



Certified Scrum Master

MAIN TOPICS

- Overview of Scrum
- Sprints
- The ScrumMaster
- The 59-minute Scrum project
- The product owner
- Product backlog
- Meetings
- Sprint planning
- Release planning
- Tracking progress
- The team
- Scalability

DESCRIPTION

Learn the essentials of working as a ScrumMaster or Scrum team member in this two-day course. While the Scrum Alliance provides a list of core concepts that must be covered in the class, each instructor creates his or her own material, allowing courses to differ based on the strengths, interests, and experiences of the instructor. In this course, participants will learn everything necessary for getting started with Scrum. There are very few rules to Scrum so it is important to learn its fundamental principles by experiencing them. Participants gain hands-on practice with the release backlog, sprint backlog, the daily Scrum meeting, tracking progress with a burndown chart, and more. Participants experience the Scrum process through a “59-minute Scrum” and the “Game” which simulate Scrum projects through non-technical group exercises. Following the course, each participant is enrolled as a Certified ScrumMaster, which includes a one-year membership in the Scrum Alliance, where additional Certified ScrumMaster-only material and information are available.

SUITABLE FOR

This course is equally suited for managers, programmers, testers, analysts, product managers, and others who are interested in working on or with a Scrum team. If you want to be as Agile as EOS, anyone in your company can benefit from this training. It helps to have everyone understand and use the Scrum process for any project whether in sales, marketing, development, or support. You will leave with solid knowledge of how and why Scrum works. Through practical, hands-on exercises and small-group discussion you will be prepared to plan your first sprint immediately after this class.