

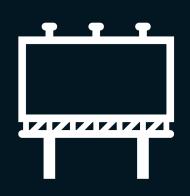


# AGILE

WORKSHOP



### LEARNING OBJECTIVES



Learn origins of Agile and Scrum



Understand the roles on a Scrum Team, Scrum Framework and best practices



Understand how Agile and Scrum can be applied across disciplines and industries



Apply Agile and Scrum principles in real world scenarios to enhance learning



# HOUSE KEEPING

- o Refreshments
- o Restrooms
- o Nursing / Health Station
- o Breaks
  - o (2 morning / 1 afternoon)
- o Lunch (approx. 1130)





# PARTNERSHIP AGREENMENTS



#### **Participate**

Actively participate and remain engaged in the learning process for the duration of the course.



#### Be Respectful

Show respect for the various points of view presented, regardless of whether you agree.



#### Ask

If you have a question - ask! You're probably not the only person who's curious.



#### Have Fun!

You will get out of the session what you put in. Bring your curiosity, positive energy and real-world examples.





### INTRODUCTIONS

- o Name
- o Role
- o Fun Fact about yourself

o What do you hope to gain from this course?





# 10:00



Breaktime for PowerPoint by Flow Simulation Ltd.

Pin controls when stopped





### **AGENDA**

- 1. Introduction to Agile and Scrum
- 2. Benefits and Drawbacks of Agile and Scrum
- 3. Scrum Framework and Key Components
- 4. Scrum Framework and Key Components
- 5. Use Case Review: Agile Scrum Across Industries and Projects



# Introduction to Agile & Scrum





#### AGILE

- o Agile is an iterative approach to project management
- o Helps teams deliver value to their customers faster and with fewer headaches
- o Reduces reliance on betting everything on a "big bang" launch
- o Work is delivered in small, but consumable, increments
- o Requirements, plans, and results are evaluated continuously so teams have a natural mechanism for responding to change quickly

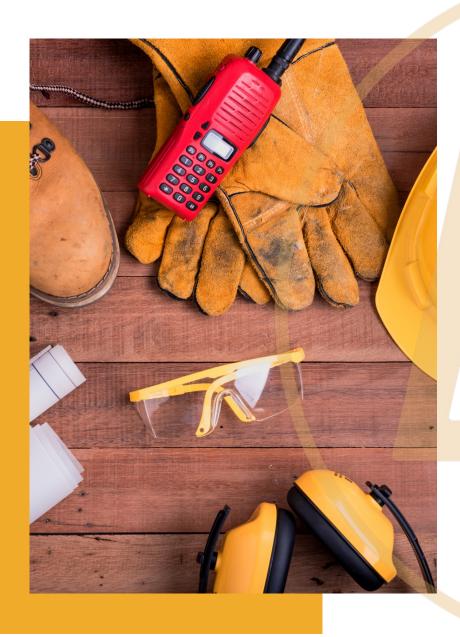


### COMMON CHALLENGES

#### IN PROJECT EXECUTION







## PERSONAL TOOLKIT

- o Scrum
- o Kanban
- o Scrum-ban
- o Lean
- o Six Sigma
- o XP
- o Waterfall Project Management
- o SAFe



### WHAT AGILE IS...

- o Agile is a project management methodology that emphasizes flexibility, collaboration, and rapid iteration
- o Agile prioritizes delivering working software or products quickly and continuously improving them based on feedback
- o Agile values individuals and interactions, working software, customer collaboration, and responding to change
- o Agile is not a specific process or tool, but rather a set of guiding principles and values

#### WHAT AGILE ISN'T...

- o Agile is not a prescriptive methodology that provides detailed instructions for how to manage a project
- o Agile is not a replacement for project management or a silver bullet that will solve all project problems
- o Agile is not an excuse to avoid planning or documentation, but rather a way to streamline these processes and focus on what's most important



### FOUR CORE VALUES

OF THE AGILE MANIFESTO

Responding to change over following a plan

Individuals and interactions over processes and tools

THE FOUR CORE AGILE VALUES

Customer collaboration over contract negotiation

Working software over comprehensive documentation

