Subscription can be accessed online or through mobile app.
- 50% discount on the physical copy of the SBOK Guide. (it will cost you \$ 17.75 including shipping charges). Buy now – <http://www.scrumstudy.com/SBOKGuide/download-free-buy-SBOK>
- \$ 50 discount for all SCRUMstudy Scrum certifications. Link to enroll: <http://www.scrumstudy.com/Certification>
- \$ 50 discount (US/Canada only) on all SCRUMstudy physical and virtual classes. Link to enroll: <http://www.scrumstudy.com/Classes>
- Free Scrum Fundamentals Certification, 50 Free VMedu RCUs / PMI PDUs



Conducting the Webinar

- The webinar is being coordinated by 5 co-authors of the SBOK Guide: Gaynell Malone, Drew Nations, James Pruitt, Dr. Jose Nunez, and Nikhil Kumar.



Gaynell Malone



James Pruitt



Buddy Peacock



Nikhil Kumar

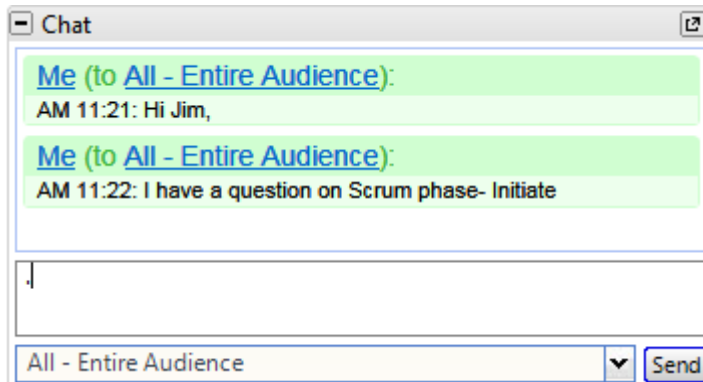


Arun Rahim



Conducting the Webinar

- We have 3,000+ persons participating in this webinar today, which makes it the biggest live Scrum/Agile webinar globally.
- All participants in this webinar can ask questions to the VMEdU team by using the chat button provided in GotoWebinar. VMEdU team will try to answer all questions asked through the chat window.



- We will take 5 minutes break every hour.
- We hope you enjoy and learn from this webinar!

*: Answers from VMEdU representatives in the chat window are the views of individuals representing VMEdU. Inc, and may not represent the official views of VMEdU Inc.



Questions

(please use the chat button provided in the Webinar)







About Us

- VMedu is an accreditation body for Scrum & Agile, Sales & Marketing, Negotiation and Six Sigma. We provide comprehensive learning programs for PMP, PRINCE2, ITIL and several other courses. VMedu also hosts 450+ courses from other Subject Matter Experts on our platform.
- Offer multi-modal learning through online or instructor-led classes. Include high-quality videos, podcasts, simulated exams, study guides, certifications, flashcards and more – all accessible via mobile app.
- Allow companies to conduct high-quality training classes using VMedu's online and classroom course materials.
- World's first Free Cloud-based Learning Management System(LMS) with free mobile app.
- Provide a single portal to access online courses, video lectures, certification exams, and more.

Note: Free 1 month VMedu online subscription (including mobile app) is available to all participants in this webinar



Our Investors



- VMEdu is funded by Sequoia Capital, a Californian venture capital firm.
- The firm is known for funding companies such as Apple, Aruba Networks, Google, WhatsApp, YouTube, PayPal, Cisco Systems, Oracle, Electronic Arts, Yahoo!, NVIDIA, Navigenics, Cotendo, Atari, Ameritox, Kayak, Meebo, Admob, Zappos, Green Dot and LinkedIn.
- The ***Wall Street Journal*** estimates that 19% of NASDAQ's value is accounted by Sequoia funded firms.

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A leader in the professional training and certification industry

750,000+
students



7500+
companies

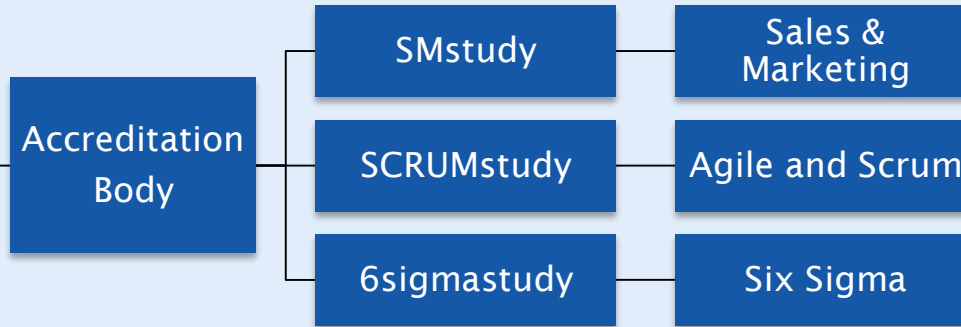


1450+
training partners

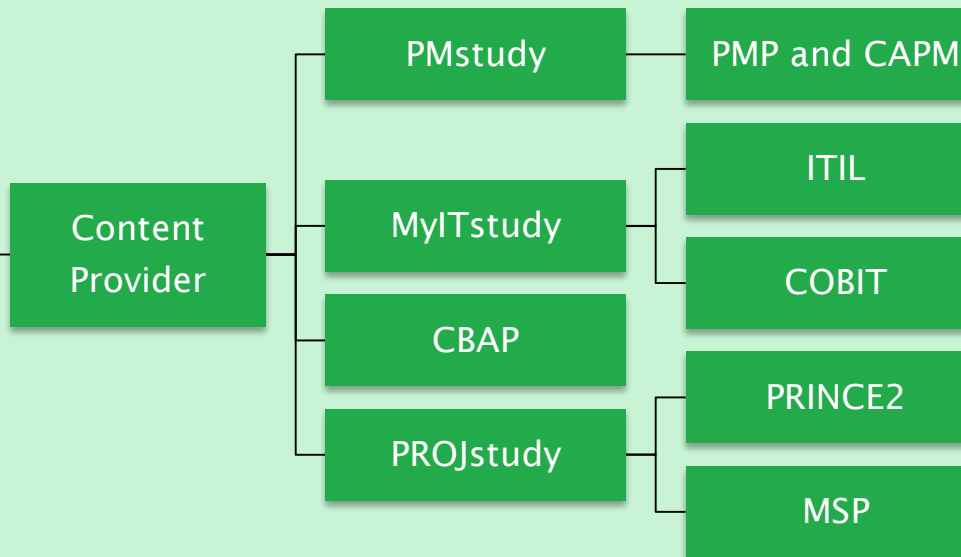


150+
countries





As an **Accreditation Body**, VM Edu works with Subject Matter Experts to create publications, courses and certifications on Sales & Marketing, Scrum, Agile, and Six Sigma.



As a **Content Provider**, VM Edu offers certification prep courses on PMP, CAPM, ITIL, COBIT, CBAP, PRINCE2 and MSP



Comprehensive Learning Programs



Comprehensive Learning Programs (CLPs)

- Each CLP is provided by VMEdU brand websites such as PMstudy, SCRUMstudy, 6sigmastudy, Ngstudy, and SMstudy.
- Each CLP is equivalent to 50+ hours of learning through videos, case studies, classroom training modules, study guides, proctored certification exams, and more.



Scrum & Agile

16 Programs



Digital Marketing

4 Programs



Project Management

8 Programs



Quality

5 Programs



IT Service Management

5 Programs



Marketing Strategy

4 Programs



Marketing Research

4 Programs



Corporate Sales

4 Programs



Other courses

200+ Courses

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Other 450+ Courses



Marketing Strategy (MS)
24 courses



Digital Marketing (DM)
20 courses



Corporate Sales (CS)
4 courses



Branding and Advertising (BA)
2 courses



Retail Marketing (RM)
4 courses



Project Management
8 courses



IT & Software
84 courses



Finance
10 courses



Human Resource
3 courses



Personal Development
22 courses



Design
13 courses



Music
2 courses



Healthcare
5 courses



Lifestyle
8 courses



Business Development
16 courses



Others
6 courses



Quality Management
1 courses



Risk Management
2 courses

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Questions

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Why Scrum?

- ✓ Most popular Agile framework for projects.
- ✓ Adaptive, iterative, fast, flexible, and effective method designed to deliver significant value quickly and throughout a project.
- ✓ The Scrum framework, as defined in the *SBOK™ Guide*, is structured in such a way that it supports product and service development in all types of industries and in any type of project, irrespective of its complexity.
- ✓ Uses cross-functional, self-organized and empowered teams who divide and execute their work in short, concentrated work cycles called Sprints.
- ✓ Focus on value-driven delivery helps Scrum Teams deliver results as early in the project as possible.



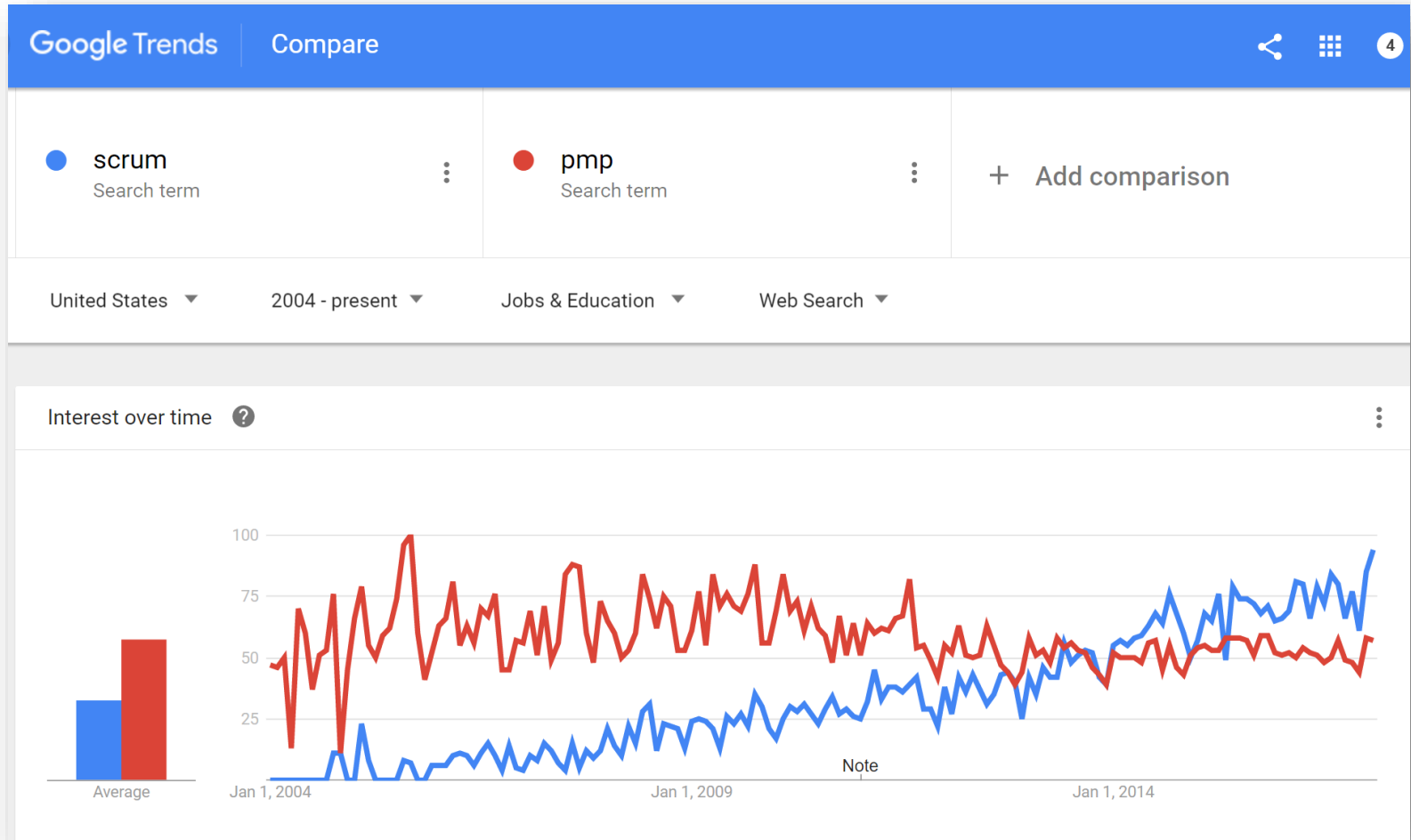
Why Scrum?

- ✓ Adaptability
- ✓ Transparency
- ✓ Continuous Feedback
- ✓ Continuous Improvement
- ✓ Faster Problem Resolution
- ✓ Efficient Development Process
- ✓ Sustainable Pace
- ✓ Early Delivery of High Value
- ✓ Motivation
- ✓ Effective Deliverables
- ✓ Customer Centric
- ✓ High Trust Environment
- ✓ Collective Ownership
- ✓ Continuous Delivery of Values
- ✓ High Velocity
- ✓ Innovative Environment

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Growth of Scrum



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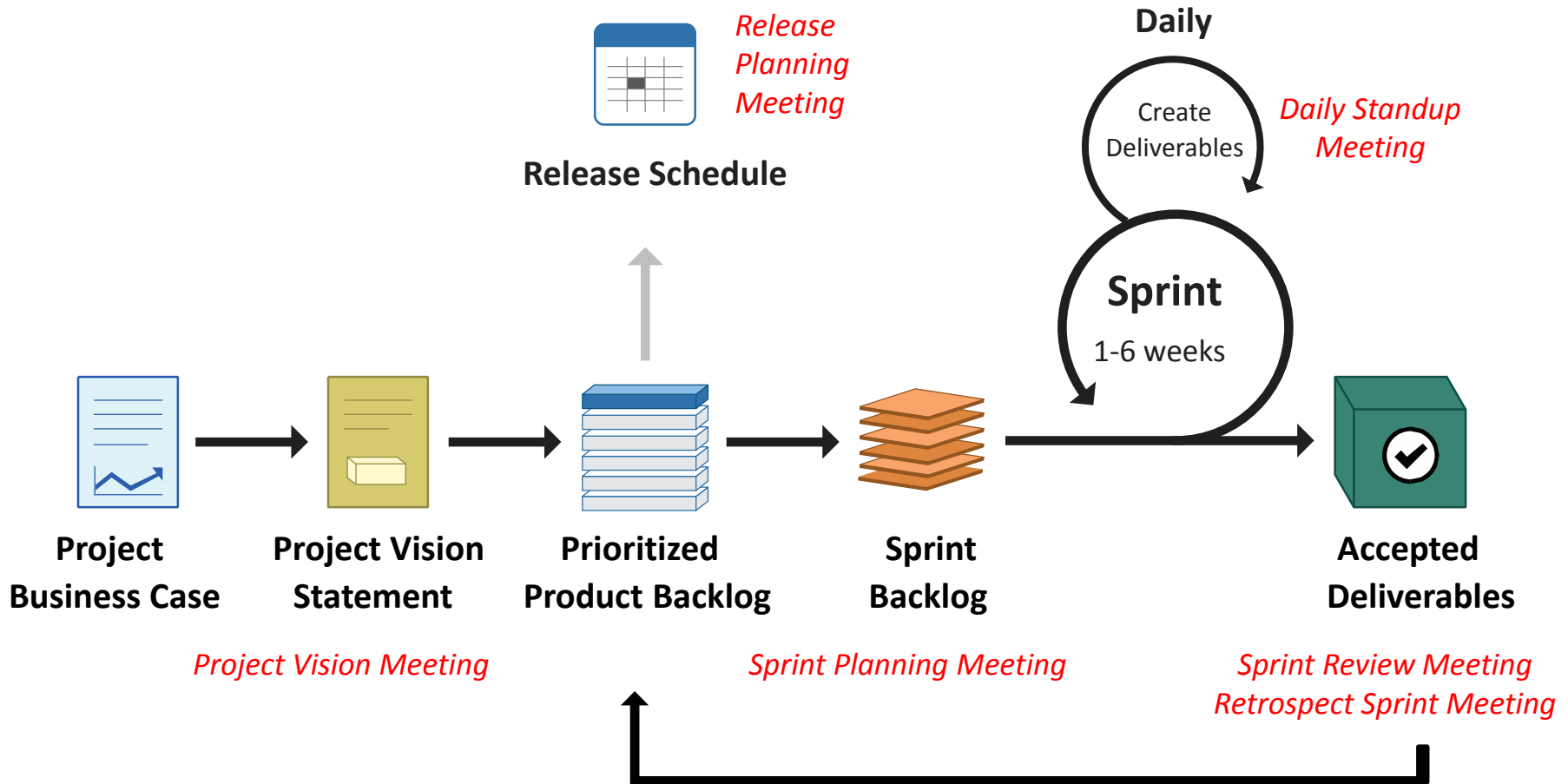
Scrum vs. Traditional Approach

Approach	Agile/Scrum	Waterfall
Emphasis	People	Process
Domain	Unpredictable/Exploratory	Predictable
Documentation	Minimal-only as required	Comprehensive
Quality assurance	Customer centric	Process centric
Process style	Iterative	Linear
Organization	Self-organized	Managed
Upfront Planning	Low	High
Perspective toward change	Adaptability	Sustainability
Prioritization of requirements	Based on business value and regularly updated	Fixed in the project plan
Management Style	Decentralized	Autocratic
Leadership	Collaborative, Servant Leadership	Command and control
Performance Measurement	Business value	Plan conformity
Returns on Investment	Early/throughout project life	End of project life

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Scrum Framework



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Why SCRUMstudy?

