SCRUM-20 | Scrum Master / PSM 1

Topics:

- Scrum Basics

    - What is Scrum and how has it evolved?

- Scrum Theory

    - Why does Scrum Work?

    - What are the core principles of Scrum?

    - How the Scrum principles are different from those of more traditional software development approaches

    - What is the impact of Scrum?

- Scrum Framework and Meetings

    - How Scrum theory is implemented using time-boxes, roles, rules, and artifacts

    - How can these be used most effectively and how can they fall apart?

- Scrum and Change

    - Scrum is different: what does this mean in regard of my project and my organization?

    - How do I best adopt Scrum given the changes that are expected?

- Scrum and Total Cost of Ownership

    - A system isn't just developed; it is also sustained, maintained, and enhanced

    - How is the Total Cost of Ownership (TCO) of our systems or products measured and optimized?

- Scrum Teams

- ○ How Scrum teams are different from traditional development groups?

- ○ How do we start with Scrum teams and how do we ensure their success?

- Scrum Planning

  - ○ Plan a project and estimate its cost and completion date

- Predictability, Risk Management, and Reporting

  - ○ How can predictions be made, risk be controlled, and progress be tracked using Scrum?

- Scaling Scrum

  - ○ Why Scrum works great with one team?

  - ○ Why Scrum works better than anything else for projects or product releases that involve hundreds?

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