

Getting Started with Scrum

Scrum is an agile development methodology with special emphasis on transparency and accountability. It focuses on keeping the client and the development team in sync throughout the development of the product. It's one of many agile development methodologies, and right now is by far the most widely leveraged by teams getting started with agile.

The one-day **Getting Started with Scrum** course provides an overview to the Scrum process, and goes just a bit further to address other aspects of working in an agile environment. In addition to estimation, planning, review, retrospectives and daily scrums, this course also covers test-driven development, continuous integration, pair programming and code reviews, dealing with emergent architecture and documentation, and takes a brief look at some simple tools for managing Scrum.

During the course students will work on a mock project using Scrum. Each attendee will have the opportunity to play different roles within the process. After each exercise, students will have the opportunity to share their experiences, ask questions, and focus in on specific aspects of Scrum that might be more important for their specific circumstances. **NOTE: Laptops are required for the course.**

The course covers the following topics:

- An introduction to agile development with Scrum
- An in-depth look at Scrum roles:
 - Product Owner
 - Scrum Master
 - Team Member
- An in-depth look at the core Scrum meetings:
 - Planning
 - Review
 - Retrospective
 - Daily Scrums
- An in-depth look at other agile practices often used in support of Scrum
 - group estimation
 - test-driven development
 - continuous integration,
 - pair programming and code reviews
 - dealing with emergent architecture and documentation
 - frequent releases
- Introducing Scrum into your organization

About Mike Kelly

Mike is a Partner at Developer Town - a venture development firm. His focus is software testing, he leads projects for Developer Town, provides consulting services, and regularly provides training publically and for companies. When he consults, his longer engagements include some level of project management and/or test management. He is most passionate about exploratory testing, performance testing, and testing in an agile environment. He writes and speaks about topics in software testing and is a past director and president for the Association for Software Testing and a co-founder of the Indianapolis Workshops on Software Testing, a series of ongoing meetings on topics in software testing.

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