

Agile Project Management using Scrum



AGILE PROJECT MANAGEMENT USING SCRUM

BACKGROUND

Increasingly intense competition in fast-changing environment is forcing organizations to find faster ways to develop new products and bring them to market. Agile approach, originally evangelized by the software community, is a response to this competitive environment. It is a collection of practices based on a set of values and principles enshrined in the Agile Manifesto (www.agilemanifesto.org). Agile represents a paradigm shift from the traditional process-driven to a new value-driven approach to managing complex work. By far the most popular Agile practice is Scrum, a simple yet powerful framework that can be applied not only to deliver great results, but also to build a highly effective organization.

LEARNING OBJECTIVES

Scrum is the most popular Agile framework. It is applicable not only in software, but other domains as well. This course will help participants understand how to use Scrum to help their organizations create the highest business value in the shortest time!

By the end of the course, participants able to articulate the following:

- What is Agile and how does it come about?
- Traditional “Waterfall” vs. Agile development approaches – what are the differences?
- Where is the Agile approach applicable?
- What is Scrum, and where does it come from?
- Details of the Scrum framework – the roles, artifacts, meetings and values – what they are, why they exist, how to apply them.
- Other Agile practices such as Agile estimation, planning poker and user stories.

OUTLINE OF PROGRAM

- The Agile Approach in SW/ IT and other development projects
- Scrum at a High Level – The origin of Scrum, Scrum as a framework, elements of Scrum, Scrum overview, Scrum principles, and characteristics of a Scrum team.
- The Scrum Roles – The product owner, development team and Scrum Master roles, self-organization.
- The Scrum Artifacts – Working with requirements, potentially shippable product increment, definition of done, product backlog, sprint backlog, product backlog refinement, creating the initial product backlog, estimation, planning poker, velocity and release planning, progress tracking.
- The Scrum Ceremonies – Sprint, sprint planning, daily Scrum, sprint review, sprint retrospective.
- Scrum Simulation – Experience the practice of delivering value incrementally and iteratively in using case studies

METHODOLOGY

The course structure is based on Agile Manifesto and Scrum. Participants will learn about Agile /Scrum concepts through a mix of lectures, individual /group exercises, case studies and quiz.

TARGET AUDIENCE

Project practitioners, leaders, managers, product owners, Scrum Masters, product development team (architects, designers, coders, testers) and management personnel (product managers, engineering managers, test managers, quality managers, directors, vice presidents etc.). Anybody who wants to be successful in applying Scrum to complex development projects.

DURATION

2 Days (9am – 5pm)

COURSE FEE

Program 100% Claimable under SBL Scheme

PSDC Members: RM 800/pax

Non-Members: RM 900/pax

All prices listed above are not inclusive of GST

DATES

24 – 25 May 2018

19 – 20 July 2018

** Training dates are subject to change*

TRAINER'S PROFILE

A. TRAINER BACKGROUND

Name : Tan Wooi Ming
I/C No. : 670924 07 5313
Nationality : Malaysian

B. ACADEMIC QUALIFICATION:

- * Master of Electrical and Electronics Engineering,
National University of Singapore, Singapore
- * Bachelor of Electrical and Electronics Engineering,
University of Canterbury, New Zealand.

C. PROFESSIONAL QUALIFICATION:

- * Project Management Professional, PMP, www.pmi.org
- * Master Certificate in Project Management,
George Washington University, USA.

D. SHORT COURSES ATTENDED:

- * Project Management classes from ESI, www.esi-intl.com
- * Situational Leadership II class
- * Negotiation class

E. WORKING EXPERIENCE:

- * Senior Program Manager, Motorola (current, 6 years)
- * Senior Marketing Engineer, Intel (6 years)
- * NPI engineer, Nortel (3 years)

F. EXPERIENCE IN TRAINING:

- * External training with PSDC (Komag, Knowles, Public classes)
- * Internal training in Motorola and Intel

G. CURRENT OCCUPATION: Senior Program Manager

Venue	PSDC
Payment	Crossed cheque made payable to “ PENANG SKILLS DEVELOPMENT CENTRE ” one week before commencement date.
Registration	Registration forms together with payment to be forwarded to:- <i>PSDC</i> <i>1, Jalan Sultan Azlan Shah, Bandar Bayan Baru,</i> <i>11900 Bayan Lepas, Penang.</i> Tel: 04-643 7909 Fax: 04-643 7929 Email: training@psdc.org.my
Cancellation	PSDC reserves the right to cancel or postpone any program but with due notice to the company(s)
Refund	Fees will only be refunded in full for any cancellation of registration provided written notice is received 7 working days before commencement date. Substitute attendee(s) will be accepted at no extra charge.

For further information, please contact Nuralina (ext. 514)
Email: nuralina@psdc.org.my

Online registration: <http://www.psd.org.my>



To find out more, call our **Corporate Training Team** at ext 523/577/514/517 or email to corptraining@psdc.org.my

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