Our Certified Scrum Master training program is a two week hands on course. This course exposes our students to real life scrum projects , and gives students the ability to manage scrum teams, thereby gaining real life experience of the Agile Framework. This program exposes our students to real life applications with different lines of businesses. Our Scrum Master Certification program is one of a kind, as you'll very quickly get very marketable skills in a short period of time.

Course Cost:

Live Scrum Master Training: $2500

1. **Agile Thinking**: In order for us to understand the benefits of Scrum and the nuances behind its framework, we begin with the history of agile methods and how relatively new thoughts in software development have brought us to Scrum.
   a. How manufacturing has influenced software development
   b. The origins of agile thinking
   c. The Agile Manifesto
   d. The complexity of projects

2. **The Scrum Framework** Here we'll ensure that we're all working from the same foundational concepts that make up the Scrum Framework.
   a. The different Scrum roles
   b. Iterative Development vs. Waterfall
   c. Self-Management concepts
   d. Full disclosure and visibility
   e. The Scrum Framework Overview

3. **Implementation Considerations.** Moving beyond Scrum's foundational concepts, we'll use this time to dig deeper into the basics of implementing Scrum. We'll also use this time to begin a discussion of integrity in the marketplace and how this relates to software quality.
   a. Traditional vs. Agile methods overview
   b. The Agile Skeleton
   c. A Scrum launch checklist

4. **Scrum Roles.** Who are the different players in the Scrum game? We'll review checklists of role expectations in preparation for further detail later in our session.
   a. The Team Member
   b. The Product Owner
   c. The Scrum Master

5. **The Scrum Team Explored.** Since the ScrumMaster is looking to protect the productivity of the team, we must investigate team behaviors so we can be prepared for the various behaviors exhibited by teams of different compositions. We'll also take a look at some Scrum Team variants.
   a. The Agile Heart
   b. Team ground rules
   c. Getting Human Resources involved
   d. The impact of project switching

e. The Scrum of Scrums
f. Large Scale Scrum (LeSS)
g. The importance of knowing when software is "done"
h. Dispersed team consideration

6. **Agile Estimating and Planning**. Although Agile Estimating and Planning is an art unto itself, the concepts behind this method fit very well with the Scrum methodology an agile alternative to traditional estimating and planning. We'll break into project teams that will work through decomposition and estimation of project work, and then plan out the project through delivery.

a. Product Backlog Features
b. Relative Weighted Prioritization
c. User Stories
d. Relative Effort
e. Velocity
f. Planning Poker and Story Points
g. Projecting a Schedule
h. Why Plan in an Agile Environment?

7. **The Product Owner: Extracting Value**. The driving force behind implementing Scrum is to obtain results, usually measured in terms of return on investment or value. How can we help ensure that we allow for project work to provide the best value for our customers and our organization? We'll take a look at different factors that impact our ability to maximize returns.

a. The Priority Guide
b. Product Backlog Refactoring
c. Release Management

8. **The ScrumMaster Explored**. It's easy to read about the role of the ScrumMaster and gain a better understanding of their responsibilities. The difficulty comes in the actual implementation. Being a ScrumMaster is a hard job, and we'll talk about the characteristics of a good ScrumMaster that go beyond a simple job description.
a. The ScrumMaster Aura
b. Characteristics of a ScrumMaster Candidate
c. The Difficulties of Being a ScrumMaster
d. A Day in the Life of a ScrumMaster
e. The Importance of Listening
f. Common Sense

9. **Closing Topics.** We'll wrap up with direction on where to go next with your Scrum experience, some recommended reading, Scrum reference sites, and our graduation ceremony.

10. **Meetings and Artifacts Reference Material.** While most of this material was discussed in previous portions of class, more detailed documentation is included here for future reference.
a. A Chart of Scrum Meetings
b. The Product Backlog
c. Sprint Planning
d. The Sprint Backlog
e. The Sprint
f. The Daily Scrum
g. The Sprint Review
h. Why Plan?
i. The Ideal Team Day
j. Scrum Tools