Most Popular and Widely Accepted

Based on Scrum Body of Knowledge (SBOK™ Guide)

Industry-wide Acceptance

Credible and Standard Testing Environment

Multiple Free Resources for Scrum & Agile
Community

SCRUMstudy certifies several thousand students each month – more than any other accreditation body for Scrum and Agile.

Details: <https://www.scrumstudy.com/whyscrum/why-scrumstudy>



Why SCRUMstudy?

Free "Scrum Fundamentals Certified" – SFC™ Course

Standardized Resources for SCRUMstudy Trainers

Open to Feedback from Scrum/Agile Practitioners

Active Discussions to Share and Learn

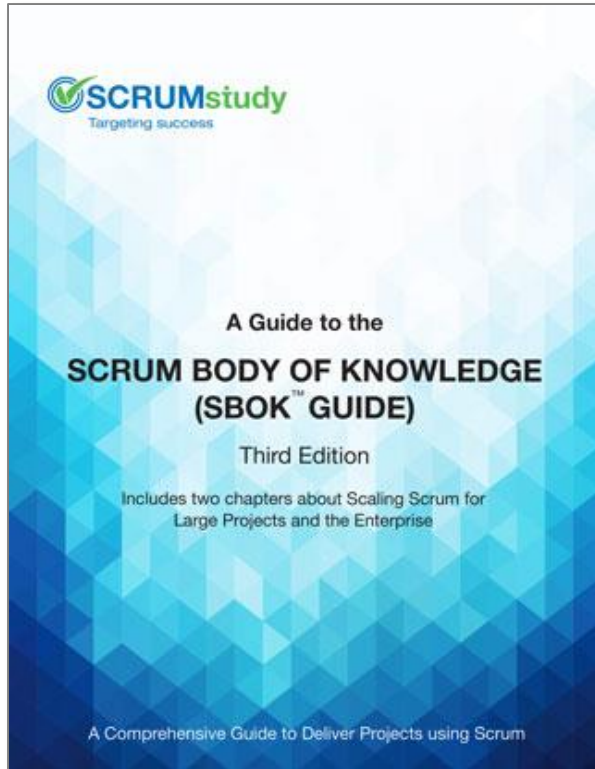
Established name in Scrum/Agile Certifications

SCRUMstudy LinkedIn Group was started just 2 years ago and now has 100,000+ members.

Details: <https://www.scrumstudy.com/whyscrum/why-scrumstudy>



Overview of the SBOK™ Guide

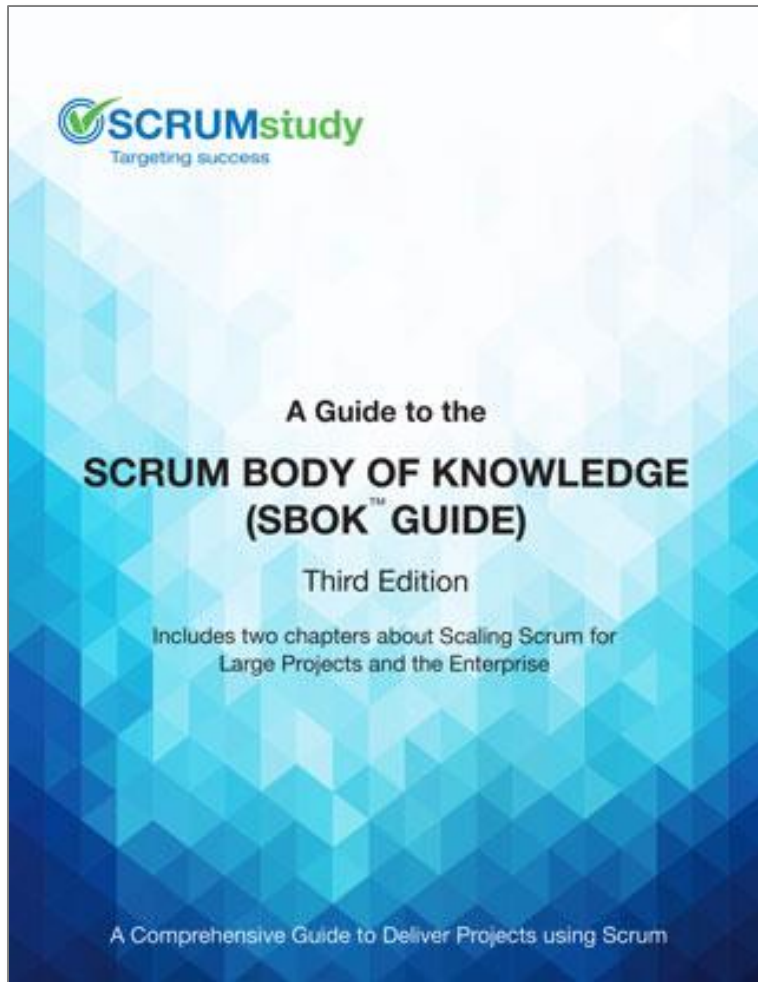


The SBOK™ Guide is available for free download at [SCRUMstudy.com](https://www.scrumstudy.com)

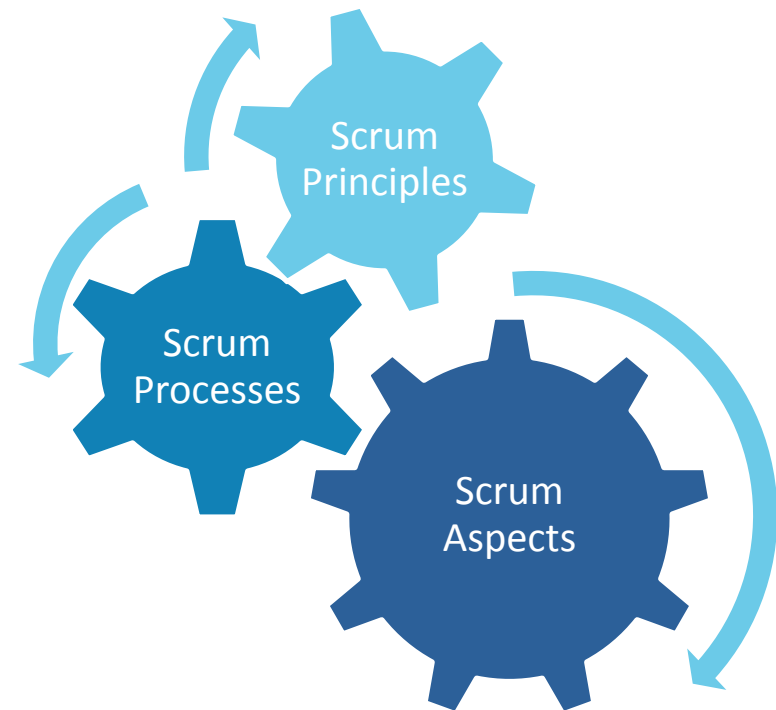
A Guide to the Scrum Body of Knowledge (SBOK™ Guide) provides guidelines for the successful implementation of Scrum—the most popular Agile product development and project delivery method. Scrum, as defined in the SBOK™ Guide, is applicable to the following:

- ✓ Portfolios, programs, and/or projects in any industry
- ✓ Products, services, or any other results to be delivered to stakeholders
- ✓ Projects of any size or complexity

The **SBOK™ Guide** can be used as a reference and knowledge guide by both experienced Scrum and other product and service development practitioners, as well as by individuals with no prior experience or knowledge of Scrum or other project delivery methodology.



The Scrum Framework is described by the Principles, Processes and Aspects.



SBOK™ Guide Framework



SBOK™ Guide: Chapters

1. INTRODUCTION
2. PRINCIPLES
3. ORGANIZATION
4. BUSINESS JUSTIFICATION
5. QUALITY
6. CHANGE
7. RISK
8. INITIATE
9. PLAN AND ESTIMATE
10. IMPLEMENT
11. REVIEW AND RETROSPECT
12. RELEASE
13. SCALING SCRUM FOR LARGE PROJECTS
14. SCALING SCRUM FOR THE ENTERPRISE

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Questions

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Introduction to Scrum

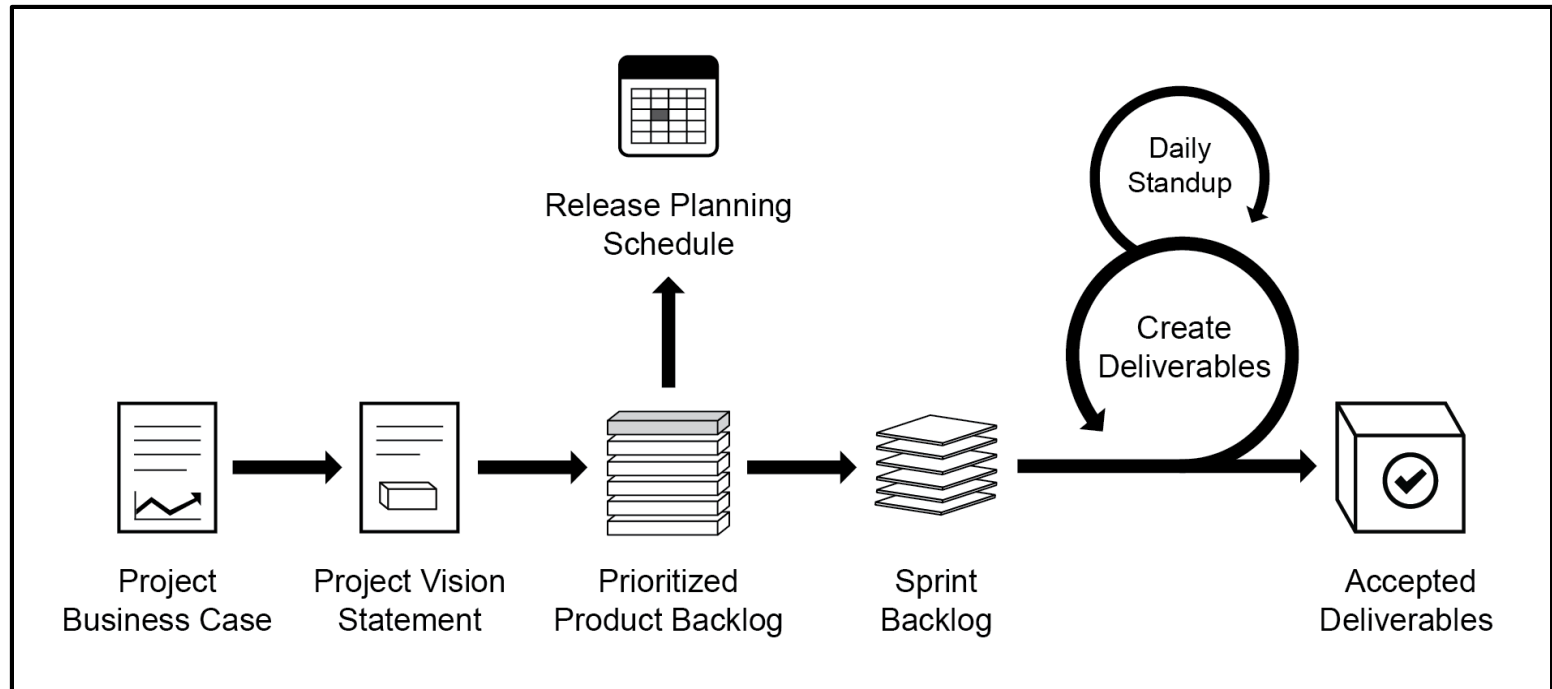


Figure 1-1: Scrum Flow for one Sprint

Additional Details: SBOK Pages 1-20; VMEdU online subscription (1 month free access to all participants in this webinar)



Scrum Principles

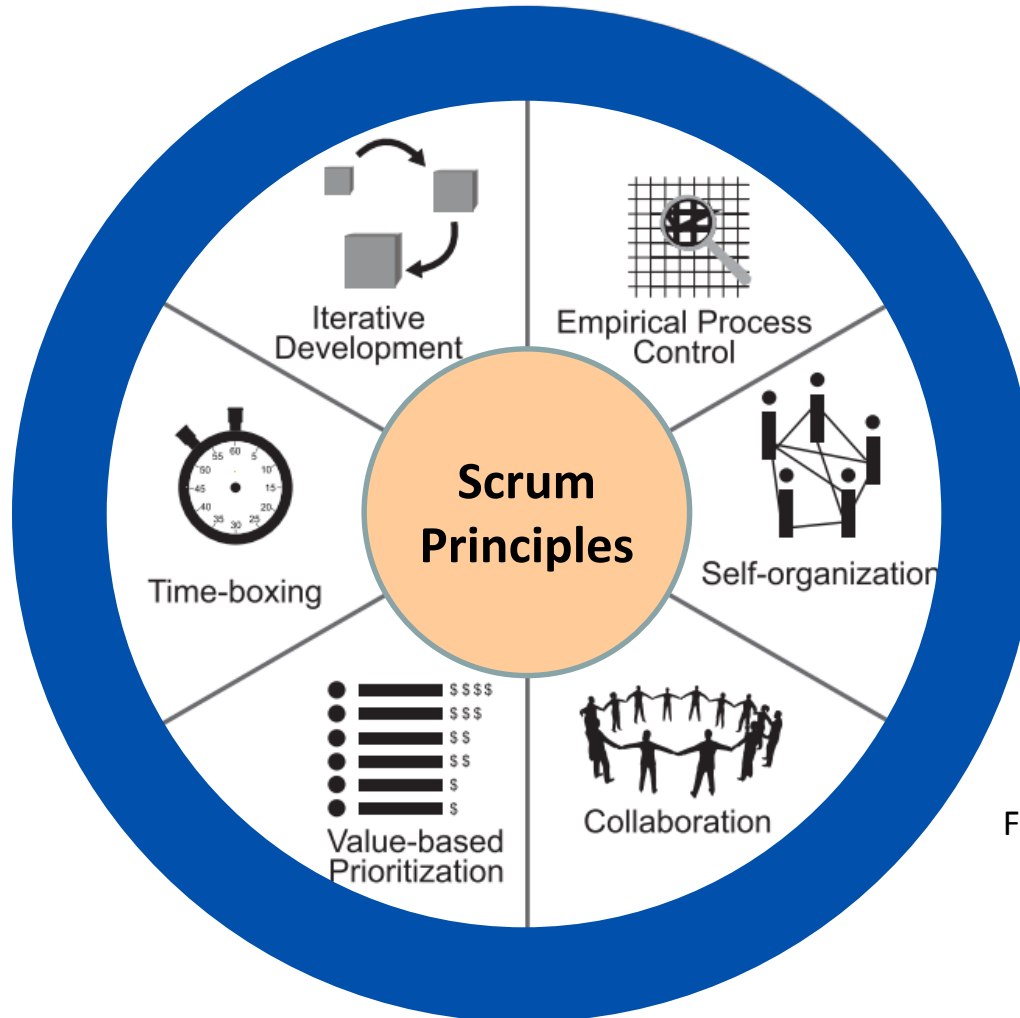


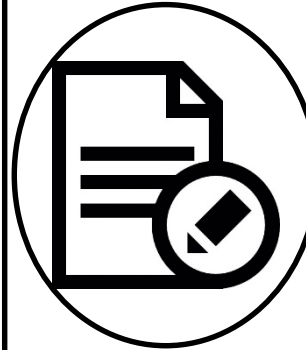
Figure 1-3: Scrum Principles
SBOK Page 9



