

Scrum Master & Product Owner (SCMPO)

ID SCMPO Prix CHF 2 200,- (Hors Taxe) Durée 3 jours

A qui s'adresse cette formation

You are a project or team manager or professional, product manager or work in the field of project support or in a SCRUM team. You wish to gain a fundamental understanding of agile project management and SCRUM and to become an official SCRUM Master or SCRUM Product Owner and obtain the certificates.

Pré-requis

You need no previous knowledge to participate in the training. All necessary contents are communicated during the training, practical knowledge and experiences regarding SCRUM facilitate reaching the learning goal.

As a preparation for the training, we highly recommend reading through the official SCRUM-Guide in advance.

Objectifs

In 3 days you will learn the basics of agile project management according to Scrum. This includes the basic principles, the contents, tasks and roles as Scrum Master and Product Owner. During your training you will acquire the necessary language skills and prepare for the official exams.

After the training you want to have new skills and knowledge. The Scrum Training for Scrum Master and Product Owner enables you to do the following:

- You can effectively participate in and lead an agile Scrum project environment.
- You know the responsibilities of a Scrum team and can move confidently in the various roles.
- You open up new career steps

Contenu

The training consists of the following theoretical and practical contents, which will prepare you best possible for the two official exams and the daily use of Scrum.

Introduction

- Why Agile?
- The Agile Manifesto
- Scrum
- The three pillars of Scrum
- Scrum Values

Roles

- The Scrum Team
- Product Owner
- Development Team
- Scrum Master
- The Scrum Team in the environment

Artefacts

- Scrum Artefacts
- Product Backlog
- Definition of Ready
- Sprint Goal
- Sprint Backlog
- Definition of Done
- Increment

Events

- Sprint Events
- Sprint Planning
- Daily Scrum
- Refinement of the Product Backlog
- Sprint Review
- Sprint Retrospective

Scrum Master

- 8 Aspects of a Scrum Master
- What is a "Servant Leader"?
- Leading as a Scrum Master
- Phases of team development
- What is effective coaching?

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- What is a "facilitator"?
- Phases of a Retrospective
- Starfish Retrospective
- Timelines Retrospective
- Glad, Sad, Mad Retrospective
- Importance of meetings for the Scrum Master
- What does a Scrum Master teach?
- Requirements
- Path of requirements
- Burn-down chart
- Burn-up chart
- The Scrum Master as mentor
- Best Practice in Sprints
- Sprint Wall
- The Scrum Master as manager
- The Scrum Master as impediment remover
- Impediment Backlog
- Focus
- The Scrum Master as change agent
- 10 commandments of a Scrum Master

Scrum Product Owner

- Focus of the roles in Scrum
- AKVs and the Product Owner
- Product Vision
- The Kano Model
- Disney Method
- Agile Product Life Cycle (Agile Onion)
- Agile Planning Frequency
- Requirements
- Path of Requirements
- Product Backlog
- Product Backlog Refinement
- Estimation with Story Points
- Team Estimation Game
- MoSCoW Prioritization
- Burn-down chart
- Burn-up chart
- Product Burn-up
- Burn-up fixed scope
- Burn-up fixed time
- Burn-up fixed time & fixed scope
- sustained speed and warning signals
- velocity (speed)
- not reaching the sprint target

preparation for PSM 1 & PSPO 1

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Centres de formation dans le monde entier



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