Agile Software Development for Teams

Practical and inspiring 2-day hands on Agile software training workshop for team. F requently run as kick-off for teams switching to agile or to help existing agile teams improve.

This course provides a practical introduction to Agile Software Development and Scrum routines. This course has a proven record of bringing software development teams to a state where they can start implementing Agile the next day.

The Agile software training teaches the concepts of short delivery cycles, working with changing requirements and empirical process control. By the end of the course attendees will have decided what Agile practices they wish to adopt.

Agile software development is well established. Many teams have already seen benefits in comparison to older ways of working. Whether regular releases, greater predictability, improved quality, reduced documentation or, ultimately, a higher return on investment. Companies in online commerce, health care, finance, embedded and many other fields have adopted Agile as their standard way of working.

Why is this workshop different? – the emphasis in this workshop is getting teams working agile, and better agile.

This workshop aims to give attendees rehearsal of agile working. The first day is features two big exercises which allow everyone to practice working iteratively and discussing how and why it works. In the last session of the workshop the teams are asked "What do you want to do? what do you want to adopt and change?". Teams then decide what happens next.

This recipe and has repeatedly worked - this workshop has a track record of success with teams going from workshop to real work, putting agile into action within days. Teams see benefits immediately and within a few weeks iterative agile is embedded.

While the basics of agile working are picked up, fairly**,** quickly the devil is in the detail. Doing agile development well can be hard. Particularly when team members all have a slightly different idea of how things work in agile. This agile software training course provides a great starting point for change. Many teams have started their first sprint the day after this workshop.

For experienced teams the flexible nature allows teams' to focus on areas of concern. Experienced teams have the opportunity to review current working practices, compare them with other teams and decide how to improve.

Who should attend?

This course is designed to rehearse for agile working, so it is best attended by **whole teams** who wish to transition to an Agile development methods approach, whether Scrum, XP (Extreme Programming) or generic Agile.

Team members usually include **Software Engineers, Testers, "Product Owners" (Business Analysts, Product Managers)** plus **Project Managers, Program and Development Managers** who want to work in and with Agile/Scrum teams.

Business customers and users who work with software teams and want to understand the Agile development paradigm.

Learning objectives

On completion of this course attendees will:

- Know how to use time-boxed iterations following agile/scrum processes to develop and deliver working software.

- Use backlogs to manage requests and regulate workflow to satisfy business priorities.

- Participate in Scrum style meetings such as daily stand up, planning and retrospectives.

- Understand the technical practices common in Agile, Scrum and Extreme Programming (XP). How these practices improve quality, thereby saving time, and allow teams to maintain consistent software design in the face of an ever-changing environment.

Topics included

- **Benefits** of Agile and Scrum.

- **Sprints & Iterations**: routines and meetings; planning meetings, stand-up/Scrum meetings, demonstrations and reviews & retrospectives.

- **Planning**: Loading a sprint with commitment and/or velocity, sprint planning, quarter/release planning and roadmap.

- **Requirements**: User Stories, sprint backlog & product backlog, prioritization and the Product Owner role (Business Analysts, Product Managers, Customers and others) plus roles, stakeholders and personas.

- **Work to do**: Epics, User Stories, Tasks, work breakdown, estimation, definitions of ready and done, unplanned work and "business as usual".

- **Overview of technical practices**: Test Driven Development (TDD), refactoring, continuous integration, simplicity in design & architecture, code reviews and pair programming.

- **Roles in agile development teams:** Customers, Developers, Testers, Managers, Product Owners, Scrum Master, Agile Coaches and other stakeholders.

- **Organization structures supporting agile**: Vertical teams, transparency and visibility.

- **When will it be done?** – Measuring velocity, forecasting using burn-down and burn-up charts, plus cumulative flow diagrams.

Exercises

Stand-up meeting, Planning meeting, Story Breakdown, Simulated Sprint Cycles, Retrospectives using Dialogue Sheets.

Materials

All attendees receive: copies of the course slides and a copy of *Xanpan: team centric agile software development* – either electronic or printed.
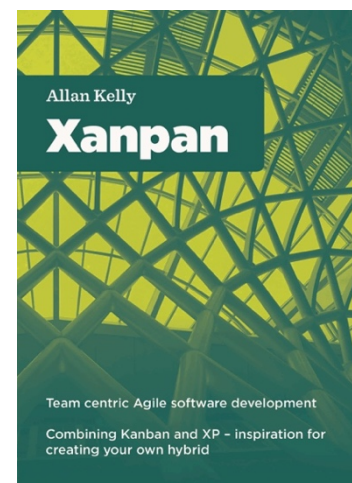
In addition the team receives equipment to help threm through their first few weeks of agile working: planning poker cards, team retrospective cards, completed *Agile Thinking* dialogue

sheets listing the teams next actions, *Iteration Planning Meeting* dialogue sheet to help the team with planning meetings and Sprint Retrospective dialogue sheets for future use.

Free follow-Up day and complementary workshops

This workshop is most effective at cementing change in working practices when supplemented by follow up coaching. To this end on free follow-up day is included with the course which may be supplemented with additional follow-up and coaching sessions.

The *Product Owner workshop* is an designed to complement to this workshop providing Product Owners – and related professional – a greater depth of understand on the inbound side of development. The workshop adds describes the "off stage" Product Owner role, backlog management, and user stories – both writing the stories and working with stories.

Together the Agile for Teams and Product Owner workshop together with a series of follow-up mentoring sessions form a powerful programme to help any team embrace agile working.

Designer and instructor

This course is designed and normally delivered by Allan Kelly, BSc, MBA. Allan advises and mentor managers and teams in using agile approaches and OKRs to accelerate delivery teams, meet deadlines, and execute against strategy. He believes these approaches benefit businesses and create more fulfilling work environments.

He has 30 years' experience in software products starting as a programmer and has been delivering consulting and Agile training for over ten years with a myriad of small companies and better known names such as Virgin Atlantic, Reed Elsevier, Reuters and Swift. A keynote conference speaker he is sometimes considered a "thought leader" although he prefers a more modest description. Allan is the author of several books including *The Art of Agile Product Ownership*, *Succeeding with OKRs in Agile*, *Business Patterns for Software Developers*

Contact

To find out more about this course in more detail or to discuss scheduling please book a call - https://www.allankelly.net/contact/ - email (contact@allankelly.net).