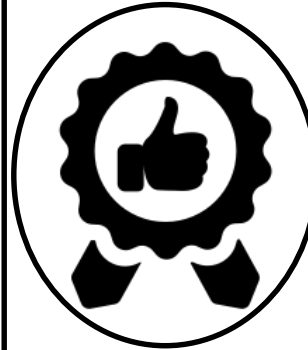
Scrum Aspects



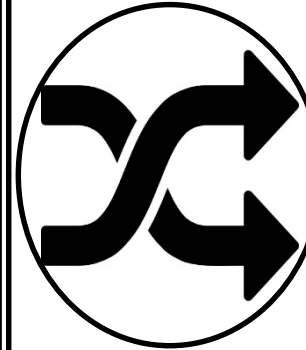
Organization



Business
Justification



Quality



Change



Risk



Scrum Aspect: Organization

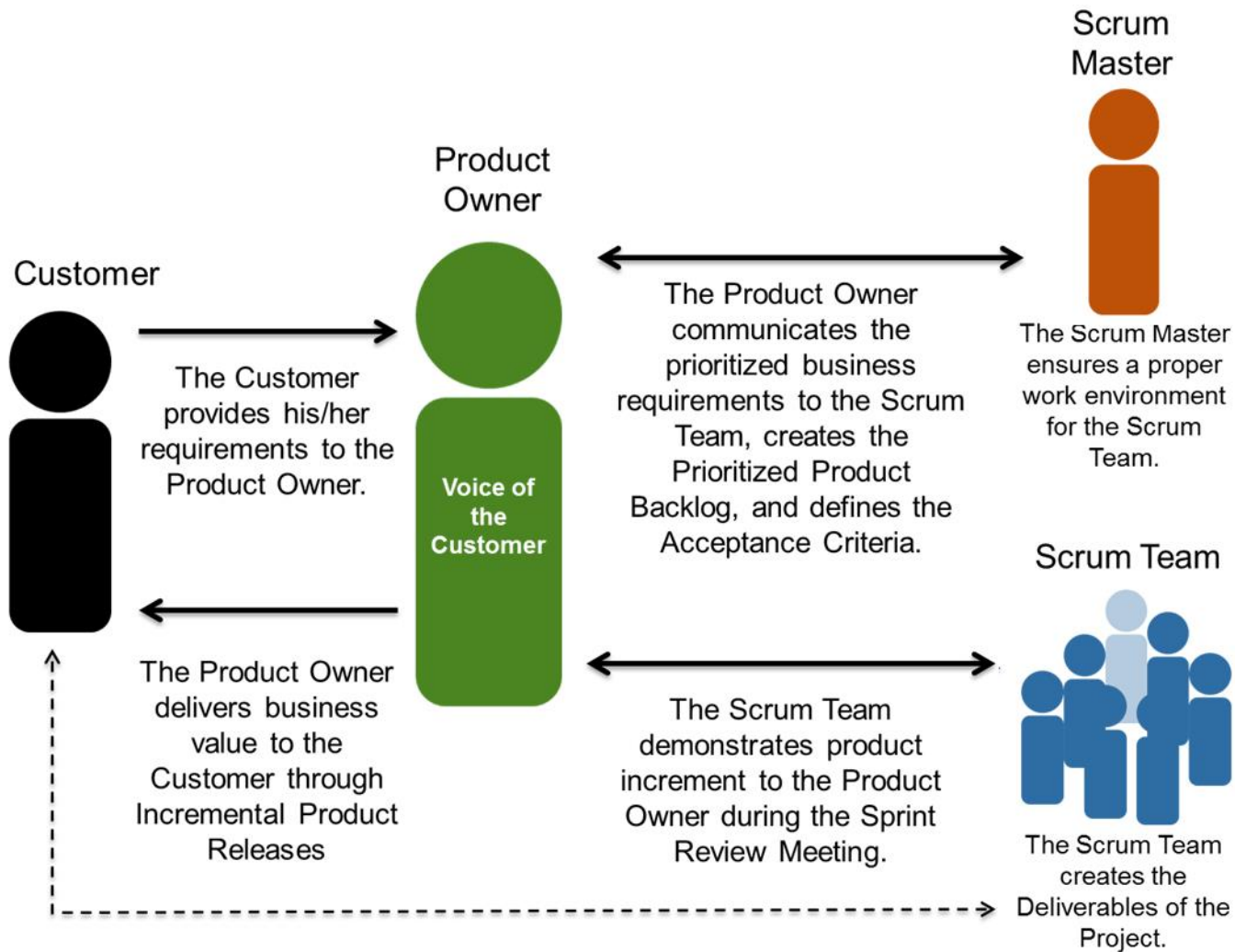


Figure 3-1: Scrum Roles—Overview; SBOK – Page 42



Scrum Aspect: Organization

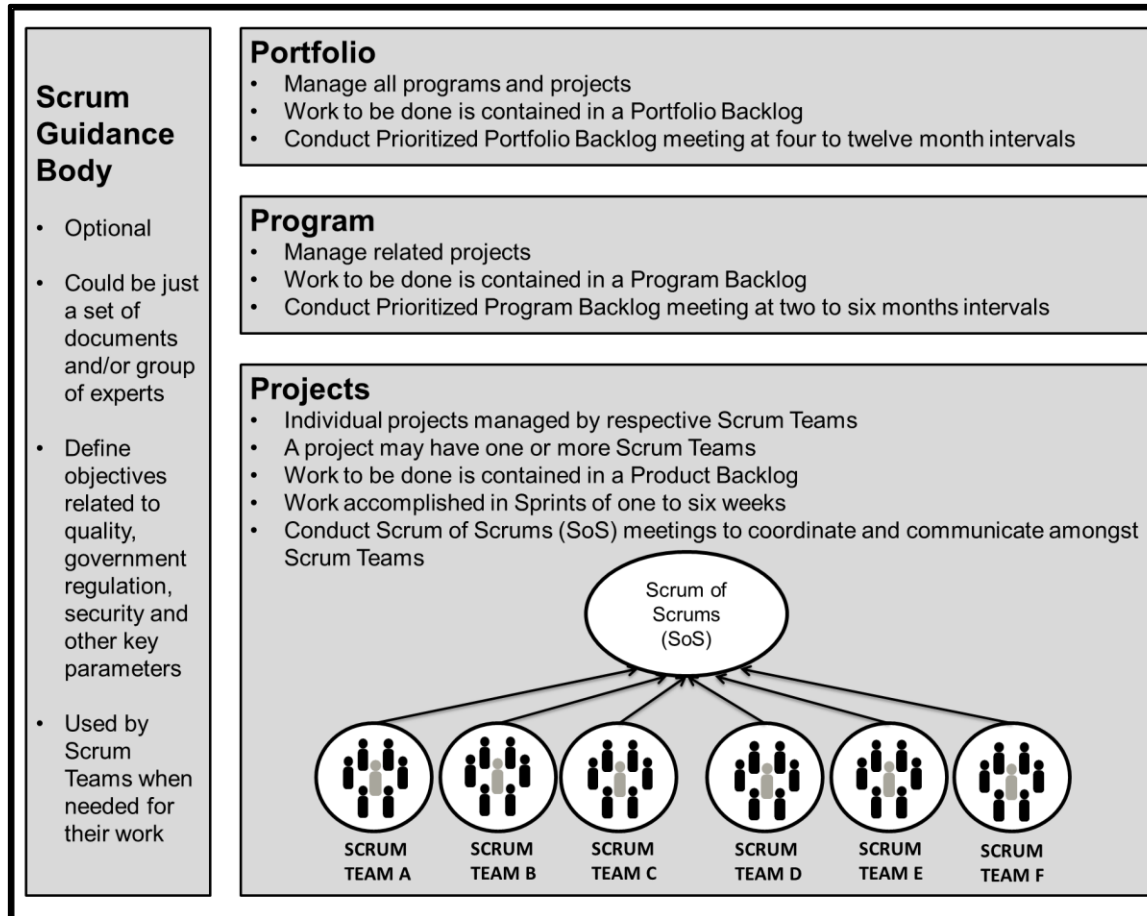
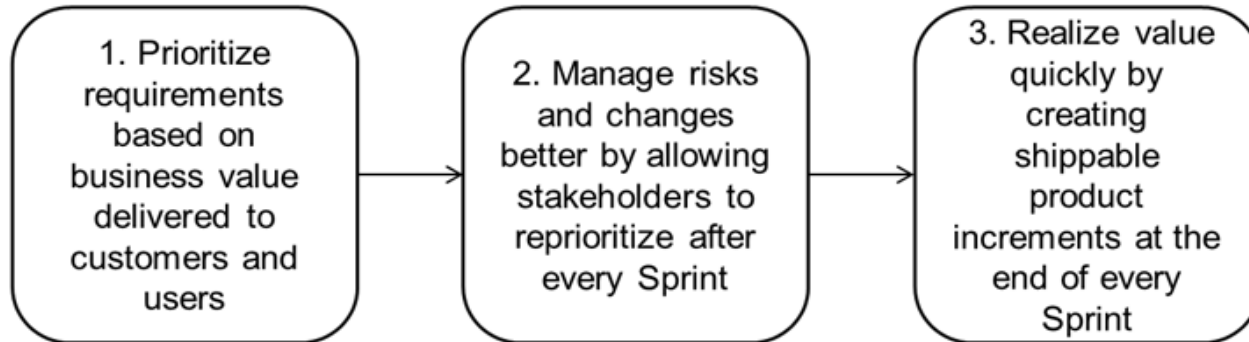


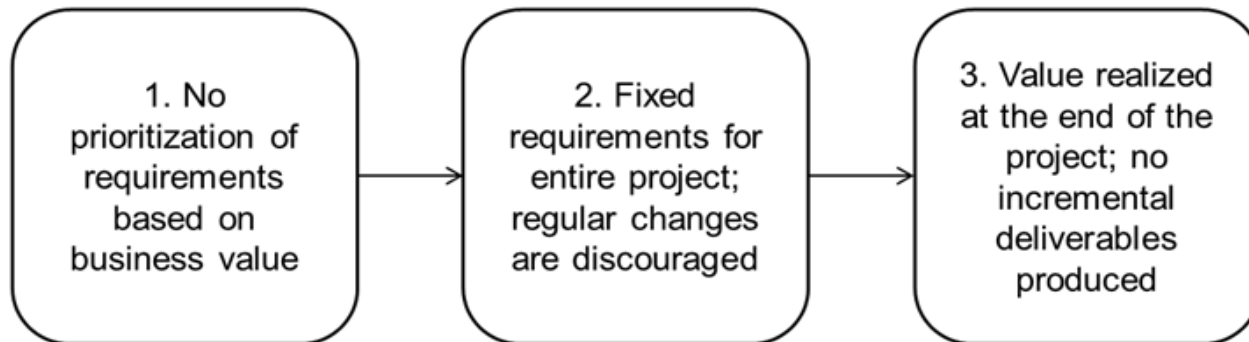
Figure 3-4: Scrum Across the Organization for Projects, Programs, and Portfolios; SBOK – Page 53



Scrum Aspect: Business Justification



Value-Driven Delivery in Scrum Projects



Traditional Projects

Figure 4-1: Delivering Value in Scrum vs. Traditional Projects; SBOK Page 67



Scrum Aspect: Business Justification

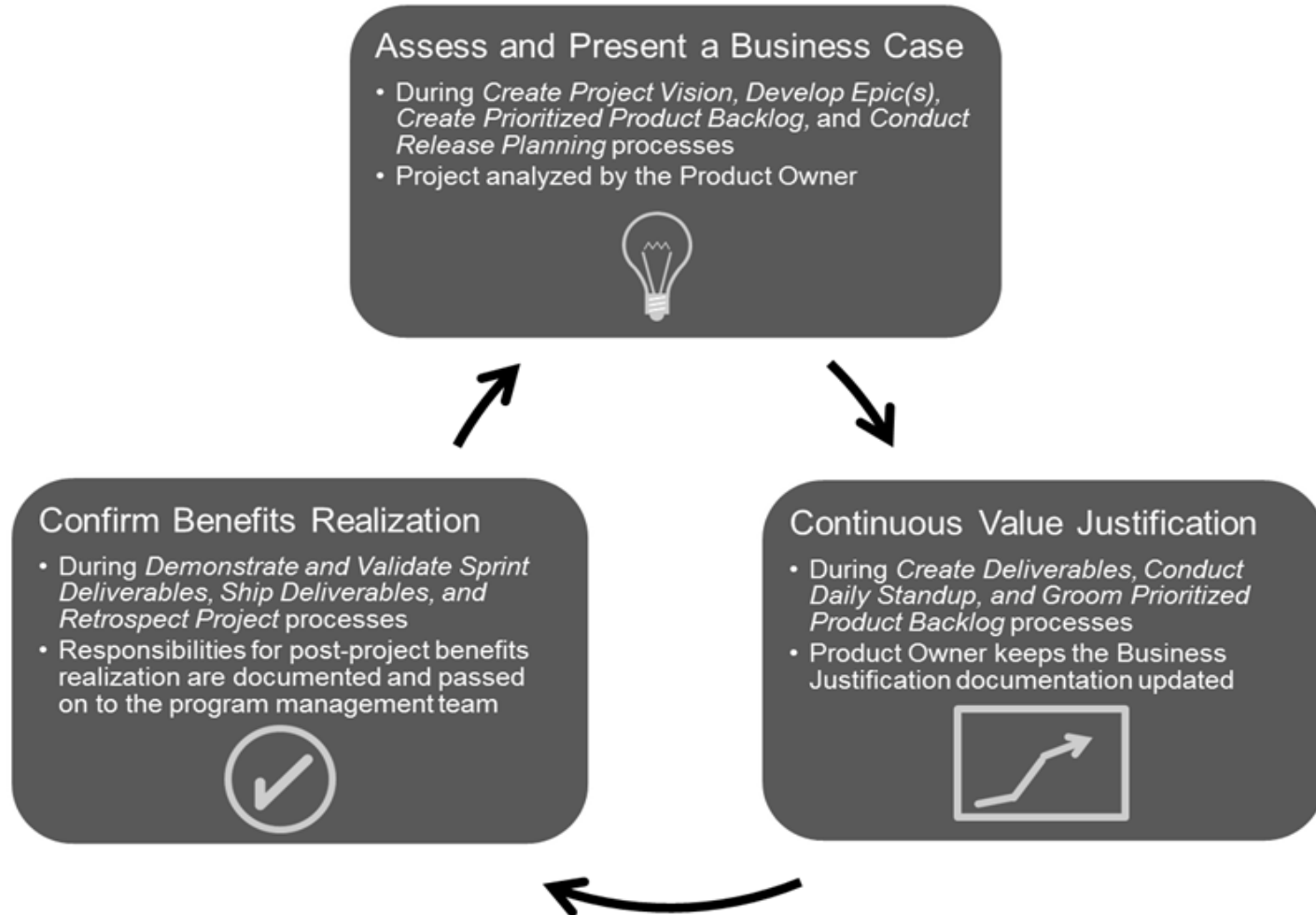


Figure 4-3: Business Justification and the Project Lifecycle; SBOK Page 71



Scrum Aspect: Quality

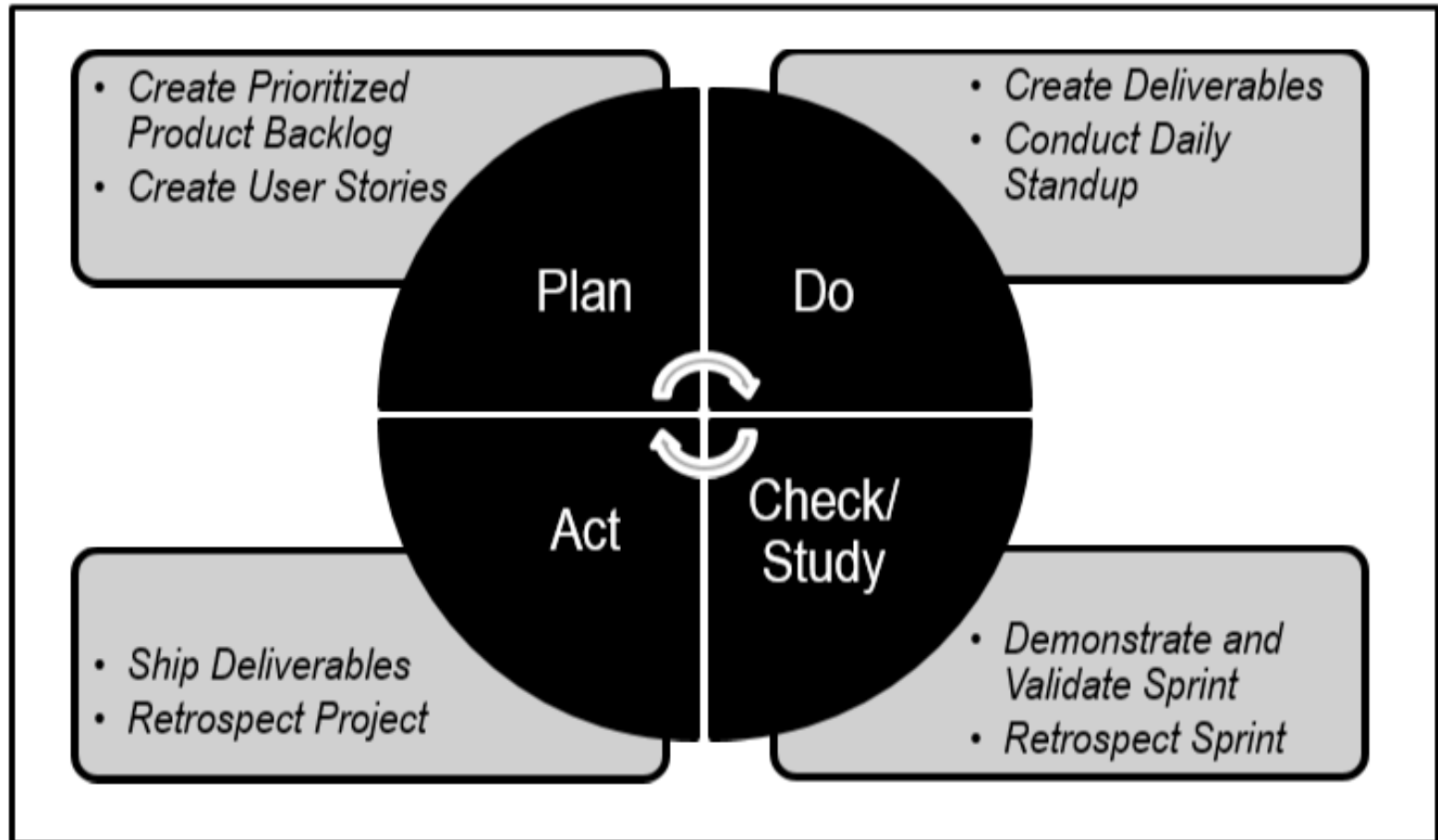


Figure 5-3: PDCA Cycle in Scrum; SBOK Page 94

Additional Details: SBOK Pages 83-95; VMEdu online subscription (1 month free access to all participants in this webinar)



