Training summary: Certified ScrumMaster

Odd-e Singapore Pte. Ltd.
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Course Summary:

The Certified ScrumMaster course thoroughly covers the Scrum Framework for managing product development. It covers every element of the framework, its purpose and its impact on the team and the organization. The course gives the theoretical theory and practical examples needed to start mastering Scrum.

Course Objective:

By the end of the course you will be able to:

- Understand the basic concepts on which Scrum is build.
- Explain the responsibilities of the three Scrum roles and how they relate.
- Start adopting Scrum in the organization and adapting the organization to Scrum.
- Understand the impact of Scrum to existing organizations.
- Start your journey as a master of Scrum, perhaps in the ScrumMaster role.
- Apply Scrum. Facilitate Scrum meetings and creation of Scrum artifacts.
- Support a team and help them to become a self-managing team.

Target Audience:

Anyone who is involved in Scrum, either as team member, Product Owner, ScrumMaster or manager of an organization adopting or using Scrum. The course does have a special focus on the ScrumMaster role.

Course duration:

This course last 3 days, from 9:00 to 17:00~18:00.

Prework:

The course requires pre-work that will be mailed to the participants before the course. This prework includes:
- Reading the Scrum Primer
- Reading the Agile Manifesto
- Doing the pre-course test

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Course Content:

Day 1

- Introduction
  This section introduces people to each other, explores their experiences. Then provides a history of the Scrum Framework and introduces empirical process control, one of the basic concepts behind Scrum.

- Overview, Roles, Self-managing
  This section gives an overview of the Scrum Framework. It also introduces the three Scrum roles and explains self-management and shared responsibility of the Team role.

- ScrumMaster
  The ScrumMaster role is not like existing organizational roles and is therefore harder to understand. This section explains why a ScrumMaster is **not** a project manager and how it is possible that there is no project manager within the Scrum Framework. Then it gives an overview of the responsibilities of a ScrumMaster.

- Customer Relations
  Introducing Scrum is disruptive in an organization. This sections looks at a couple of common organizational dynamics and the kind of problems they traditionally lead to and how these dynamics change when adopting Scrum.

Day 2

- Done
  At the end of a Scrum sprint, the team must have something “done”. But what does that mean? How to deal with a gradual improvement to the team’s capability when they are unable to release every sprint.

- Product Owner and Product Backlog
  The Product Owner is responsible for the return of investment of the product. This section introduces the responsibilities of the Product Owner and his main artifact for doing his work: the product backlog. It also covers how to plan for releases and how to make contracts with vendors.

- ScrumMaster
  Day 1 introduces the overall responsibilities of a ScrumMaster. This section dives into more details of the role and how a ScrumMaster works. It introduces a couple of practical techniques for doing his job.

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- Obstacles
  Many obstacles in organizations slow down a Scrum adoption. This section covers 6 categories of obstacles that are common for Scrum adoption.

Day 3

- Engineering Practices
  Scrum itself doesn't describe how to develop software. Yet a couple of engineering practices are common for teams adopting Scrum. This section introduces these practices: refactoring, test-driven development, test automation, specification by example, continuous integration, and others.

- Sprint Planning and Sprint Backlog
  A Sprint starts when the team goes through Sprint Planning and creates the Sprint Backlog which is for the team to manage themselves. This section covers these two in detail.

- Daily Scrum
  Just like the Daily Scrum itself, this section is short with a couple of practical tips on how to improve the teams Daily Scrum meetings.

- Retrospective and Review
  At the end of the Sprint, the team inspects and adapts and improves their practices and the product. These are done in a retrospective and review meeting. This section contains a large exercise in which we practice a retrospective.

- Scaling Scrum
  Most descriptions of Scrum are for 1-team products. But what if you have ten teams or even a hundred teams? How does Scrum work in these organizations?

- The Team
  Self-managing teams that take a shared responsibility of all the work is an essential element of Scrum. How do such teams work?

- Organizational changes
  Adopting Scrum tends to have an impact on the organization. This section clarifies some of the changes that commonly happen and why these happen.

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About the instructor:

Bas Vodde, originally from Holland, has lived in China and Finland. Currently he lives and works in Singapore. In Holland he was working as a developer and always felt a mismatch between the style of development he experienced as working and the style of development that "the official literature said you should do". This mismatch was solved when Extreme Programming was introduced and with the introduction of the Agile Manifesto.

Bas work for a small consulting company based in Singapore called Odd-e specializing in training and coaching related to agile and lean development in Asia.

Bas is interested in Scrum with a special focus on large companies and large product development. But he also enjoyed working on technical practices, especially test-driven development (especially in embedded environments) and continuous integration. He keeps working as a developer because he strongly believes you need a well-factored code base if you want to be fast and flexible. His hobbies are studies in lean production and quality management and, of course, programming.

Bas is the author of the "Scaling Agile and Lean Development: Thinking and Organizational Tools for Large-Scale Scrum" and of "Practices for Large-Scale Agile and Lean Development", both together with Craig Larman. He is also one of the authors of the CppUTest unit test framework for C/C++.