Agile approach (SCRUM methodology)

Presentation

Learning objectives

Familiarisation with agile methods, their challenges and advantages over traditional methods. Definition of key values and highlighting of certain widely used methodologies: Kanban, Lean Management, etc.

Mastery of the Agile SCRUM methodological framework

- Fundamental values and principles, terminology

- Associated roles and responsibilities (Product Owner, SCRUM Master, Developers)

-SCRUM ceremonies (Sprint planning, Melée, Rétro, etc.)

Discovery of project management tools (methods and software), implementation of indicators, and practices and concepts commonly used throughout the project life cycle.

Application of the knowledge acquired through workshops held throughout the sessions.

Description of the programme

I - Agile methods

      1 - Agile values and principles

      2 - LEAN management

      3 - Kanban (+ Workshop)

      4 - Requirements gathering / UX approach

II - SCRUM methodology

      1 - General values and principles

      2 - Definitions and operating principles (+ Workshops)

3 - SCRUM roles (+ Workshops)

4 - The SCRUM stages

5 - Adapting to change pragmatically

6 - SCRUM ceremonies

III - PROJECT MANAGEMENT

1 - Planning Poker / Estimating

2 - Monitoring progress and current indicators

3 - Some digital tools

IV - AGILE METHODS IN DETAIL

1 - Criticisms and weaknesses

2 - Xtreme Programming

3 - Test Driven Development

4 - Common Agile practices and concepts

Generic central skills and knowledge targeted in the discipline

- Knowledge of the main Agile methods and their stakes and uses

- Knowledge of how SCRUM works, its roles and ceremonies, and proficiency in working within this environment

- Ability to set up indicators and project monitoring tools that are relevant, synthetic and not superfluous: workload estimates, adjustments, etc.

- Applying the principle of continuous improvement, both within projects and more broadly as good working practice

- Prioritising customer satisfaction in the face of challenges (technical or otherwise), pragmatism.

- Ability to communicate effectively and act transparently.

How knowledge is tested

Workshops and questionnaires to monitor knowledge acquisition

Practical application through a SCRUM project simulation

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Bibliography

* L'agiliste ; https://agiliste.fr/
* Wikipédia - Extreme Programming ; https://fr.wikipedia.org/wiki/Extreme_programming
* Communication non violente - MALT Academy ; https://www.youtube.com/watch?v=afZG1XreRqo
* Net Promoter Score ; https://www.definitions-marketing.com/definition/net-promoter-score/
* SCRUM Certification Training ; 🔗 https://www.scrum.org/open-assessments/scrum-open
* Open Classrooms - Gérez votre projet avec une équipe SCRUM ;
  https://openclassrooms.com/fr/courses/4511226-gerez-votre-projet-avec-une-equipe-scrum/4511233-maitrisez-les-piliers-scrum
* Wikipédia - Méthode agile ; https://fr.wikipedia.org/wiki/M%C3%A9thode_agile

Teaching team

* Laetitia BUCARI MANU

Total des heures		**6h**
CM	Master class	6h

Useful info

Name responsible for EU

Lead Instructor

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