Scrum Aspect: Change

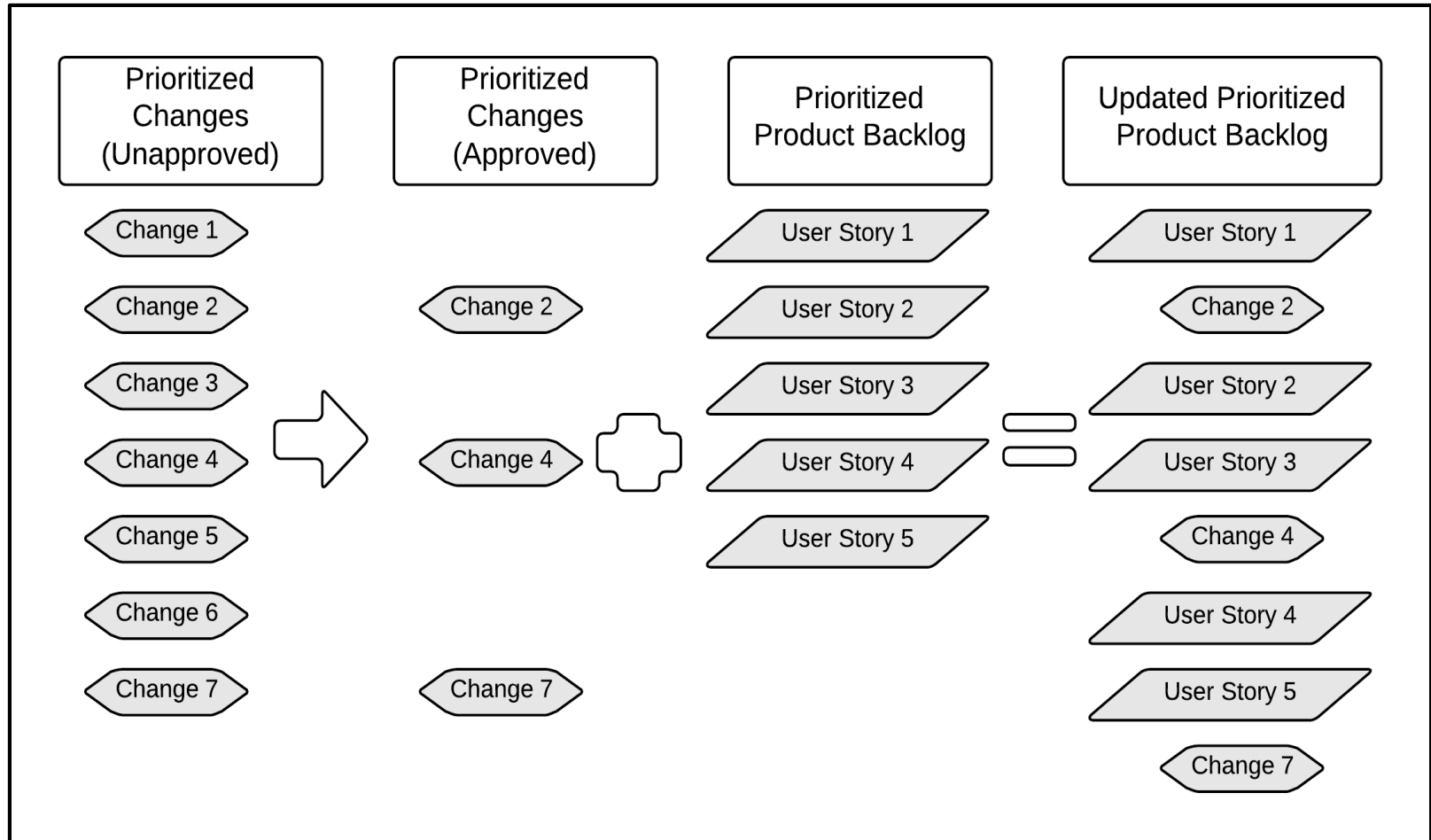


Figure 6-2: Updating Prioritized Product Backlog with Approved Changes; SBOK Page 100



Scrum Aspect: Change

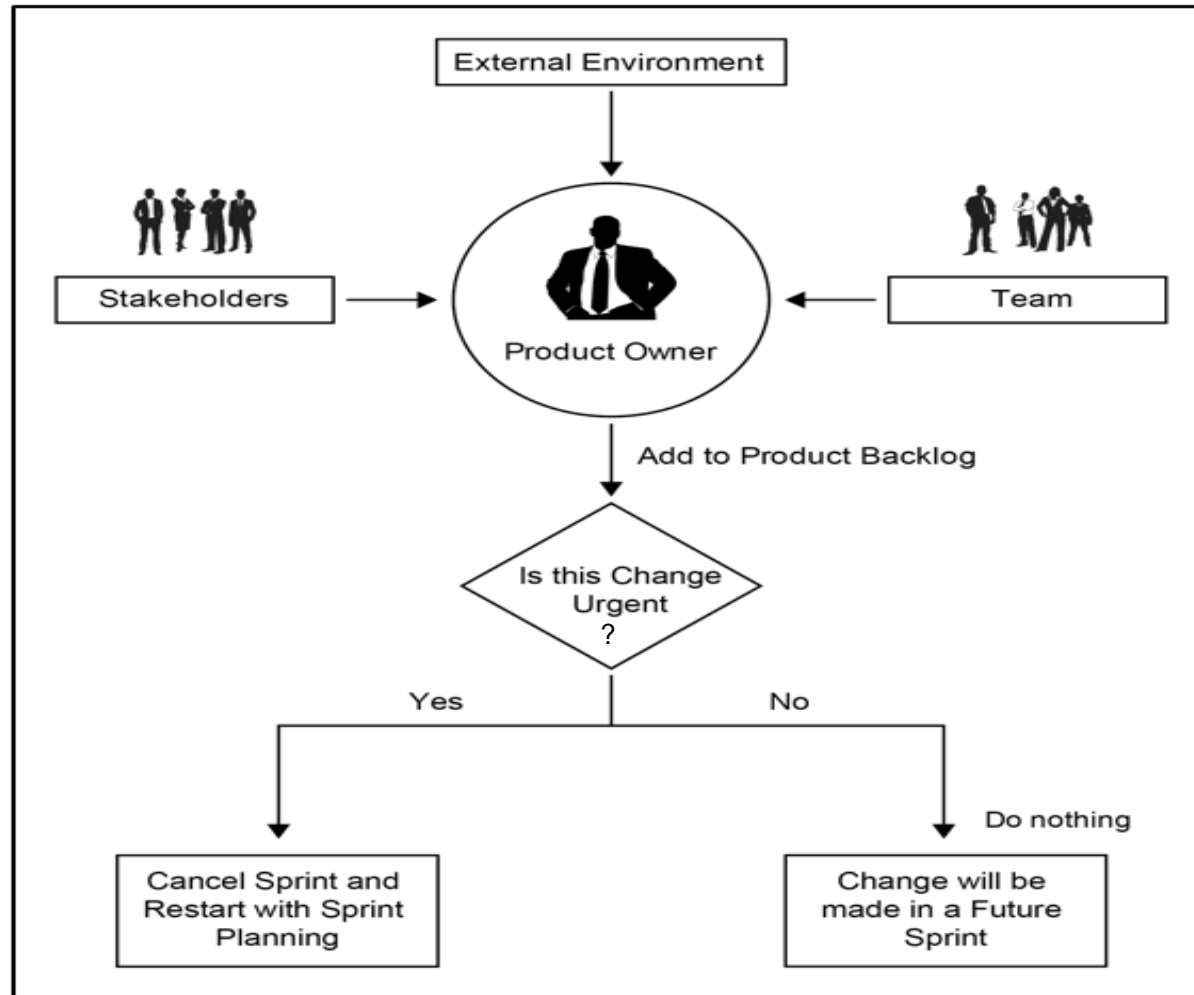


Figure 6-6: Integrating Change in Scrum; SBOK Page 107

Additional Details: SBOK Pages 97-115; VMEdU online subscription (1 month free access to all participants in this webinar)



Scrum Aspect: Change

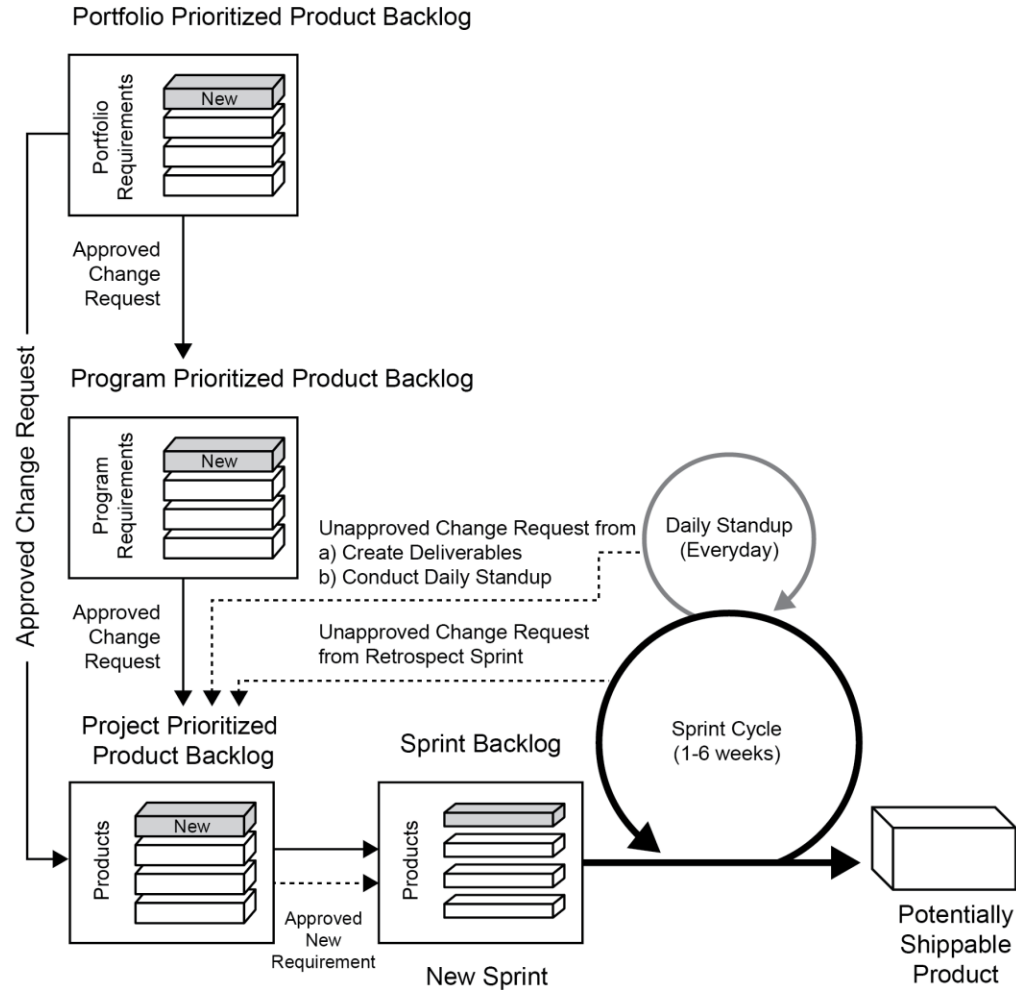


Figure 6-8: Incorporating Changes in Portfolio and Program; SBOK Page 113

Additional Details: SBOK Pages 97-115; VMEdU online subscription (1 month free access to all participants in this webinar)



Scrum Aspect: Risk

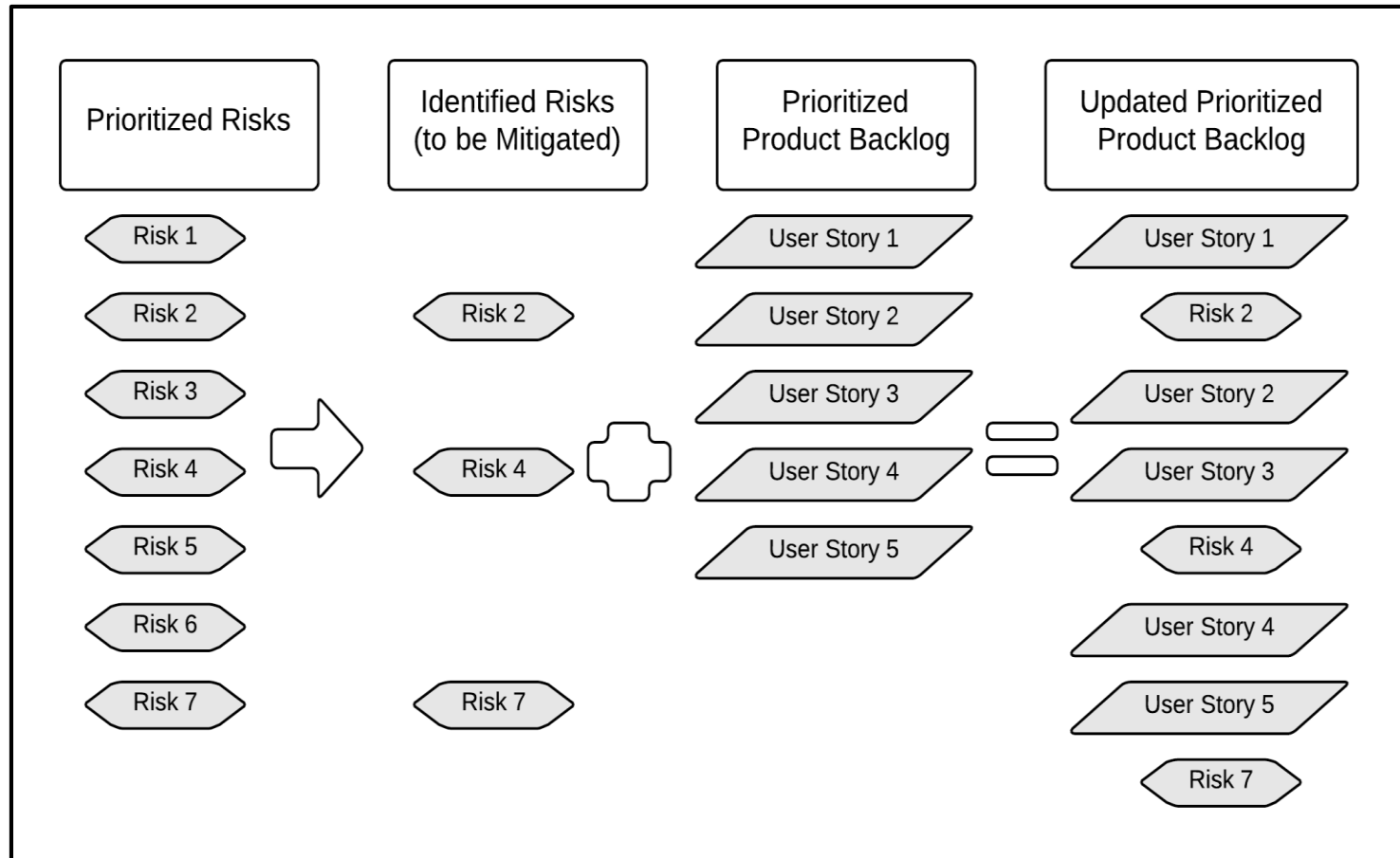


Figure 7-4: Process for Risk Prioritization; SBOK Page 126



Scrum Aspect: Risk

Minimizing Risks Through Scrum

Flexibility
reduces
business-
environment-
related risk

Regular
feedback
reduces
expectations-
related risk

Team
ownership
reduces
estimation risk

Transparency
reduces non-
detection risk

Iterative
delivery
reduces
investment risk



Scrum Aspect: Risk

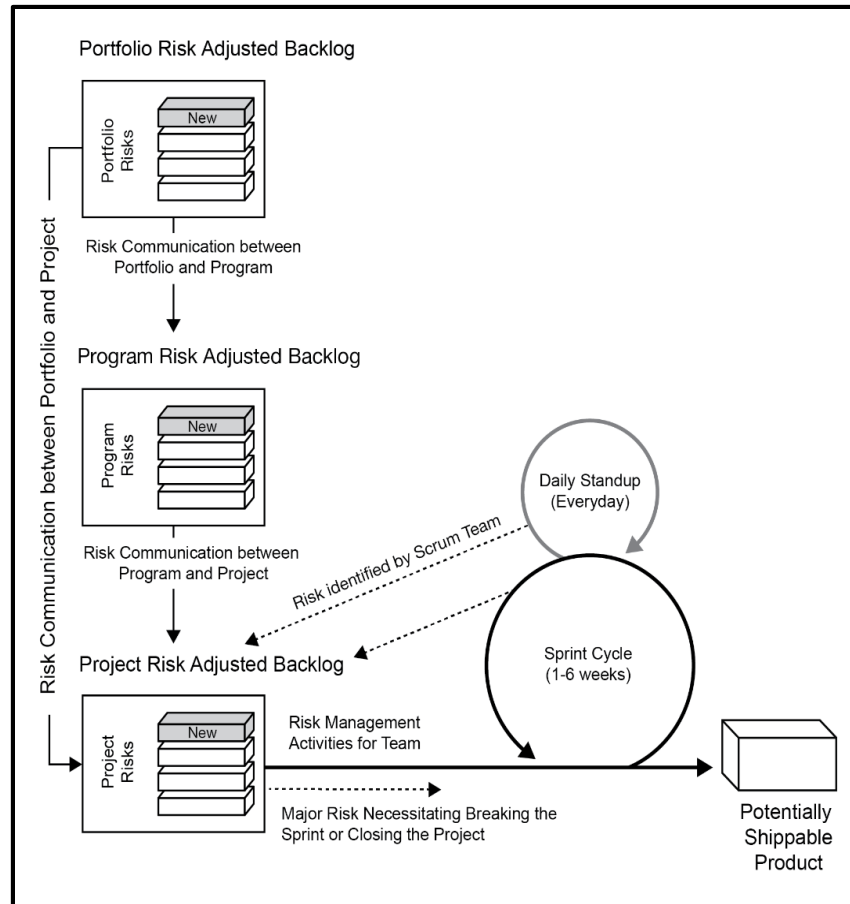


Figure 7-6: Handling Risks in Portfolios and Programs; SBOK Page 131

Additional Details: SBOK Pages 117-133; VMEdU online subscription (1 month free access to all participants in this webinar)



