

Professional Scrum Master™

Get Certified in PSM – the highest internationally regarded Scrum certification.

Duration: 2 days

ALC's Professional Scrum Master Course is based on the syllabus as set down by Scrum.org, the international curator of Scrum. Scrum is the framework of choice by over 80% of Agile teams worldwide.

The course covers Scrum fundamentals and key principles including the framework, mechanics, and roles of Scrum. The course also teaches how to use Scrum, how to optimise value, reduce the total cost of ownership of software products and deliver more frequently.

Participants learn through instruction and team-based exercises, and are challenged to think on their feet to better understand what to do when they return to their workplaces.

Who Should Attend

The Professional Scrum Master course is for anyone using the SCRUM framework. It is particularly beneficial for those people within an organisation accountable for getting the most out of SCRUM. Attendance is suitable for Project Managers, Product Directors, Founders, Product VP, Program Managers, Engineering Managers, Product Designers, Lead Developers, as well as anyone responsible for the successful use and/or rollout of Scrum in project or enterprise.

Learning Outcomes

- Be able to readily recognise, define, and work with the concepts, advantages and challenges of the Scrum framework
- Help their organisations adopt the Scrum Framework. Furthermore, participants will develop an understanding of the other roles in Scrum
- Gain knowledge to be able to effectively anticipate issues related to the practical implementation of Scrum
- Be armed with the proper tools to address, resolve, and take the lead on Scrum issues in their organisations

Course Contents

1. Scrum Basics

What is Scrum and how has it evolved?

2. Scrum Theory

Why does Scrum work and what are its core principles? How the Scrum principles are different from those of more traditional software development approaches, and what is the impact?

3. Scrum Framework and Meetings

How Scrum theory is implemented using time-boxes, roles, rules, and artefacts. How can these be used most effectively and how can they fall apart?

4. Scrum and Change

Scrum is different: what does this mean to my project and my organisation? How do I best adopt Scrum given the change that is expected?

5. 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 optimised?

6. Scrum Teams

Scrum Teams are self-organising and cross-functional; this is different from traditional development groups. How do we start with Scrum teams and how do we ensure their success?

7. Scrum Planning

Plan a project and estimate its cost and completion date.

8. Predictability, Risk Management, and Reporting

Scrum is empirical. How can predictions be made, risk be controlled, and progress be tracked using Scrum. Discussion starts with 'Done and Undone' and continues with Quality Assurance in Scrum.

9. Scaling Scrum

Scrum works great with one team. It also works better than anything else for projects or product releases that involve hundreds or thousands of globally dispersed team members. How is scaling best accomplished using Scrum?

