Teams are the soul of the project

If your team "buys" Agile and realizes its value and how much there is to gain from adopting it, you have achieved the big goal.



Agile Transformation – Learning Experience

In a world in constant change, Agile is used to build solutions in environments, where forecasting in the medium / long term is practically impossible because anything can happen. That is why all companies need Agile as a form of organization and work, to be able to offer flexible solutions and adapt quickly to the changing and unpredictable market that exists today.

This is a learning experience, which implies training within a longer period, with virtual sessions and practice, a lot of practice to accelerate the development of your team. Consult us to understand how to deploy the experience and why it is very effective for a process of implementing Agile and Scrum.

WHAT YOU WILL LEARN

- Know Agile from all perspectives.
- Internalize the Agile philosophy.
- Make estimates from historical data and comparisons.
- Apply Agile techniques and dynamics.
- Start implementing Agile.
- Improve organizations with Agile.
- Define the contractual relationship with the client.
- Understand the empirical control of processes in Scrum.
- Identify the responsibilities in a Scrum process.
- Understand and define the responsibilities of the team.
- Learn the role of the Scrum Master and the Product Owner.
- Understand the role of developers.



- Identify and practice the five events in Scrum.
- Properly identify the Product Goal and the Sprint Goal.

CONTENTS

- The Agile team
- Agile techniques
- Agile dynamics
- Implementing Agile
- Knowing Scrum
- Knowing Kanban
- Lean Startup and Hacking Growth
- Agile Economy
- Agile customer-centric
- How to define the contractual relationship
- Agile contract types
- Waterfall client, Agile provider
- Scrum theory
- Empiricism, Lean Thinking and Scrum Values
- Responsibilities in Scrum
- Events in Scrum
- Artifacts
- · Facilitation, coaching and mentoring
- Self-Organizing Teams and Leadership Styles
- Forecasting & Release Planning
- Product value
- Business Strategy, Stakeholders & Customers
- Emergent Development
- Managing technical risks, optimizing flow and continuous quality
- Design of culture in organizations, portfolio planning and Evidence-Based Management (EBM)
- Webinars
- Quizzes
- Simulations

Delivery: learningCloud sprint, SCORM, xAPI Developed: Netex y theUncoding Skills: Agile & Scrum processes, Awareness, Change management, Client relationship, Flexibility Skillsets: Agile & Scrum Master Tematica: Innovation & Creativity Nslation_priority: Optional

Duration: 1380 minutes License: annual Author: Carlos Cascallar y Dwight Lindstrom Languages: es, en