



Agile Rapid Team Start-Up (Agile Workshop)

Agile team members need more than classroom training to begin effective work as an Agile team. This workshop focuses on providing teams everything they need to begin their Agile project together: basic Agile concepts, team agreements and norms, domain understanding, and a prioritized product backlog. Teams with a competent Agile Coach and team space will be ready to begin producing software.

The workshop begins by giving team members a basic understanding of Agile practices and principles. It continues with unique experiential exercises designed to create new 'muscle memory' for implementing Agile, helping break the waterfall habits engrained in most teams. It continues by exploring the team dynamics of your specific team, creating operating agreements to work together synergistically. Next, the technical and business domains are previewed for the team by your internal experts. The workshop finishes with a walk through of the prioritized product backlog for your project. Now you are ready to begin.

Objectives:

At the end of the workshop, Agile teams will be ready to immediately begin software development in the Agile style (assuming a competent Agile coach and other team project readiness).

- á An overview of fundamental Agile concepts including practices and principles underlying all Agile methods including those in the Agile Manifesto
- á An understanding of the key practices of Scrum, XP, and Lean Software Development necessary for team organization, project management and engineering
- á An understanding of your team's unique performance dynamics, strengths/weaknesses, documented operating agreements and team norms
- á An overview of your specific project domain from a technical and business point of view
- á An initial product backlog to begin release and iteration planning

Audience:

This workshop is designed for all members of a project or program team beginning an Agile development effort, including all roles:

- á Software developers, testers, interface and human factors designers, database developers, architects, and others responsible for the technical development effort ("technical team")
- á Product owners, business analysts, key stakeholders, subject matter experts, on-site customers, and others involved with creating and prioritizing user stories and requirements ("customer team")
- á Project managers, team leads, ScrumMasters, and Agile coaches responsible for the process and leadership function of the Agile team (these roles require additional Agile training)



Prerequisites:

The only prerequisite for attendees is experience in some type of software development project. The instructor will need to work with the identified Product Owner and the team's Agile Coach for coordinating domain presentations. A recommended reading list will be provided upon request.

Duration:

2 – 3 days depending on the complexity of the domain discussions and the level of preparation of the Product Backlog.

Outline:

1. Basic Agile values, principles, and practices of the Agile Manifesto
2. Overview of project management practices in Scrum, XP, and Lean
3. Overview of engineering practices in XP
4. Overview of team organization practices in Scrum and XP
5. Agile roles
 - Developer
 - Tester
 - Customer/Product Owner
 - Coach
 - Stakeholder
6. Agile simulation exercise
7. Team discovery session
 - Team style assessment
 - Team norms
 - Designed partnership alliance
8. Project domain presentation with Q&A
9. Project key performance indicator decision session
10. Detailed product backlog review
11. Team next step planning



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2007 Training Stats:

1,153 students
110 courses delivered
85 companies

Why IconATG?

- á Consulting, mentoring and developing/providing training programs for large IT organizations since 1992
- á Full software lifecycle curriculum with cost-effective, tailored courses with seasoned instructors, qualified through hands-on experience
- á Skilled in tools selection and deployment, organizational transformation via process, technology and culture
- á Proven experience tailoring and extending iterative SDLC processes (RUP, Agile, Scrum, XP, OpenUP, Essential UP)
- á Experienced mentors and consultants with demonstrated project success

IconATG is a thought-leader in IT training, consulting and mentoring. Our training team has successfully developed cost-effective, customized IT training programs and we have taught thousands of students through our formal courseware and hands-on workshops. We offer introductory to advanced courses in focused disciplines of the full software lifecycle including Iterative, Agile, Unified Process (RUP), Scrum, UML, requirements and Use Cases, facilitation, user-centered design, iterative project management, and architecture (SOA/MDA). Our instructors' real-world expertise is incorporated in each of our classes, giving your team practical skills to be highly productive when developing today's most demanding applications.

Mentoring solidifies knowledge gained through training by applying concepts learned in class. Icon's extensive project experience has shown that teams better understand new processes and techniques by applying them with an experienced mentor. IconATG consultants and mentors work with project teams applying new technologies, tools and processes in their organizations to ensure project success. Full lifecycle experience allows Icon consultants to deliver expert knowledge in specific disciplines, while providing an understanding of the workflow throughout the lifecycle. We actively work with your project team helping them develop skills and address problems through facilitation, demonstration, co-development, review, observation and advice. IconATG is that critical consulting resource – we help ensure your success!