

# Agile Philosophy Training with Gamified and Experienced Applications

## Description

In this training, we will experience together Agile Leadership, Positive Team Culture, Plain Production Philosophy and Kanban Framework as well as basics of Scrum, the most used Agile approach, theoretically and with sample applications.

### Audience

Those who are seeking to improve existent processes, get informed towards this direction on Agile applications such as Kanban, Scrum or Team members and managers of organizations in which Kanban is being applied

## Outline

**The Basic, history and rise of Agile Approaches**

**Agile Manifest (Values, Principles)**

**Team Culture**

**What is Agile? How one becomes Agile?**

**Agile Leadership**

**The place of Kanban in Agile, its Philosophy and Principles**

**What is Kanban?**

**The Place of Scrum in Agile**

## **What is Scrum?**

### **The Basics of Scrum and Values**

### **Roles and Responsibilities in Scrum**

- Scrum Master
- Product Owner
- Development Team

### **Outcomes of Scrum**

- Product Backlog
- Sprint Backlog
- Product Part

### **Meetings in Scrum**

- Sprint Planning
- Daily Scrum
- Sprint Review
- Sprint Retrospective

### **Metrics in Scrum**

- Velocity
- Sprint Burndown
- Release Burndown

### **Metrics in Kanban**

- Lead time
- Cycle-time
- Velocity
- Work-in-progress
- Throughput

### **Sample Application**

- Scrum Role and Values Game
- Agile Team Experiencing Rituals with Games

- Forming Value Flow
- Division and Measurement of Works Case Study

## **Prerequisites**

There is no prerequisite