

Agile Philosophy Training with Gamified and Experienced Applications

Duration: 1 Day · **Training format:** Virtual Classroom / Online

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