

## Agile Development

### Audience Agile Development Course

This course Agile Development is intended for developers, testers, project leaders and managers who want to gain knowledge about the design of an Agile software development process.

### Prerequisites Course Agile Development

To join the course Agile Development no specific skills are required. General knowledge of system development is beneficial for a proper understanding.

### Realization Training Agile Development

The theory is discussed on the basis of presentation slides. The steps in an Agile development process are practiced using short case studies. The course times are from 9.30 up and to 16.30.

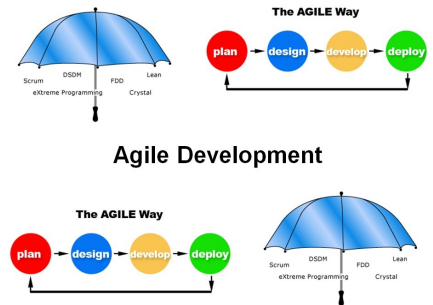
### Certification Agile Development

Participants receive an official certificate Agile Development after successful completion of the course.

Duration: 2 days

Price: € 1499

**Open Schedule**



## Content Course Agile Development

In the course Agile Development participants learn the concepts, methods and practical techniques of Agile software development. In an Agile Development method, progress is measured on the basis of working products, features and prototypes. Not piles of paper but working software.

### Agile Intro

The course Agile Development begins with a discussion of the origins of the term Agile with the creation of the Agile Manifesto by a number of software developers in 2001 in Utah.

### Agile Roles

Attention is paid to roles and role identification in Agile, working in teams and reaching consensus. In Agile Development the emphasis is on direct communication, preferably as personal contact, instead of written reporting.

### Iterations

Next it is discussed how the Agile development process is divided into short iterations to avoid risks. At the end of each iteration both the delivered product and the development process are assessed.

### User Stories

The importance of user stories, estimates and planning in Agile are also covered in the course Agile development. The full cycle of a typical Agile development project is executed from writing a user story to its implementation and delivery.

### Planning and Metrics

Finally it is treated how iterations in Agile development are planned and executed, what the place is of Daily Standups and how metrics can be applied to Agile development projects.

### Agile Teams

During the course Agile Development participants work in teams and put Agile into practice through hands-on exercises that strengthen the understanding of the ins and outs of Agile development. At the end of the course Agile Development participants will have the practical knowledge needed to get started with Agile development.

## Modules Course Agile Development

<b>Module 1 : Agile Intro</b>	<b>Module 2 : Agile Roles</b>	<b>Module 3 : Agile Teams</b>
Development Methodologies Agile Introduction Agile versus Waterfall History of Agile The Agile Manifesto Agile Methods Method Differences Including Feedback Iterative Development	Role Overview Leadership in Agile Product Owner Team Lead Development Members User Roles for Stories User Roles for Requirements Domain Experts Stakeholders	Self Organizing Teams Empowered Teams Team Dynamics Achieving Consensus Meeting Rules Team Charters Vision and Strategy Road Mapping Building the Product Backlog
<b>Module 4 : User Stories</b>	<b>Module 5 : Estimation</b>	<b>Module 6 : Planning</b>
User Story Parts Acceptation Criteria Why User Stories? Gathering Stories Requirements Gathering Writing User Stories Acceptation Criteria Prioritization Story Mapping	Intro Estimation Conventional Estimation Problems Function Point Analysis Agile Estimations Feature Estimation Story Points Estimations Free Planning Affinity Mapping Data Estimation with Velocity	Release Planning Process Schedule Based Release Planning Scope Based Release Planning Keeping the Release Plan Iterative Planning Defining Done Capacity Planning Detailed Planning Planning for Chaos
<b>Module 7 : Iterations</b>	<b>Module 8 : Metrics</b>	
Planning Iterations Iteration Execution Timeboxing Reviews Three Themes of Iteration Execution Conducting Daily Standups Foul Team Smells	Sprint Demo's Metrics and Reporting Cost of Metrics Traditional Metrics Problems Understanding Agile Metrics Retrospectives Effective Retrospectives	