Agile Scrum Master Online Bootcamp (ASM®)

± 25 uren studietijd / 365 dagen toegang / EXIN® examenvoucher inbegrepen

Wordt een gecertificeerde Agile Scrum Master met onze Agile Scrum Master Online Bootcamp!





Leer de beste Agile praktijken die gepaard gaan met de nuances van de Scrum methodologie. Beheers de Agile Scrum project management aanpak en verbeter uw vermogen om kwaliteitsproducten te ontwikkelen en te leveren aan uw klanten.

Deze hybride cursus, inclusief certificering, omvat:

• 5 uur online zelfstudie

• 20 uur training onder leiding van een instructeur

1 project

• 2 case studies

• De Exin Agile Scrum Master certificering

Belangrijk: deze module is in het Engels. Het examen is beschikbaar in het Engels, Nederlands of Frans.

COURSE & LEARNING OBJECTIVES

At the end of this course, you will know how to:

- Become proficient in Scrum terminologies and their applications
- Facilitate daily scrums, user stories, sprint planning and sprint reviews
- Produce different Scrum artifacts, including product backlog, sprint backlog, finished deliverables, and the definition of "done"
- Implement a distributed Scrum of teams spread across vast geographies
- Grow into a ScrumMaster role within any organisation implementing Scrum
- Setup and handle projects on a JIRA cloud site
- Apply best practices crucial for getting the maximum value from Scrum methodology
- Pass the EXIN Agile ScrumMaster exam on your first attempt

Course Curriculum

- Lesson 01: Course Introduction
 - $\circ~$ Introduction to ASM
 - Course details
 - Examination details

• Lesson 02: Agile way of thinking

- Agile Concepts
- Agile Manifesto and Principles
- Scrum Overview

• Lesson 03: Scrum Roles, Events and Artifacts

- Responsibilities and commitments of Scrum Master
- Responsibilities and Commitments of the Product Owner and Team members
- Evolution of existing team roles into Scrum roles
- Scrum events and artifacts

• Lesson 04: Agile Estimating, Planning, Monitoring and Control

- $\circ~$ Writing and maintaining the Product Backlog
- Planning releases and sprints based on business value
- $\circ\;$ Units and techniques used in agile estimation
- $\circ~$ Tracking and Communicating progess
- $\circ~$ Staying in Control of Projects

• Lesson 05: Other Methods and Framework

- Extreme Programming
- Crystal
- DSDM
- Lean
- Kanban

 B2B LEARNING srl/bva

 Gulden Vlieslaan 79 bus 6 | 1060 Brussels | +32 2 335 12 36

 email info@b2blearning.be

 TVA : BE 0475.396.208 | IBAN : BE03 7360 3289 4784



• Lesson 06: Complex Projects

- Transition plan for Agile transformation
- Towards self-organisation
- Physical and cultural changes needed

• Lesson 07: Adopting Agile

- $\circ~$ Introducing Agile to te organisation
- Self-management and whole team responsibility
- $\circ\;$ Changes needed to the organisational ecosystem to support agility

• Course End Projects

- Project 1: For a hypothetical projects creation of a backlog, release and spring planning, tracking the project
- $\circ~$ Project 2: Model the project in an agile project management tool with help of tools like JIRA

WHO SHOULD ATTEND?

- Team leaders
- Project managers
- Members of Scrum teams such as developers, ScrumMasters and product owners
- Managers of Scrum teams
- Teams transitioning to Scrum
- Professionals intending to pursue the ScrumMaster certification

PREREQUISITES

There are no prerequisites for the Agile Scrum Master online training course. It is suited for any professional aspiring for a management role.

DELIVERY MODE

Online bootcamp: Online self-paced learning and live virtual classroom

Once we receive your booking, we will send you a confirmation email with all the details regarding this training, and your login and password to access the online bootcamp. You will also receive an email from EXIN with your Agile Scrum Master exam voucher.

EXIN Agile Scrum Master Exam

- official EXIN exam voucher for ProctorU exam any time
- exam available in English, French or Dutch
- 1 hour 30 minute duration
- closed book examination
- 40 questions multiple choice
- 65% pass mark