Questions

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Scrum Phases & Processes

Initiate	Plan & Estimate	Implement	Review & Retrospect	Release
Create Project Vision	Create User Stories	Create Deliverables	Demonstrate and Validate Sprint	Ship Deliverables
Identify Scrum Master & Stakeholder(s)	Estimate User Stories	Conduct Daily Standup	Retrospect Sprint	Retrospect Project
Form Scrum Team	Commit User Stories	Groom Prioritized Product Backlog		
Develop Epics	Identify Tasks			
Create Prioritized Product Backlog	Estimate Tasks			
Conduct Release Planning	Create Sprint Backlog			

Additional Details: SBOK Pages 15-19; VMEdU online subscription (1 month free access to all participants in this webinar)



Scrum Phase: Initiate

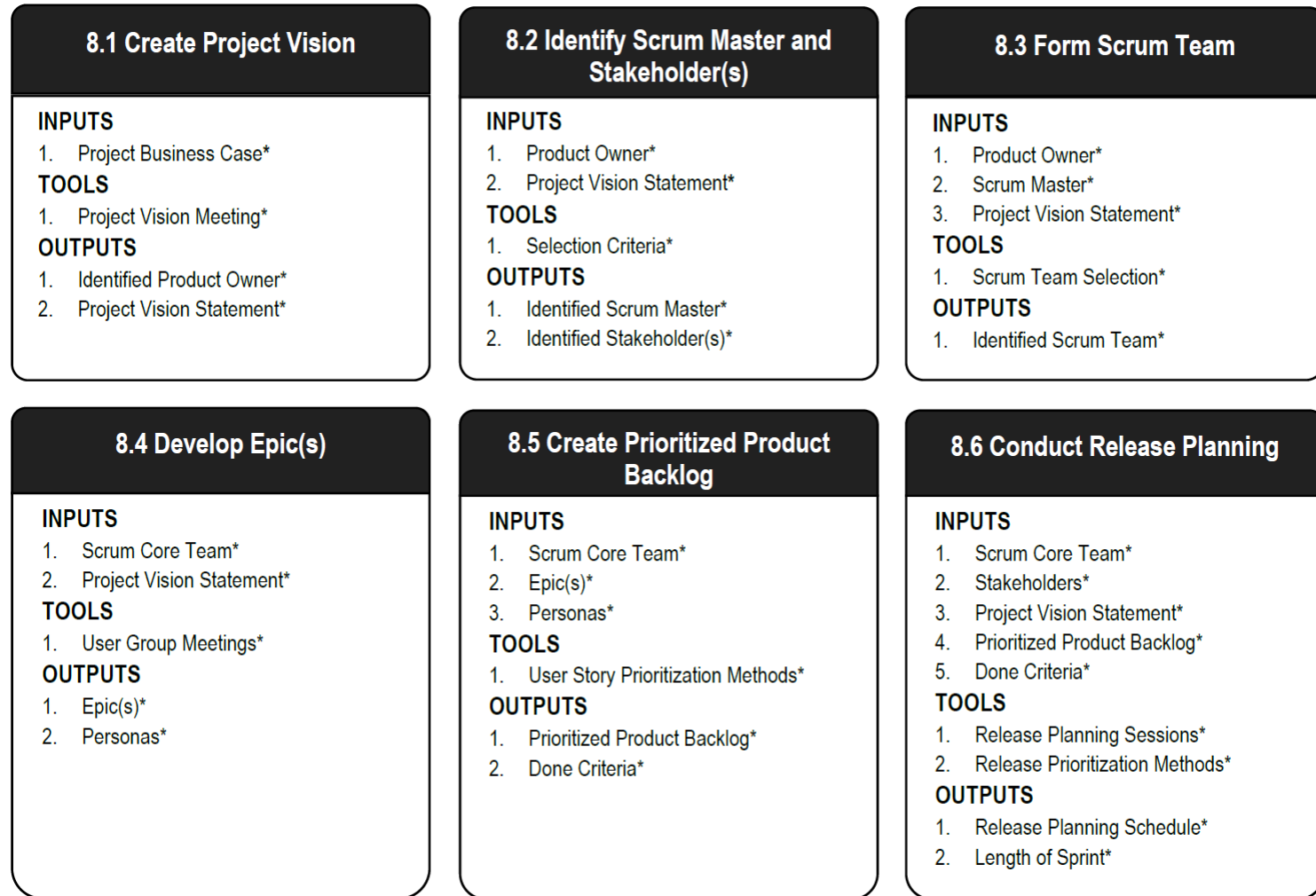


Figure 8-2: Initiate Overview (Essentials); SBOK Page 138

Additional Details: SBOK Pages 135-179; VMEdU online subscription (1 month free access to all participants in this webinar)



Initiate Important Outputs – Scrum Team

- The Scrum Team, sometimes referred to as the Development Team, is a group or team of people who are responsible for understanding the business requirements specified by the Product Owner, estimating User Stories, and final creation of the project Deliverables.
- Scrum Teams are cross-functional and self-organizing.

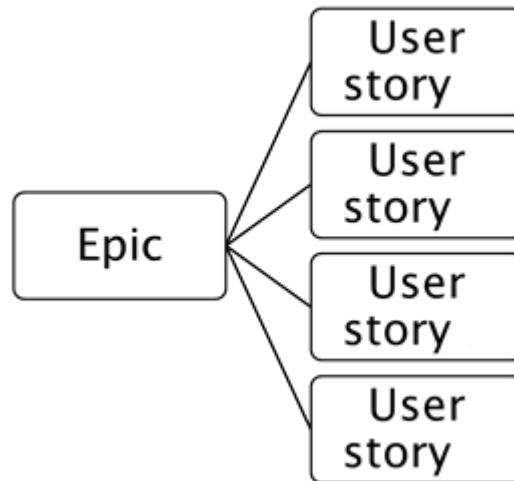


Additional Details: SBOK Page 156; VMEdU online subscription (1 month free access to all participants in this webinar)



Initiate Important Outputs – Epics

- Epics are written in the initial stages of the project when most User Stories are high-level functionalities or product descriptions and requirements are broadly defined.
- They are large, unrefined User Stories in the Prioritized Product Backlog.
- Once these Epics come up in the Prioritized Product Backlog for completion in an upcoming Sprint, they are then broken down into smaller, more granular User Stories.
- These smaller User Stories are generally simple, short, and easy to implement functionalities or blocks of tasks to be completed in a Sprint.



Additional Details: SBOK Page 164; VMEdU online subscription (1 month free access to all participants in this webinar)



Initiate Important Outputs – Personas

- Personas are highly detailed fictional characters, representative of the majority of users and of other stakeholders who may not directly use the end product.
- Personas are created to identify the needs of the target user base.
- Creating specific Personas can help the team better understand users and their requirements and goals.
- *Example:*

Vanessa is a 39 year old resident of San Francisco. She is pursuing her passion for traveling after having a highly successful career as an attorney. She likes to have options while picking air travel and accommodation services so that she can choose the best and the most affordable. She gets frustrated with slow and cluttered websites.

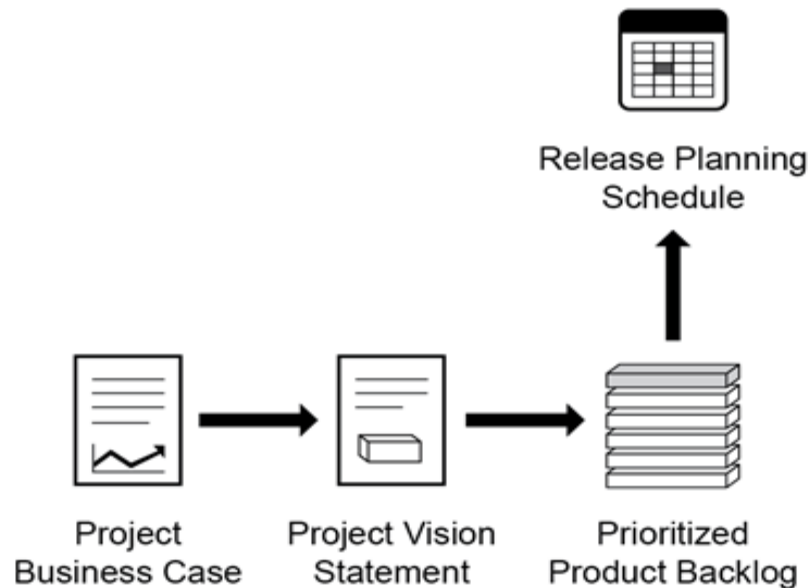


Additional Details: SBOK Page 164; VMEdU online subscription (1 month free access to all participants in this webinar)



Initiate Important Outputs – Prioritised Product Backlog

- The Product Owner develops a Prioritized Product Backlog which contains a prioritized list of business and project requirements written in the form of Epic(s), which are high level User Stories.
- The Prioritized Product Backlog is based on three primary factors: value, risk or uncertainty, and dependencies.



Additional Details: SBOK Page 171; VMEdU online subscription (1 month free access to all participants in this webinar)



Initiate Important Outputs – Done criteria

- Done Criteria are a set of rules that are applicable to all User Stories.
- A clear definition of Done is critical, because it removes ambiguity from requirements and helps the team adhere to mandatory quality norms.
- General Done Criteria could include any of the following:
 - Reviewed by other team members
 - Completed unit testing of the User Story
 - Completion of quality assurance tests
 - Completion of all documentation related to the User Story
 - All issues are fixed
 - Successful demonstration to stakeholders and/or business representatives

Additional Details: SBOK Page 172; VMEdU online subscription (1 month free access to all participants in this webinar)



Initiate Important Outputs – Length of Sprint

- Based on the various inputs including business requirements and Release Planning Schedule, the Product Owner and the Scrum Team decide on the Length of Sprint for the project.
- Once determined, the Length of Sprint often remains the same throughout the project.
- However, the Length of Sprint may be changed if and as the Product Owner and the Scrum Team deem appropriate.
- A Sprint could be Time-boxed from 1 to 6 weeks. However, to get maximum benefits from a Scrum project, it is recommended to keep the maximum length of Sprint Time-boxed to 4 weeks.

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Questions

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Scrum Phase: Plan & Estimate

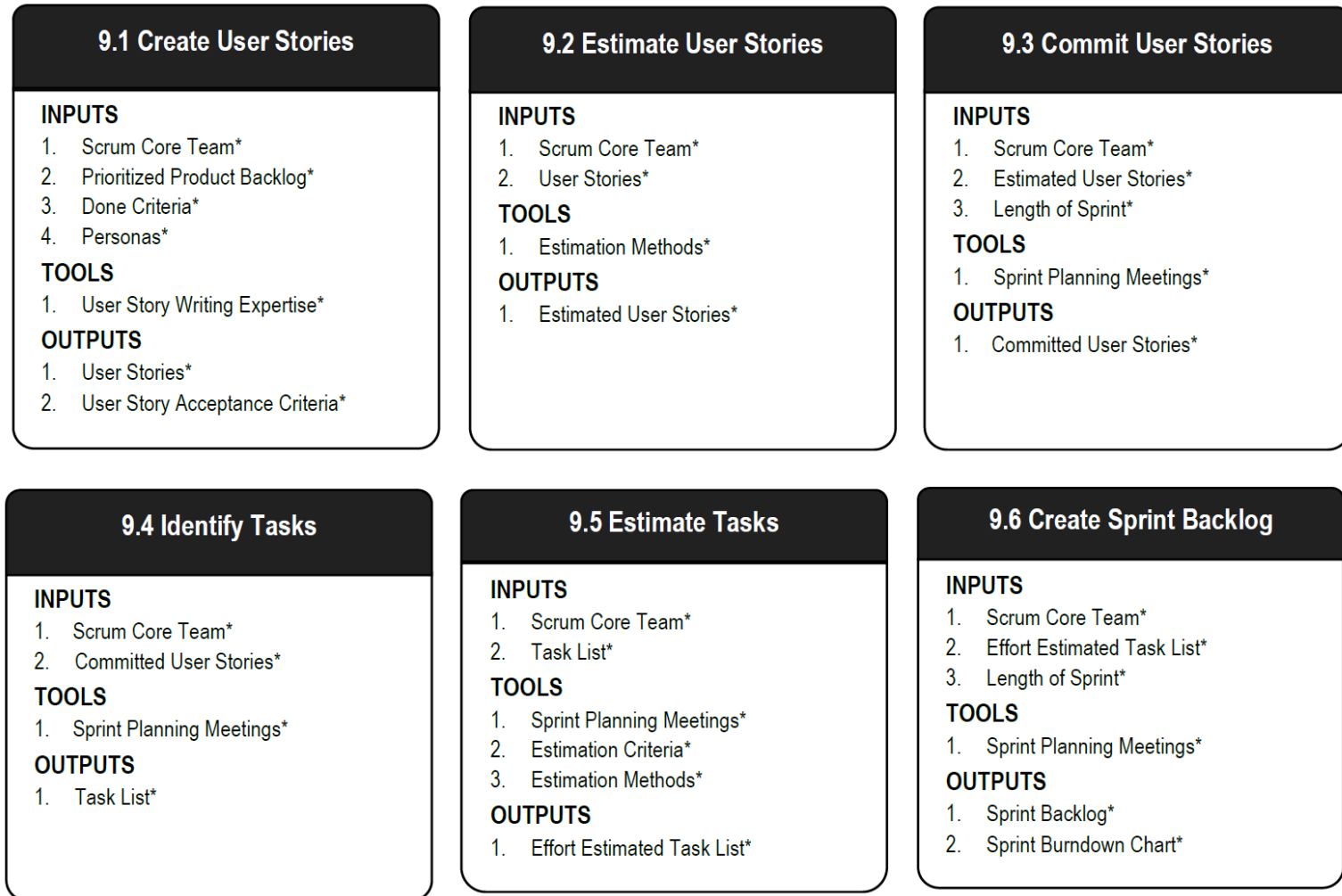


Figure 9-2: Plan and Estimate Overview (Essentials); SBOK Page 184

Additional Details: SBOK Pages 181-211; VMEdU online subscription (1 month free access to all participants in this webinar)



Plan & Estimate Phase - Important Outputs

User Stories

- User Stories adhere to a specific, predefined structure and are a simplistic way of documenting the requirements and desired end-user functionality.
- A User Story tells you three things about the requirement: Who, What, and Why.
- The requirements expressed in User Stories are short, simple, and easy-to-understand statements.
- *User Story Format:*
As a <role/persona>, I should be able to <requirement> so that <benefit>.
- *User Story Example:*
 - As a Database Administrator, I should be able to revert a selected number of database updates so that the desired version of the database is restored.
 - As a Web developer, I should be able to track user data through their unique login, so that I can enable customization of product and service offerings to the visitors.
 - As a customer, I should be able to log in as a guest, so that I can check the offerings without registration when constrained by time.

