Scrum Master, Part 1 of 2: Waterfall to Agile

Meet the expert: Kevin has 26 years of experience in the IT industry spanning Systems Administration, Software Development, Software Engineering Management, and Technical Training. He is certified through the Scrum Alliance as a ScrumMaster (CSM), Product Owner (CSPO), Developer (CSD), and Professional (CSP); Java Certified Programmer; and Microsoft Certified Trainer. His passion is melding the capabilities of technology with the creativity and ingenuity of highly talented people. He is an agile evangelist and takes a pragmatic and common sense approach to helping organizations be agile.

Prerequisites: This is an Introduction to the concepts of Scrum. No Previous knowledge of Scrum or Agile programming is required, but would be helpful.

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Course description: Explore the history of the Waterfall method, a linear software management framework, and discover what projects work well with it. Compare Waterfall to the incremental delivery framework Agile and discover which projects are conducive to each framework. Become familiar with the Agile philosophy, core values, and principles as well as what circumstances Agile shines best in.

Course outline:

Waterfall
- Introduction
- The Waterfall Method
- Try This Planning Analogy
- Iterative Development Defined
- The Anatomy of an Iteration
- Iterative Planning
- Waterfall and Iterative Comparison
- So...What's the Difference?
- Executing a Waterfall Project
- Executing an Iterative Project
- Iterative Deep Dive
- Iterative Deep Dive (Cont)
- Summary
- Summary

Agile Development
- Introduction
- The Genesis of the Agile Framework
- Agile Values
- Individuals & Interactions
- Working Software
- Customer Collaboration
- Responding to a Change
- Agile Philosophy
- Summary

Scrum Intro
- Introduction
- What Is Scrum?
- Scrum Values
- Scrum Principles
- Scrum Framework
- Summary

ScrumMaster
- Introduction
- ScrumMaster
- Serving the Product Owner
- Serving the Development Team
- Serving the Organization
- Characteristics of a ScrumMaster
- Summary

Product Owner
- Introduction
- Product Owner
- Product Backlog
- Summary

Product Team
- Introduction
- The Development Team
- T-Skillset Model
- The Team
- Building High Performing Teams
- Summary