

Scrum Master (CSM)[®]

Course Outline



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What Modules are covered?

The history of Agile

1. The new project development game, Takeuchi & Nonaka (1986)
2. Agile frameworks (Scrum, XP, FDD, DSDM)
3. Project pains
4. Description of the general project management life cycle
5. Brainstorming session regarding specific project pains

Introduction to Scrum

- Planning & estimation
- Roles & responsibilities
- Ceremonies
- Artifacts
- Assimilation of Scrum
- Meetings in Scrum
- Summarizing exercise

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