Additional Details: SBOK Page 189; VMEdU online subscription (1 month free access to all participants in this webinar)



Plan & Estimate Phase - Important Outputs

User Story Acceptance Criteria

- Every User Story has an associated Acceptance Criteria.
- User Stories are subjective, so the Acceptance Criteria provide the objectivity required for the User Story to be considered as Done or not Done during the Sprint Review.
- Acceptance Criteria provide clarity to the team on what is expected of a User Story, remove ambiguity from requirements, and help in aligning expectations.
- *Example:*
 - Persona: Janine is a married 36 year old working professional with a family of three children. She is a busy, successful woman who balances her professional and personal life. She is comfortable with technology and is an early adopter of innovative services and products. She is always connected to the internet through multiple devices and regularly shops on e-commerce portals.
 - User Story: “As an online grocery shopper Janine, I should be able to save and view my draft order from any of my devices so that I can complete the order process at my convenience.”
 - Acceptance Criteria:
 - Every in-progress order must be saved every 5 seconds to the logged in user account as a draft order
 - New draft orders must show up as notifications on any devices the user logs in

Additional Details: SBOK Page 190; VMEdU online subscription (1 month free access to all participants in this webinar)



Plan & Estimate Phase - Important Tool Estimation Methods

- In the Plan & Estimate phase, Estimation Methods are used to estimate User Stories and Tasks.
- Some important tools used for Estimation include:
 - Wideband Delphi: Wideband Delphi is a group-based estimation technique for determining how much work is involved and how long it will take to complete.
 - Planning Poker: Planning Poker, also called Estimation Poker, is a derivative of the Wideband Delphi technique. This is an estimation technique which uses consensus to estimate relative sizes of User Stories or the effort required to create them.
 - Fist of Five: Fist of Five is a simple and fast mechanism that can be used as an estimation practice, as well as a general group consensus building technique. After initial discussion on a given item for estimation, the Scrum Team members are each asked to vote on a scale of 1 to 5 using their fingers.
 - Affinity Estimation: Affinity Estimation is a technique used to quickly estimate a large number of User Stories. Using sticky notes or index cards and tape, the team places User Stories on a wall or other surface, in order from small to large.

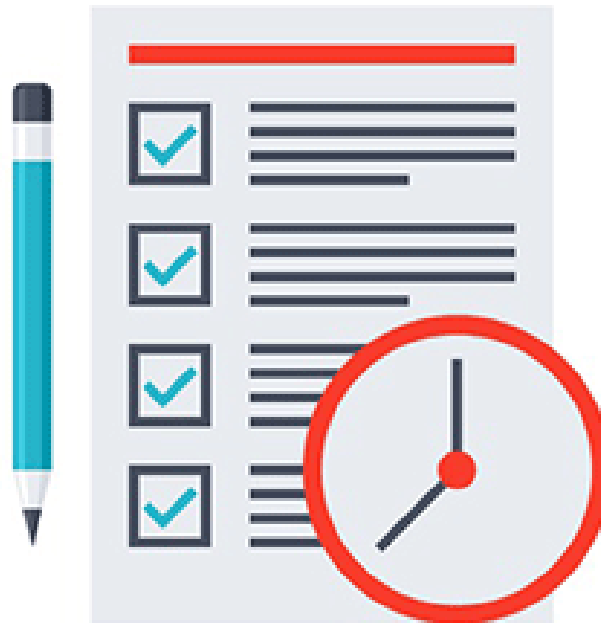
Additional Details: SBOK Page 193; VMEdU online subscription (1 month free access to all participants in this webinar)



Plan & Estimate Phase - Important Outputs

Effort Estimated Task List

- The Effort Estimated Task List is a list of tasks associated with the Committed User Stories included in a Sprint.
- Typically the accuracy of estimates varies with team skills. Estimated effort is expressed in terms of the Estimation Criteria agreed on by the team.



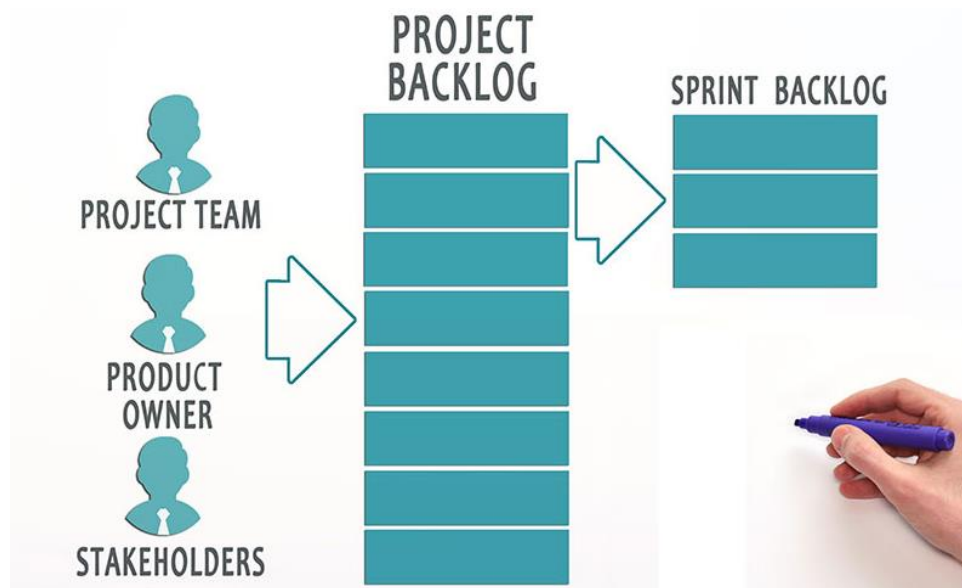
Additional Details: SBOK Page 206; VMEdU online subscription (1 month free access to all participants in this webinar)



Plan & Estimate Phase - Important Outputs

Sprint Backlog

- The list of the tasks to be executed by the Scrum Team in the upcoming Sprint is called the Sprint Backlog.
- Each Scrum Team member also uses Effort Estimated Task List to select the tasks they plan to work on in the Sprint, based on their skills and experience.
- The list of the tasks to be executed by the Scrum Team in the upcoming Sprint is called the Sprint Backlog.



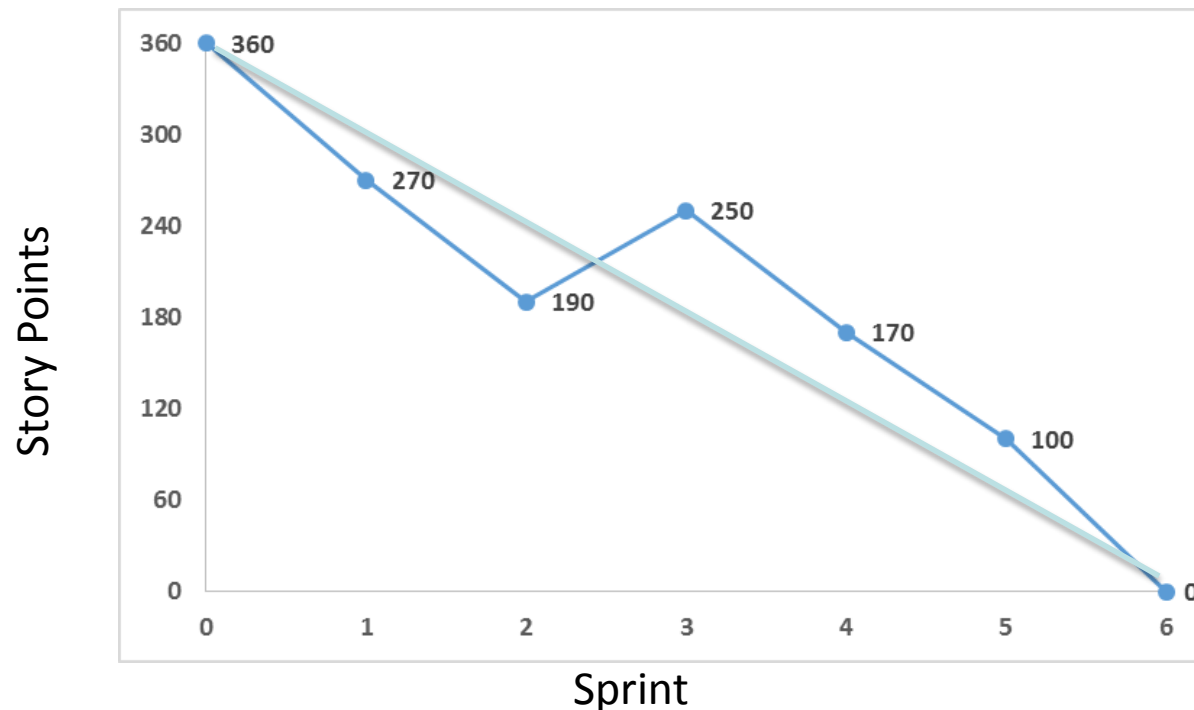
Additional Details: SBOK Page 209; VMEdU online subscription (1 month free access to all participants in this webinar)



Plan & Estimate Phase - Important Outputs

Sprint Burndown Chart

- The Sprint Burndown Chart is a graph that depicts the amount of work remaining in the ongoing Sprint. The initial Sprint Burndown Chart is accompanied by a planned burndown.
- The Sprint Burndown Chart should be updated at the end of each day as work is completed.



Additional Details: SBOK Page 210; VMEdU online subscription (1 month free access to all participants in this webinar)



Questions

(please use the chat button provided in the Webinar)





Scrum Phase: Implement

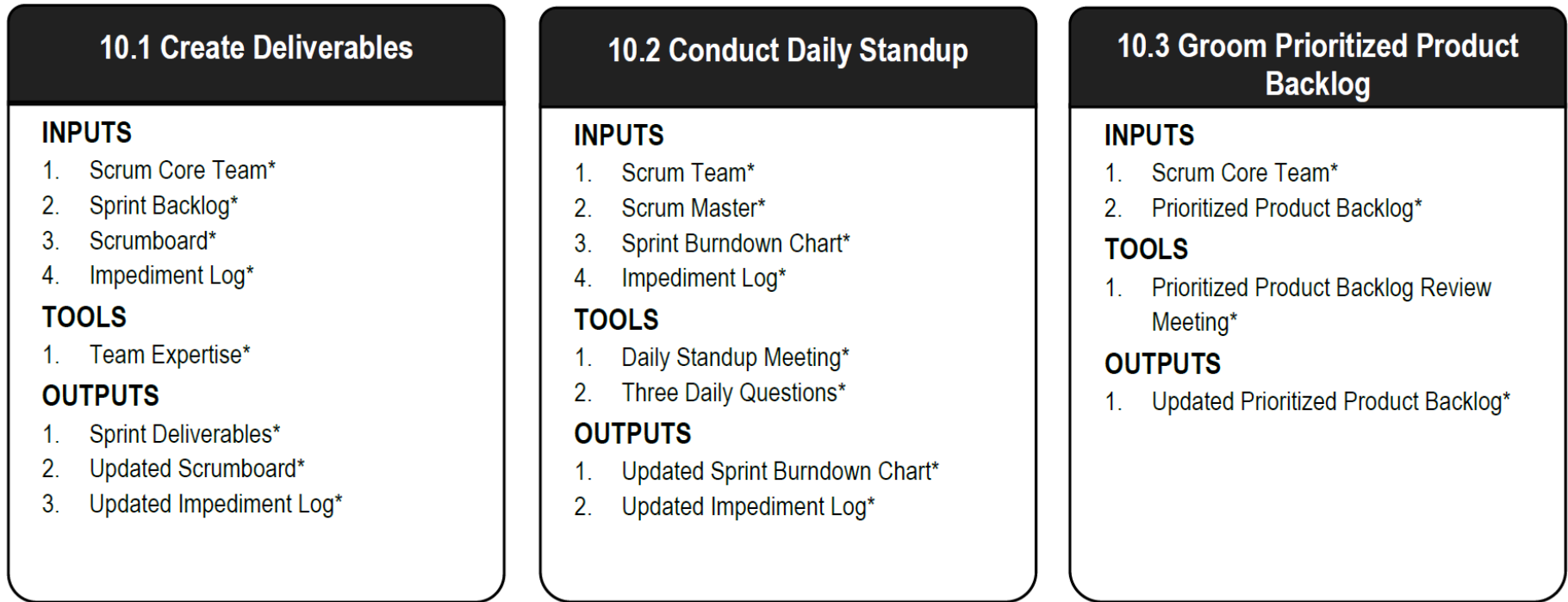


Figure 10-2: Implement Overview (Essentials); Page 216

Additional Details: SBOK Page 213-233; VMEdU online subscription (1 month free access to all participants in this webinar)



Implement Phase - Important Outputs

Scrumboard

- Scrum's transparency comes from openly viewable information tools like the Scrumboard, which shows the progress of the team. The team uses a Scrumboard to plan and track progress during each Sprint. The Scrumboard contains four columns to indicate the progress of the estimated tasks for the Sprint

Stories	To Do	In Progress	Testing	Done
1			■ ■ ■ ■ ■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■
2		■ ■ ■ ■ ■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■
3	■ ■ ■ ■ ■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■
4	■ ■ ■ ■ ■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■

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Implement Phase - Important Outputs

Impediment Log

- An impediment is any hindrance or hurdle that reduces the productivity of the Scrum Team. Impediments must be identified, resolved and removed if the team is to continue working effectively.
- Impediments can be internal to the team, such as inefficient workflow or lack of communication; or they can be external, such as software license issues, legal or government compliance requirements etc.
- Impediments should be formally recorded by the Scrum Master in an Impediment Log, and can be discussed during Daily Standup Meetings and Sprint Review Meetings as appropriate.

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Implement Phase - Important Tool

Daily Standup Meeting

- The Daily Standup Meeting is a short daily meeting, Time-boxed to 15 minutes.
- Team members assemble to report their progress in the Sprint and plan the day's activities.
- The meeting duration is very short and all members of the Scrum Team are expected to attend.



Additional Details: SBOK Page 225; VMedu online subscription (1 month free access to all participants in this webinar)



Implement Phase - Important Tool

Three Daily Questions

- In the Daily Standup Meeting, facilitated by the Scrum Master, each Scrum Team member provides information in the form of answers to three specific questions:
 - **What have I done since the last meeting?**
 - **What do I plan to do before the next meeting?**
 - **What impediments or obstacles (if any) am I currently facing?**
- By focusing on these three questions, the entire team can have a clear understanding of the work status. Occasionally, other items may be discussed, but this is kept to a minimum in light of the Time-boxed nature of the meeting.

Additional Details: SBOK Page 225; VMEdU online subscription (1 month free access to all participants in this webinar)



Questions

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Scrum Phase: Review & Retrospect

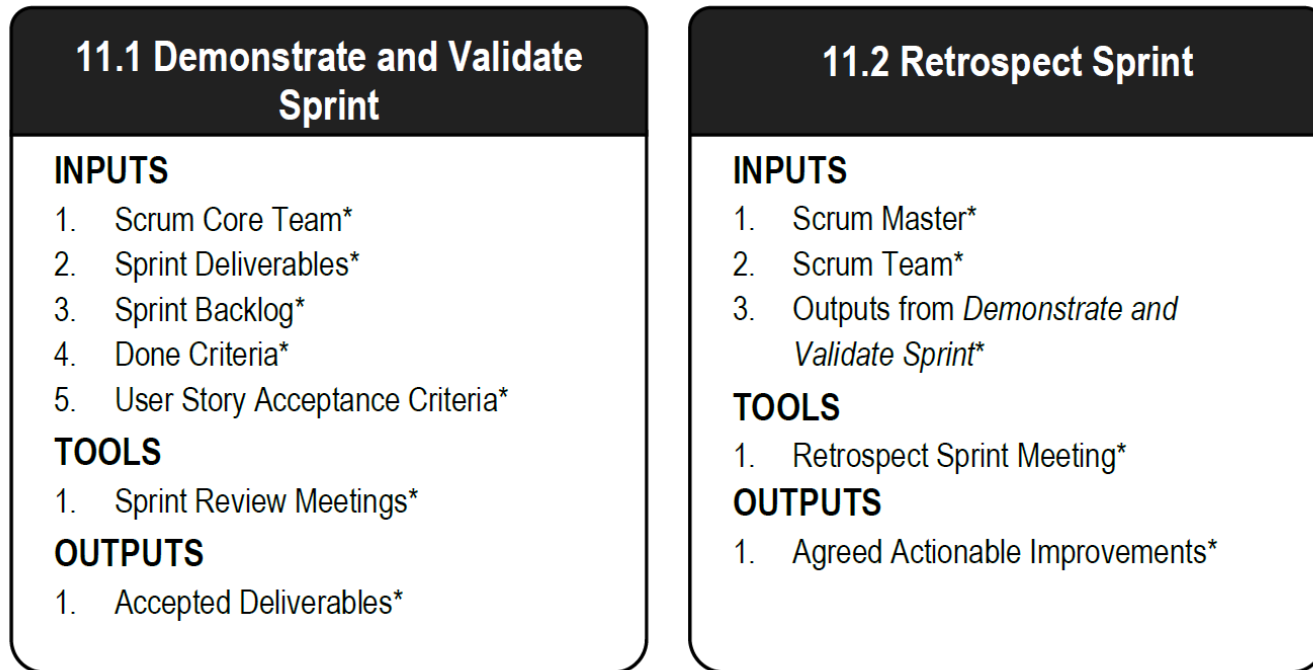


Figure 11-2: Review and Retrospect Overview; SBOK Page 239

Additional Details: SBOK Pages 235-247; VMEdU online subscription (1 month free access to all participants in this webinar)



Review & Retrospect Phase - Important Tool

Sprint Review Meeting

- The Scrum Core Team members and relevant Stakeholder(s) participate in Sprint Review Meetings to accept the deliverables which meet the User Story Acceptance Criteria and reject unacceptable deliverables.
- These meetings are convened at the end of every Sprint. The Scrum Team demonstrates the achievements from the Sprint, including the new functionalities or products created.



