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Agile Introduction

What is this course?

Agile Introduction is a highly interactive one-day course that explores the key concepts, values, principles and practices of Agile frameworks

What will you learn?

Based on the trainer's practical experience, participants will learn:

- The origins of Agile methods.
- Understand and apply the core values and principles of Agile methods.
- Know the difference between defined process and empirical processes that are used in Agile.
- Explain the issues identified in the traditional waterfall approach.
- Recognise the myths that are often attributed to Agile practices.
- Understand the implications of Agile practices on individuals, teams and businesses.
- Explain the way we engage customers on Agile projects.
- Know how we respond to change in an Agile project.
- Describe the common Agile roles, techniques and practicesthem in your context.

How should I prepare for this course?

Before the course students should undertake the course preparation instructions that will be issued to them.

What will you receive?

- 1 day of high quality instruction from an experienced BeLiminal trainer and coach.
- Certificate of course completion.

Who is this course suitable for?

This course is useful for anyone who is new to Agile and wants a broad understanding of the core concepts, practices and values that underpin Agile approaches.

In terms of roles, the course is suitable for Product, Project and Programme Managers, Development Team Members including but not limited to Architects, Designers, Developers, Testers and Business Analysts as well as organisational leaders and managers wanting to understand the value of Agile practices.

Are there any prerequisites for this course?

There are no prerequisites for the course, however students are expected to complete the pre-course reading required.

What about exams and certifications?

There are no exams.

What topics are covered?

The Agile Manifesto

- Values
- Principles

Rationale and Benefits of Agile

- History of Agile
- Empirical and defined processes
- The Pillars of the empirical process
- Waterfall approach
- Working with uncertainty and volatility
- The iron triangle
- Agile myths
- The economic case for Agile

Individuals and their actions over process and tools

- Motivated and talented individuals
- Emergent design and self-organising teams

Working systems over comprehensive documentation

- Satisfy the customer with continuous delivery of value
- Deliver working systems frequently
- Working systems as a measure of progress
- Technical excellence and good design

Customer collaboration over contract negotiation

- Business people and developers must work together
- Face to face communication
- Reflect and adjust regularly

Responding to change over following a plan

- Embrace change
- Sustainable pace
- Simplicity – The art of maximising the amount of work not done

Common Agile roles

- Customer
- Team
- Stakeholders

Common Agile techniques

- User Stories
- Acceptance criteria
- Estimating
- Emergent design
- Quality in Agile teams

Common Agile Practices

- Short feedback loops
- Focus on quality
- Visual boards
- Retrospectives and continuous improvement

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