

## AF1: AGILE FUNDAMENTALS

---

### Duration

3 Days

### Introduction

This ICAgile accredited course examines the roles and responsibilities of team members working on Agile projects, explores the specific practices which are used on Agile projects, explains the theory and concepts behind the Agile approach and prepares team members to be immediately productive working in an Agile environment.

During three dynamic days participants will gain a comprehensive understanding of what to expect on an Agile project and the skills to be effective on one.

The course, designed and built in Australia/NZ, covers the philosophy, values, principles and background of the Agile methodology. It explains the flow, the processes and the environment of an Agile project, giving participants an overall understanding of the Agile world and the tools and techniques used in delivering value. It presents a structure for defining value and ensuring the project delivers the right product at the right time for the right customer.

### Prerequisites

None

### Intended For

- Team members starting out in Agile projects
- Project managers entering the Agile environment
- Managers of teams involved in Agile development
- Consultants looking for a solid grounding in Agile software development

### At Course Completion

By the end of the course participants will be able to understand:

- The background to participating in an Agile project
- The roles and responsibilities of a typical Agile project team
- The various tools available to Agile teams to facilitate the project
- How Agile teams cooperate and collaborate to deliver business value
- The important interpersonal skills Agile environments encourage and foster
- How discipline and standards contribute to Agility.

### IC Agile Accredited course

This course aligns with the Foundation learning objectives of the International Consortium for Agile's "Fundamentals of Agile" track. Successful completion of the course results in the participant becoming a "Certified ICAgile Professional".

## COURSE CONTENT

---

- The genesis of Agile - where these approaches came from and why they work
- The Agile lifecycle and iterations
- Roles on an Agile project
- The phases of an Agile project
- Project initiation activities - making sure we start right, focus on value and build the right product
- User Stories:
  - What's a story?
  - How big is a story?
  - Identifying stories
  - Characteristics and content of stories
  - What does "Done, Done, DONE" mean?
  - Quality stories
  - Stories and Epics
  - Estimating from stories
  - Release planning
  - Acceptance tests and verifying stories
  - Elaborating stories to be useful without wasting time or effort
- Agile tools - big visible charts, things on walls, velocity, burn-up and burn-down
- The "pulse" of an Agile project:
  - Iteration planning
  - Collaborative work
  - Make flow visible with the story wall
  - Daily standup
  - Showcase
  - Retrospective
- Agile without iterations - Kanban flow
- Supporting tools
- Testing on Agile projects
- Design and development practices in an Agile setting - TDD, continuous integration, refactoring, pair programming, simple design
- Project leadership roles and responsibilities, how to nurture self-organisation
- Working effectively in empowered teams
- Listening and collaboration skills
- Dealing with issues and conflict in the team
- Where to from here?