

LookingGlass - Scrum Immersion

Course Overview

This course provides students with the knowledge and skills to utilize Scrum, the agile software development framework for managing product development. Students will first go through an overview of Scrum itself, followed by Scrum basics, key Scrum artifacts, user stories, and finally how to implement Scrum in an organization.

<u>Course Introduction</u>	3m
Course Introduction	
<u>Chapter 01 - Overview</u>	1h 21m
Overview	
A History Lesson	
3 Major Types of Methodologies	
Scrum vs. Waterfall	
WIP	
Scenario	
The Beginning of Agile	
Agile Development Values	
The 12 Principles of Agile Software	
The Heartbeat of Agility	
Features	
<u>Chapter 02 - Scrum Basics</u>	1h 11m
Scrum Basics	
Foundation	
The Scrum Roles	
DoD	
The Cone of Uncertainty	
Scrum = 3 Roles + 4 Artifacts + 5 Meetings	
Estimating PBIs	
Product Backlog Creation/Release Planning	
Sprint Planning Meeting	
Sprint Review	
Sprint Goals	
<u>Chapter 03 - Key Scrum Artifacts</u>	55m
Key Scrum Artifacts	
Product Backlog	
Team Board	
WBS	
Answer Four Key Questions	
Dashboard	
Making Scrum Practical	

Chapter 04 - User Stories

21m

User Stories

Acceptance Criteria Must Be Safe

The 3 Cs

Strengths

You Must INVEST in Your Stories

Use Cases vs. User Stories

The Art of Grooming

Chapter 05 - Implementing Scrum

47m

Implementing Scrum

What Causes Project Delays

The Daily Scrum

Daily Scrum Mistakes

Burndown Chart

Burn Up Chart

Cumulative Flow Chart

Should You Use Scrum?

Are You Really Doing Scrum?

Shu – Ha – Ri

Course Closure

Total Duration: 4h 39m