



TRAINING COURSE OUTLINE

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Agile Overview – 1 Day

Change, and the management of change, is a constant challenge in today's competitive environment. However, traditional 'Waterfall' approaches to Project Management and Delivery can only really succeed where system requirements are static and where change is minimal or predictable – each being situations that are increasingly unlikely.

Agile methods welcome and enable change, and employ iterative project delivery lifecycle practices that provide the ability to react positively to the opportunities that change can offer. Agile focuses on high levels of interactive communication, quality, frequent delivery and feedback based around empowered teams working in an iterative framework of "assess, adapt, apply".

This one-day course provides an introduction to Agile and an overview of the principles of each of the leading Agile methods; including eXtreme Programming, Scrum, DSDM (Dynamic Systems Development Method) Atern, the Agile/Open Unified Process and Lean Software Development.

Audience

Anyone considering, evaluating or who is involved in a move towards Agile Project Management and Delivery – to replace or to complement their current processes.

Content

- The Business Case for Agile
- Principles of Agile and the Agile Manifesto
- The leading Agile methods – similarities and differences
- Project Roles, Responsibilities and Rights
- Customer/Business User involvement
- Agile Requirements Analysis and User Stories
- Agile Architecture and Refactoring
- Timeboxing and Prioritisation
- Agile Project, Release, and Iteration Planning
- Agile Testing and Test Driven Development (TDD)
- Daily Scrums, Project Reviews and Retrospectives
- People and Cultural aspects of Agile
- The Risks of Agile
- Transitioning to Agile

Additional Details

Duration 1 day

Setup Laptop projection; flip charts; space for groups of three or four to work together in comfort.

Options This course can be delivered with a focus on any chosen method or combination of methods: generic Agile, Lean, Scrum, DSDM Atern, the Agile/Open Unified Process or any client-specific local practices.