



# INTRODUCTION TO SCRUM

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## TRAINING OVERVIEW

This training session for development teams introduces fundamental concepts of the Scrum approach to application development.

## TRAINING TOPICS OUTLINE

### Background

- Short history of software development
- Why is application development hard?
- How can we increase the likelihood of success?

### Scrum Motivations

- Respond Faster to Market Conditions
- Eliminate Waste
- Improve Staff Satisfaction
- Fail Faster
- Avoid Analysis Paralysis

### Definitions

- Agile Manifesto
- Scrum, Extreme Programming, Test-Driven Development
- Sprint, Sprint Planning, Backlog, Relative-Rank, Planning-Poker, Retrospective, Stand-Up, Burn-Down

## PREREQUISITE

Enterprise development experience.

## COURSE DURATION

Eight-hour training session, with optional second day for more advanced topics.

### Contrast With Other Processes

- Waterfall
- S.O.U.P.
- Scrum-but

### Flavors

- All or Nothing?
- Grass Roots vs. Top-Down Adoption

### Getting Started

- Cadence
- Dedicated Scrum Master
- Relative Sizing
- Small Teams
- Committed Team Members
- Collaborative Environment
- Automated Testing

### Introduction to Advanced Topics

- People Managers and Scrum Masters, Not Project Managers
- Annual Budgets and Bean Counters
- Scaling Up / Multiple Scrum Teams
- Production Maintenance

