

Experiencing Team Building by Gamifying

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

Description

In this training, we will try to experience how to form, develop, manage Agile teams and create encouraging environment and to create awareness on this subject with games.

Audience

- Agile Team Member (Analysist, Developer, Product Owner, Scrum / Kanban Master)
- Product Managers
- Business Analysist
- Project Managers

Outline

Agile & Scrum Values

Why are there values?

In-Class Scrum Values Game

Stages of Being Team and Being able to be Team

Positive Team Culture

Shuhari Model

Team Dysfunctions

Intra-Team Conflicts Levels

Intra-Team Conflict Level Game

Feedback

Prerequisites

There is no prerequisite