

Updated 07/26/2023

Sign up

## Introduction to agile methods

1 day (7 hours)

### Presentation

Learn how to use the Scrum method to make your projects agile. Agile methods enable you to meet your customers' expectations as effectively as possible.

Thanks to an iterative, incremental and adaptive development cycle, agile teams deliver better quality products. Once you've completed this one-day training course, you'll be able to deliver more value to customers and better organize your projects.

For better assimilation, the training is based on alternating theoretical lessons (50%) and practical work (50%), with videos and a fun approach. Each participant will receive a PDF version of the course material.

### Objectives

- Identify the differences between agile and traditional approaches
- Know the 4 values and 12 principles of agility
- Understanding how projects work in agile mode
- Identify the different roles and responsibilities of agile team members
- Acquire the vocabulary and concepts needed to implement agile methods
- Choosing the best method for your context

### Target audience

- All candidates wishing to learn about agile methods: Project Managers, Facilitators, Managers, Project Owners, Product Owners, Business Analysts, Methods Managers, Product Managers, Scrum Masters, Developers, Architects, etc.
- Anyone working in project mode

### Prerequisites

Experience of teamwork or a project management method is preferable, but not mandatory.

## Further information

We also offer comprehensive training in the most widely used agile method, the [Scrum method](#), as well as its [PSM 1 certification](#).

## Introduction to agile methods

Icebreaker: introduction of participants, presentation of the Agile Project

### Management course

- Software engineering methods (V-loop, adaptive, iterative, waterfall, etc.)
- Limitations of "predictive" approaches, tunnel effect
- Exercise: Becoming aware of project management pitfalls
- Boehm's spiral, RAD and agile methods
- The 4 values and 12 principles of the agile manifesto
- Exercise: Formulate agile values and principles appropriately
- The product life cycle
- Value-based management
- The agile ecosystem as a whole
- Exercise: The Marshmallow Challenge for using agility

### Scrum Method

- Values, pillars and key ideas
- Characters, artifacts and rituals
- Time-boxes
- The backlog (list of functional requirements).
- Gathering and formalizing agility requirements
- User Stories
- product backlog life cycle
- Exercise: "Backlog design" game, designing an agile requirements list
- Priority level of requirements
- Estimated workload (Story points)
- Exercise: "Planning Poker" game to learn how to estimate based on value
- Iteration: plan, definition of "ready" and "finished", "daily scrum" and product increment
- Iteration reviews
- Visual management: curves, indicators, points of attention

### Agile frameworks

- Introduction to Lean, Kanban and XP methods

- Overview of Agile@Scale frameworks (SAFe, Spotify, LeSS)
- Training summary and evaluation
- Delivery of support in PDF format

## Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

## Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

## Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

## Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

## Sanction

A certificate will be issued to each trainee who completes the course.