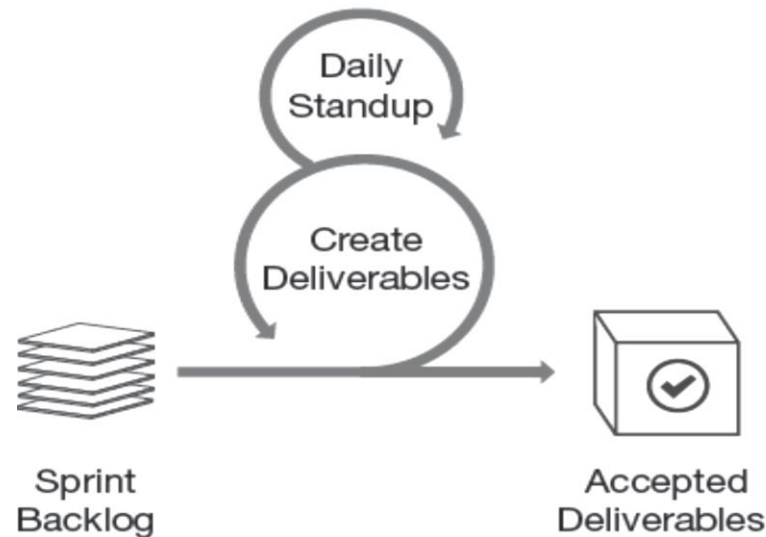
Additional Details: SBOK Page 240; VMEdU online subscription (1 month free access to all participants in this webinar)



Review & Retrospect Phase - Important Output

Accepted Deliverables

- Deliverables which meet the User Story Acceptance Criteria are accepted by the Product Owner.
- The objective of a Sprint is to create potentially shippable deliverables, or product increments, which meet the Acceptance Criteria defined by the customer and Product Owner.
- These are considered Accepted Deliverables that may be released to the customer if they so desire.



Additional Details: SBOK Page 241; VMedu online subscription (1 month free access to all participants in this webinar)



Review & Retrospect Phase - Important Tool

Retrospect Sprint Meeting

- The Retrospect Sprint Meeting is an important element of the 'inspect-adapt' Scrum framework and it is the final step in a Sprint. All Scrum Team members attend the meeting, which is facilitated or moderated by the Scrum Master.
- Primary objectives of the meeting are to identify three specific items:
 - **Things the team needs to keep doing: best practices**
 - **Things the team needs to begin doing: process improvements**
 - **Things the team needs to stop doing: process problems and bottlenecks**



Additional Details: SBOK Page 244; VMEdU online subscription (1 month free access to all participants in this webinar)



Questions

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Scrum Phase: Release

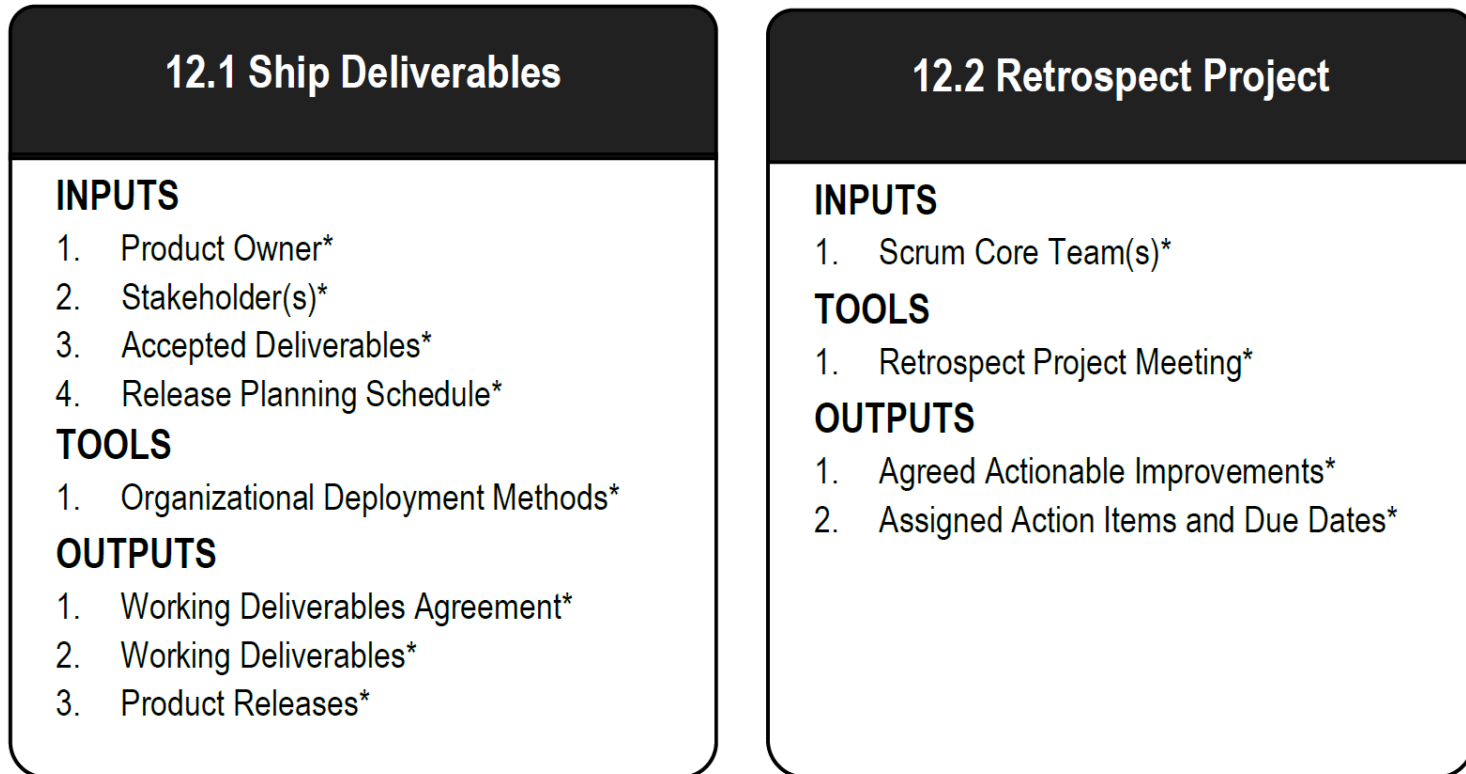


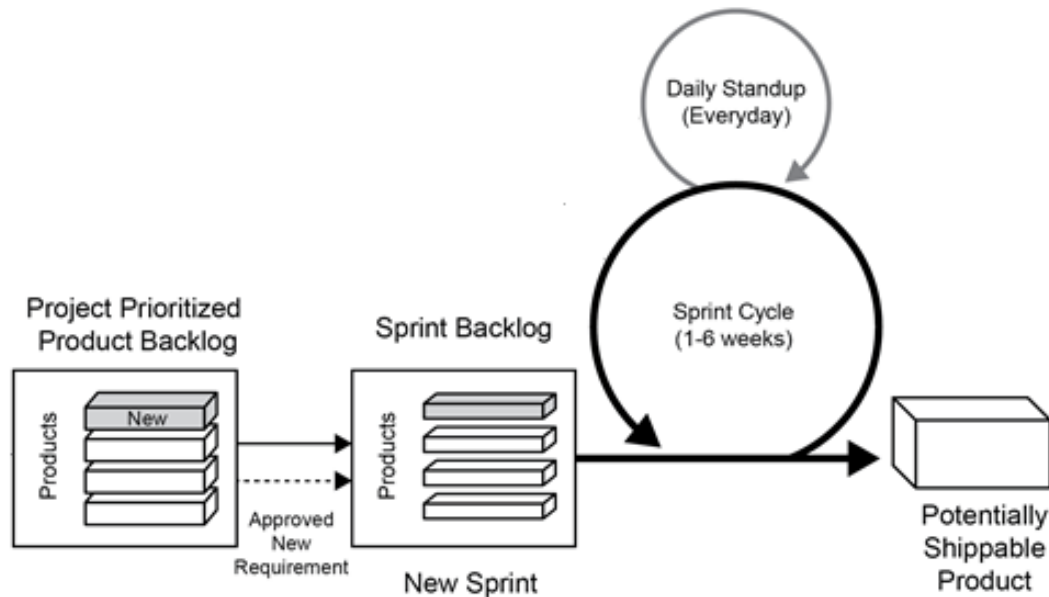
Figure 12-2: Release Overview (Essentials); SBOK Page 251

Additional Details: SBOK Pages 249-260; VMEdU online subscription (1 month free access to all participants in this webinar)



Release Phase - Important Output Working Deliverables

- This output is the final shippable Deliverable for which the project was sanctioned.
- As new product increments are created, they are continually integrated into prior increments, so there is a potentially shippable product available at all times throughout the project.



Additional Details: SBOK Page 255; VMEdU online subscription (1 month free access to all participants in this webinar)



Release Phase - Important Output Product Releases

- The Product Releases should include the following:
 - Release Content—This consists of essential information about the deliverables that can assist the Customer Support Team.
 - Release Notes—Release Notes should include external or market facing shipping criteria for the product to be delivered.

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Release Phase - Important Tool

Retrospect Project Meeting

- The Retrospect Project Meeting is a meeting to determine ways in which team collaboration and effectiveness can be improved in future projects.
- Positives, negatives, and potential opportunities for improvement are also discussed.
- Attendees include the Project Team, Chief Scrum Master, Chief Product Owner, and Stakeholder(s).



Additional Details: SBOK Pages 258; VMedu online subscription (1 month free access to all participants in this webinar)



Questions

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Scaling Scrum for Large Projects

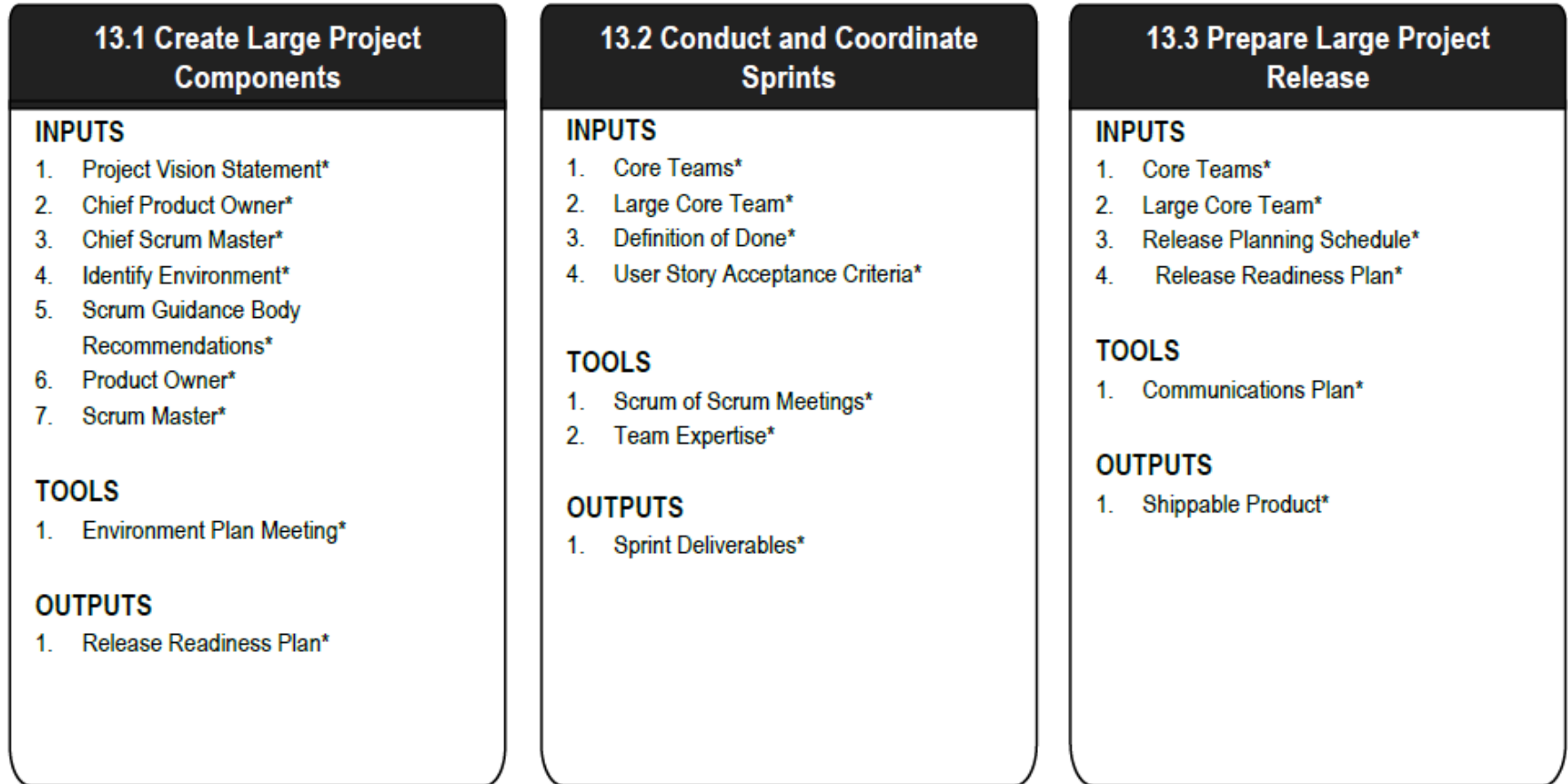


Figure 13-2: Scaling Scrum for Large Projects Overview (Essentials); SBOK Page No. 264



Scaling Scrum for the Enterprise

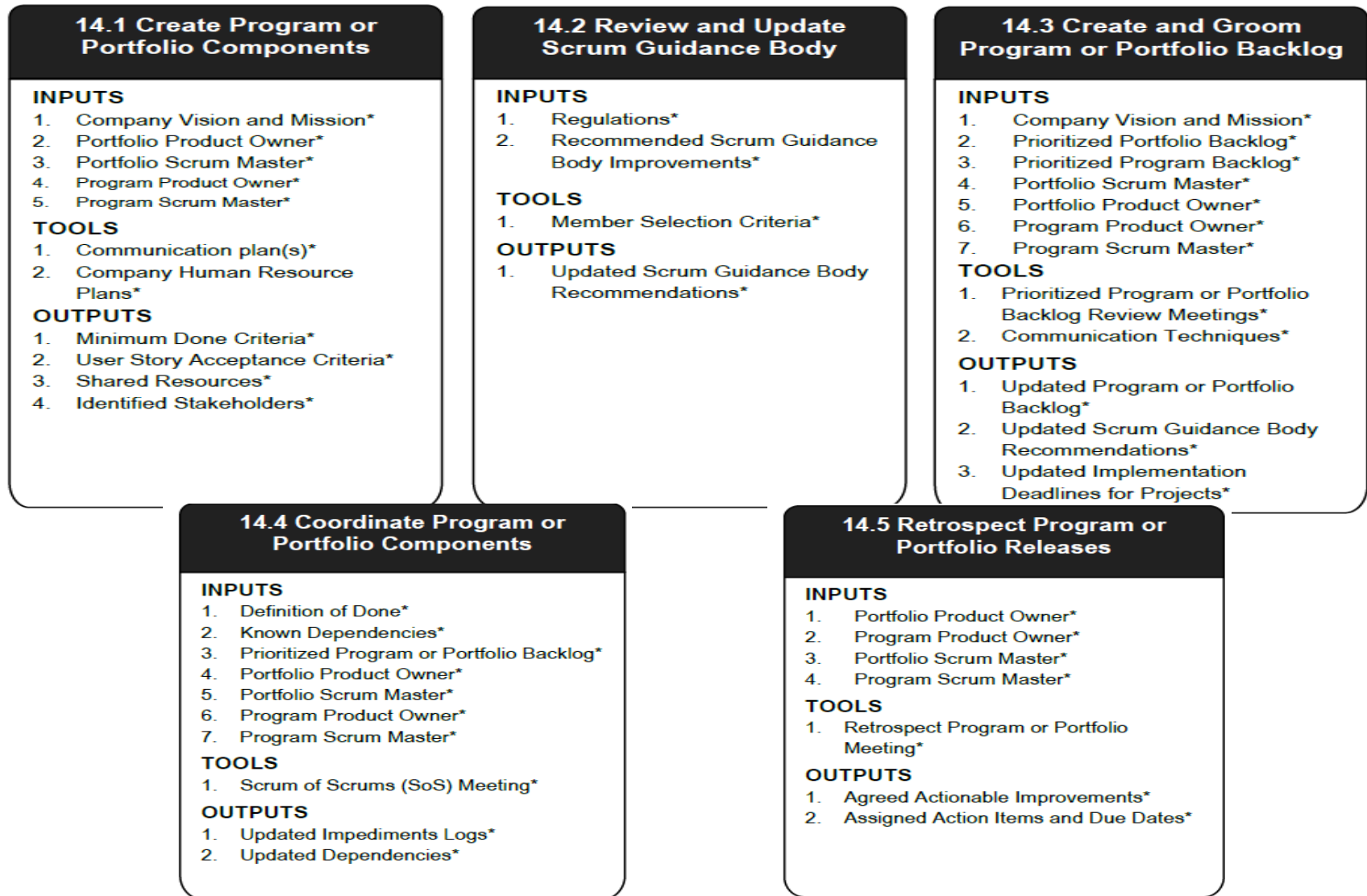


Figure 14-2: Scaling Scrum for the Enterprise Overview (Essentials) SBOK Page No 290



