

Course code: **AGILE/DEV**

Course title: **Agile Software Development**

Days: 2

Szkolenie realizowane we współpracy z firmą 

## Description:

### Course intended for:

The training is intended for all participants of programming projects: project managers, programmers, architects and testers.

### Course objective:

The training objective is to present and teach the users to use the major agile methods and practices.

In particular, the participants are to:

Learn to implement projects in accordance with agile methods. Get familiar with Scrum, Kanban and Extreme Programming methods, learn to use them in their own projects and test their new skills in practice during workshops and exercises under the supervision of trainers.

### Course strengths:

Acquiring of theoretical knowledge and practice during exercises performed under the supervision of experienced trainers – working as members and coaches of agile teams.

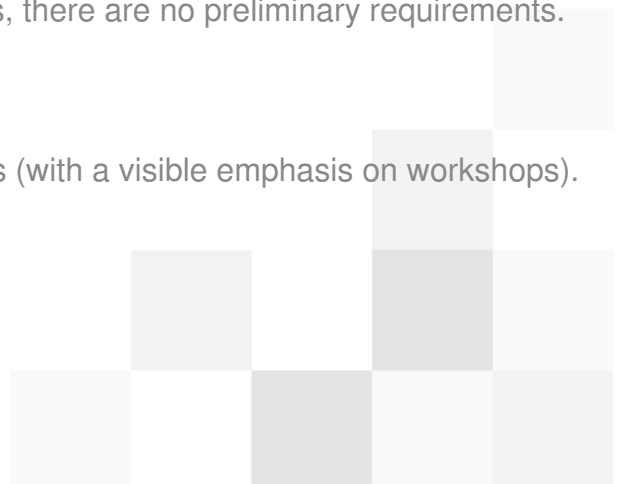
### Requirements:

During the training, the participants are introduced to the world of agile methods (Scrum, Kanban, Extreme Programming) and practices; thus, there are no preliminary requirements.

### Course parameters:

2\*8 hours (net 2\*7 hours) of lectures and workshops (with a visible emphasis on workshops).

Group size: no more than 15 participants.



- Agile processes
  - roles
  - iterations vs. continuous work
  - management of scenarios and tasks
  - retrospectives
- Agile team
  - Team building
  - Cooperation
  - Self-organization
  - Involving the clients
  - Programming practices
- Planning and estimation
  - Estimation of size and workload associated with requirements
  - Calculating of speed of a team working in Scrum
  - Lead Time and WIP – planning in Kanban
  - Specification of deadlines and functional scope of implementations
- Team transformation
  - New roles in the project
  - Organizational changes
  - Introduction of agile practices and processes

