

Scrum for Developers

Audience Course Scrum for Developers

The course Scrum for Developers is intended for teams and individuals who want to learn how Scrum can be used in the development of applications.

Prerequisites Scrum for Developers

Experience with programming in a modern programming language like Java, C#, JavaScript or Python is required to participate in this training.

Realization Training Scrum for Developers

During the training the participants are part of a Scrum Development Team that develops an application. In this way they can experience how a self-organizing team works and what is involved in it. Course times are from 9.30 to 16.30.

Certification Scrum for Developers

After successful completion of the course the participants receive an official certificate Scrum for Developers. Participants can also take the online exam 'Professional Scrum Developer'.

Duration: 2 days

Price: € 1299

[Open Schedule](#)



Scrum for Developers



Content Course Scrum for Developers

In the course Scrum for Developers a Scrum Development Team learns how to get a flying start in both efficiency and productivity when developing software by applying Scrum. Developing quality software requires a well-functioning team, an Agile process through Scrum and appropriate tooling.

Scrum en Agile

The course starts with an introduction in the background of Scrum and the Agile Manifesto. The different roles in Scrum such as Product Owner and Scrum Master are discussed. And also Ceremonies, Planning, Daily meeting and Review are treated. Furthermore attention is paid to Requirements Gathering, User Stories and Acceptation Criteria.

Scrum Artifacts

Subsequently Scrum artifacts such as Stories and Product Backlog are on the agenda and the division of activities in Sprints and Best Practices in Scrum are discussed.

Self Organizing Teams

During the training the participants are part of a Scrum Development Team so that they can experience how a self-organizing team functions and what it involves. The participants learn how the team can deliver software in every Sprint that can in principle be put into production immediately.

Theory en Practice

The training is a mix of theory and applying it in practice. Java is used for the practical assignments and the participants do requirements engineering, design, development, testing, integration and deployment within a single iteration.

Technical Skills

The course covers all the technical skills you need as a team member to successfully develop and deliver the desired functionality.

Scrum Certification

After completing the course you will be able to obtain Scrum certification through an official exam. This exam is called "Professional Scrum Developer" and can be taken online.

Modules Course Scrum for Developers

Module 1 : Scrum Intro	Module 2 : Using Scrum	Module 3 : User Stories
What is Scrum? Project Management Self-organized teams Business sets priorities Target accomplishment Agile introduction The Agile Manifesto Agile Methods Method differences	Working in Scrum Teams Roles Product owner Scrum Master Development Team Manager Ceremonies Planning Daily meeting and Review	User Story Parts Acceptation Criteria Why User Stories? Gathering Stories Requirements Gathering Writing User Stories Acceptation Criteria Prioritization Story Mapping
Module 4 : Scrum Artifacts	Module 5 : Best Practices	Module 6 : ALM
Artifacts Stories Product Backlog Prioritization Size Estimation Product Timeline Sprints Life in the Sprints Sprint Backlog Sprint Planning Charts	Test-driven Development Continuous Integration Refactoring Emergent Architecture Incremental DB Design Definition of Done Planning Code Review Pair Programming Version Control Acceptance Tests	Application Lifecycle Management ALM tools with Scrum Manage and Monitoring DevOps Culture Requirements Management Requirements Workflow Estimation and Planning Incident Management Testing Quality Assurance Deployment and DevOps