Questions

(please use the chat button provided in the Webinar)

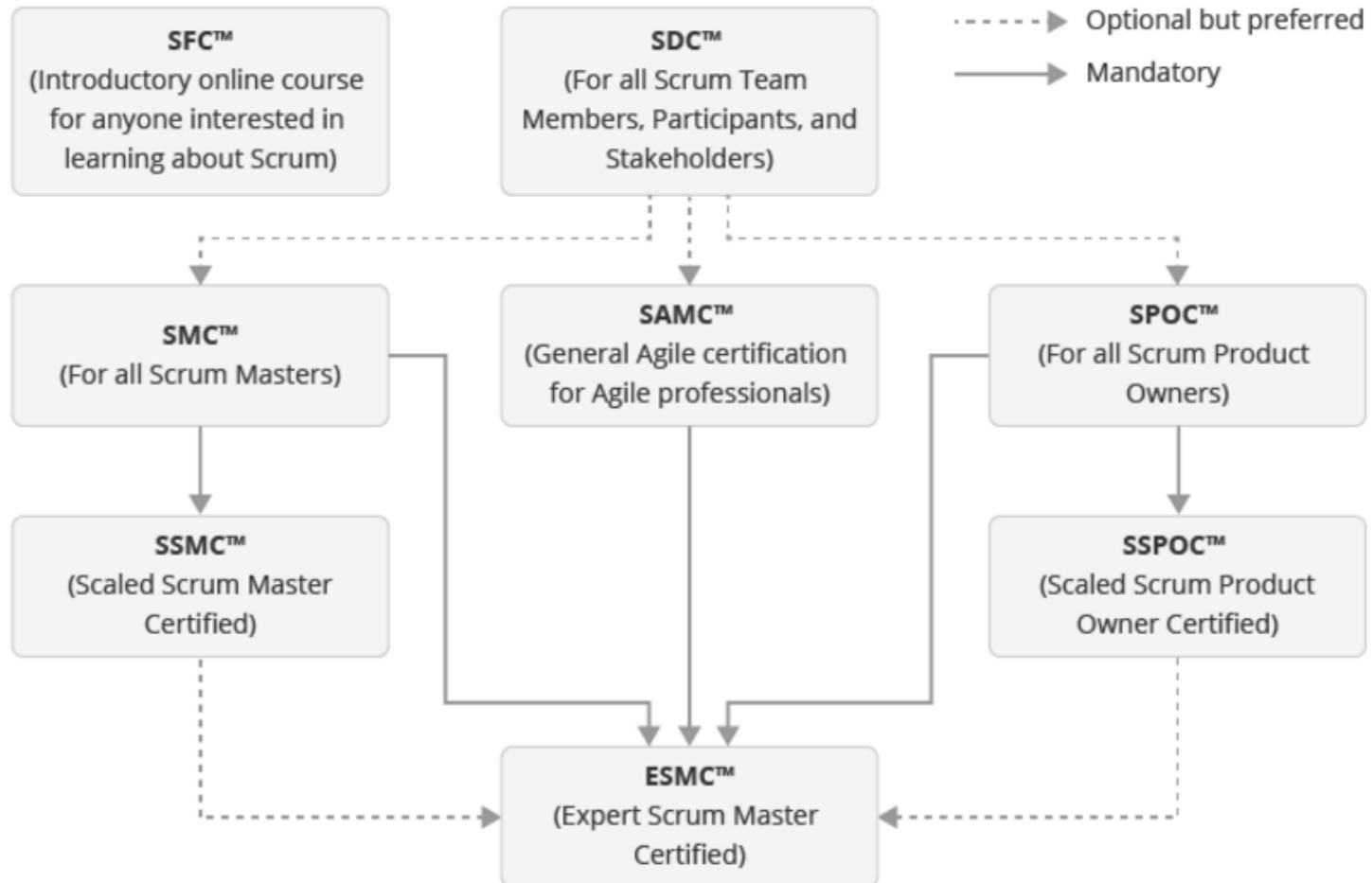




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SCRUMstudy Certification Schema



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- No negative marks for wrong answers
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SCRUMstudy **SAMC**

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- 100 questions per exam
- No negative marks for wrong answers
- 120 minutes duration
- Proctored online exam
- Current pass rate: 93%

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- 70 questions per exam
- No negative marks for wrong answers
- 90 minutes duration
- Proctored online exam

*Additional details available at <http://www.scrumstudy.com/Certification>



SCRUMstudy Certified Trainer (SCT)

- ❑ To teach SCRUMstudy certification programs a trainer must be accredited as a SCRUMstudy Certified Trainer (SCT™)
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SCRUMstudy Certified Trainer (SCT)

Prerequisites:

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- Trainers should have at least 2 years of relevant work experience and should be willing to share their experiences in the classes they teach.

SCRUMstudy provides substantial classroom materials and online courseware which A.T.P. Trainers can leverage and use for their classes - the training resources focus more on SCRUM concepts rather than on how to pass SCRUMstudy certification exams. Other than the training resources available through SCRUMstudy, additional custom content can be developed by individual VATPs or Trainers.

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SCRUMstudy Certified Agile Coach, SCAC™

Overview

- SCAC™ prepares Scrum practitioners to manage complex Scrum projects involving big project teams, programs and portfolios. Helps practitioners to get implementation and consultation projects in Scrum.

Audience Profile

- SCAC™ certification is meant for those SCRUM consultants/training partners, whose primary business is to provide consultancy and help in implementing Scrum in other organizations

Prerequisites

- Should have more than 3 years of experience managing Scrum/Agile Projects and more than 6 years of project management experience.
- Should be SCRUMstudy Certified Trainer (SCT™)

Process

- Submit an application and provide details of the Scrum/Agile projects implemented
- Pay \$500 towards SCRUMstudy SCAC™ application fee.

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Questions

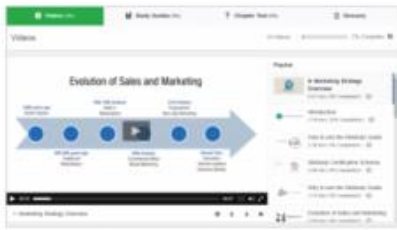
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Classroom Training Methodology

Classroom courses have unique elements that make them highly engaging as well as informative for their respective audiences. Each classroom course has an online component and includes the following resources.



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Classroom Training Methodology



Faculty Book:



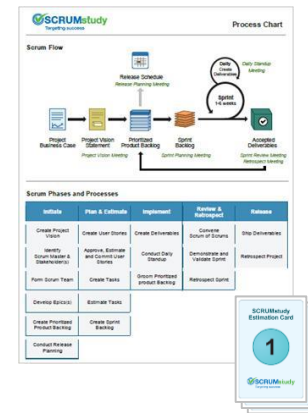
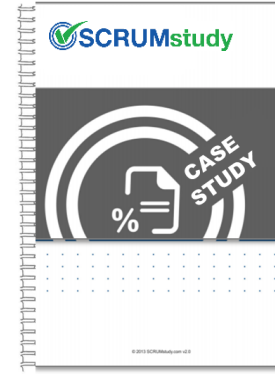
Faculty Case Study Book:



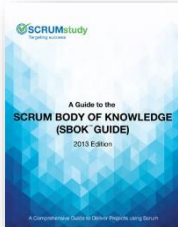
Student Book:



Student Case Study Book:



Supplemental Resources: SBOK, Online Resources & Mobile App



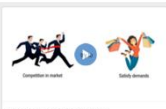
Analyze Market Opportunity
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Determine Strengths and Weaknesses
2:23 min | 0% Completed



Senior Management Direction and Insights
4:27 min | 0% Completed



Porter Five Forces Model
5:57 min | 0% Completed



Study Guides

Flash Cards



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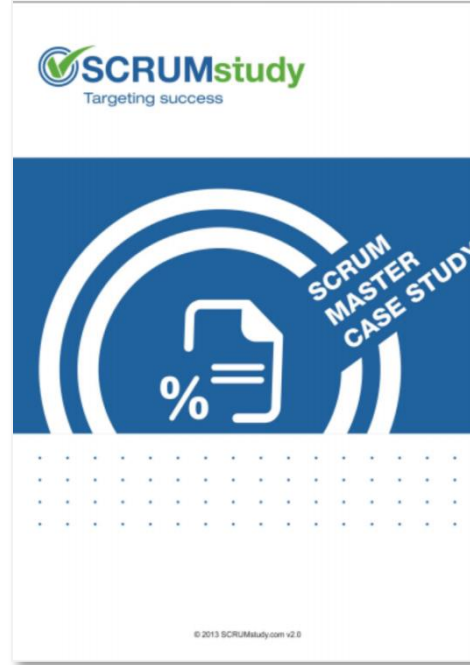


Classroom: Faculty Materials

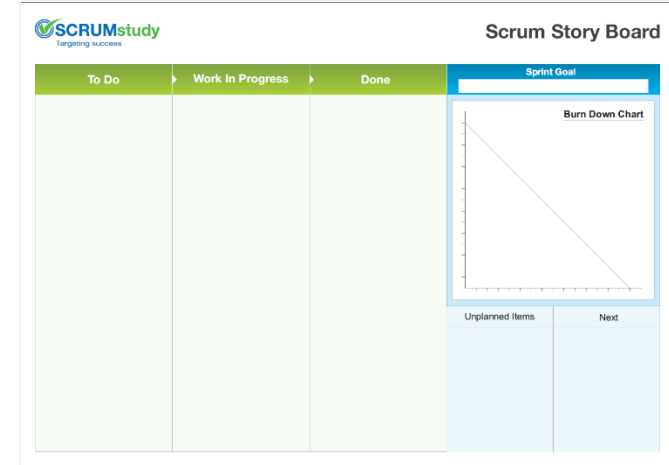
Faculty Workbook:



Faculty Case Study Book:



Story Board (optional):

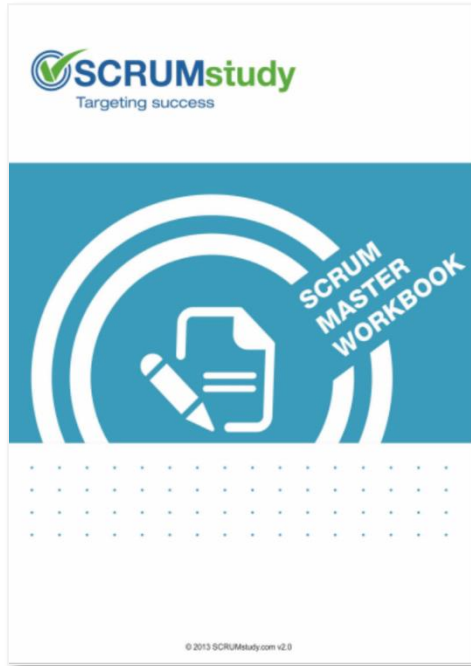


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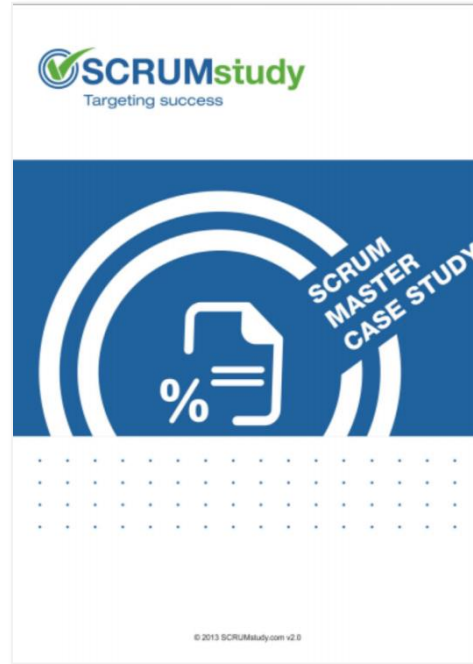


Classroom: Student Materials

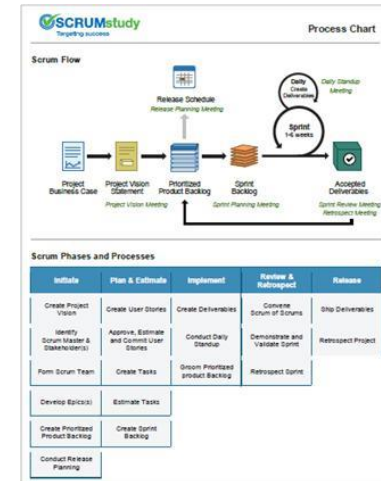
Student Workbook:



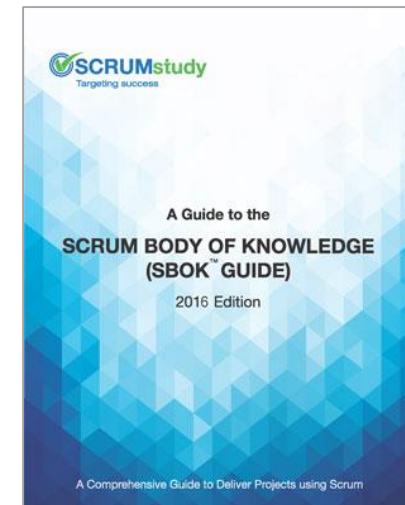
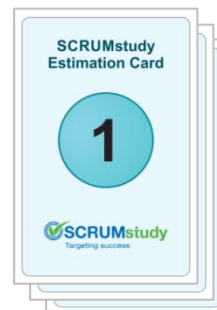
Case Study Book:



Process Chart:



Estimation Cards:



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Questions

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- Chapter 1: Agile and Scrum Overview
- Chapter 2: Scrum Roles
- Chapter 3: Scrum Project Phases
- Chapter 4: Scaling Scrum
- Chapter 5: SMC Conclusion

3. Scrum Project Phases

Course Overview / Videos

Videos (40%)

5 Videos | 46% Complete

- Conduct Release Planning
- Initiate Phase (21:50 min | 67% Completed)
- Plan and Estimate Phase (23:05 min | 61% Completed)
- Implement Phase (24:50 min | 22% Completed)
- Review and Retrospect Phase (21:33 min | 14% Completed)
- Release Phase (11:10 min | 7% Completed)

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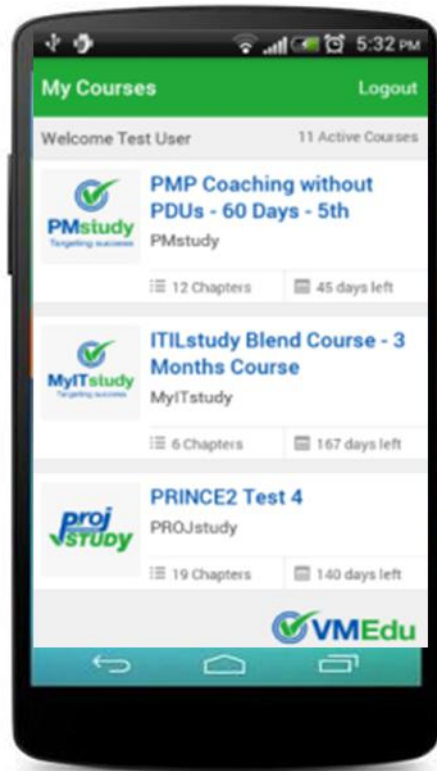
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Thank you!