

# Scrum Master Training

## Course Overview

### Scrum Master Training Details

Duration: 20 hours

Type: Online Training

Includes: Course Material

Scrum is one of many different types of Agile Software Development Frameworks that you can use in the real world to carry working software. Scrum is an agile maintain for completing difficult projects. Scrum formerly was formalized for software development projects, but works well for any difficult, original scope of work. The potential are endless. The Scrum framework is deceptively simple.

- Training by Realtime Expert trainer
- Live Online Classes
- Free study material
- Online virtual Classes available in morning, evening and weekend

### Prerequisites

- All attendees should have a basic knowledge of, Role of the Scrum

### Duration

#### Online

- The format is 40% theory, 60% Hands-on.
- It is a 20 days program and extends up to 2hrs each.

#### Corporate

- The format is 40% theory, 60% Hands-on.
- It is a 5 days program and extends up to 8hrs each.

#### Classroom

- Private Classroom arranged on request and minimum attendees for batch is 4.

## Course Content

- The Core Principles of Scrum
- Data from Teams Using Scrum -- Impact on Productivity, Morale, Quality, etc.
- Difficulties Teams Encounter, and Key Strategies for Success
- The Basic Mechanics of Scrum -- Start to Finish
- The Role of the Scrum Product Owner
- The Role of the Scrum Team
- The Role of the Scrum Master
- The Role of Managers and others in Scrum
- The Shift from Micromanagement to Macro management
- Exercise: Self-Management and the Team's Commitment and Focus
- Creating and Managing the Product Backlog
- The Sprint Planning Meeting
- Estimating Available Hours
- Backlog Item Analysis and Decomposition
- Planning the Sprint
- Potentially Shippable Product and the Team's Definition of "Done"
- Sequential versus Overlapping Development
- Sprint Planning Meeting Simulation
- The Daily Scrum
- Exercise: Dysfunctional Daily Scrum
- Scrum Artifacts
- Sprint Backlog
- Burn down Chart
- Task Boards
- Intensive Hands-On Scrum Simulation, including:
  - Sprint Planning Meeting
  - Setup of Artifacts (Sprint Backlog, Burn down Chart, Task Board)
  - Daily Scrum Cycle x 4
  - Sprint Review
  - Sprint Retrospective
- Release Planning Using Scrum
- Project Estimation and Meeting Release Date Commitments in Scrum, including Date-Driven Releases, Functionality-Driven Releases, and Date- and Functionality-Driven Releases
- Hands-on Estimating Exercise
- Using Scrum for Multi-location (Distributed) Development
- Scaling Scrum to Large Projects, including Scrum of Scrums
- Using Scrum for Fixed-Price / Fixed-Date Projects

