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).

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

- Software developers, testers, interface and human factors designers, database developers, architects, and others responsible for the technical development effort (“technical team”)
- 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”)
- 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:
3 days to 4 weeks 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