Lean and Agile with Serious Games

Learn how to use lean and agile powered by Essence to create winning teams

Delivery: On-site  
Course Length: 2 days  
Course Approach: Game play simulation and classroom training  
Level: All levels

What you will get from this course

- Learn about Alphas from the new Essence standard, and how they represent important dimensions of every development project that you need to monitor
- Experience an innovative way to become agile starting from where you are, without throwing away the good practices you already have
- Learn how the Essence’s Alphas and Alpha States powers Scrum and other agile/lean practices by adding new ways to detect and fix risks
- Master the use of Alphas to define milestones based on the achievement of objectives, rather than the artifacts produced
- Explore Alphas as a way of measuring your team’s progress and health regardless of the method or practices being used
- Learn how Alphas will enable you to evaluate the strengths and weaknesses of your way of working, and evolve your team’s practices as it inspects and adapts
- Experience a unique and innovative learning approach based on game play and simulation of a real agile development project

Get up to speed on the essentials of agile development at scale, try it hands-on, and have some fun at the same time.

Audience
Agile team members  
Software practitioners  
Analysts  
Developers  
Testers  
Project managers  
Product owners  
Scrum Masters  
Business sponsors

Recommended Experience
Prior experience of working with software development projects  
Knowledge of agile techniques would be beneficial but not necessary

Creating winning teams.

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Course Outline

The Essence of Software Development
- Introduction to Alphas and Alpha States
- Empowering teams with Alphas and Alpha States
- Describing your software development lifecycle with Alpha States

Getting Started with Agile Software Development
- Introduction to agile software development
- Agile way of working
- Agile team
- Involving customers and stakeholders
- The Minimum Viable Product (MVP)
- Definition of Done
- Requirements as user stories
- Building a backlog
- Backlog sizing
- Handling risks
- Architectural spikes
- Building incrementally with a backlog
- Making ready for a sprint

Agile Software Development with Scrum
- Agile development with Scrum
- Establishing sprint goals
- Declaring team capacity
- Iteration backlogs
- Scrum ceremonies
- Agile metrics
- Adaptive planning

Make Your Development Lean
- Lean thinking
- Value stream guided by Alphas and Alpha States
- Using Kanban to manage flow
- Lean best practices

Be Agile and Lean with Methods
- Empower a team's way of working
- Adopt practices of value to you
- Be Lean when introducing practices
- Best practices improve your way of working

Essence is a standard developed by the SEMAT community and published by the OMG.

About Ivar Jacobson International

Established in 2004, Ivar Jacobson International is a global services company providing high quality consulting, coaching and training solutions for customers implementing enterprise-scale agile software development. IJI improves the performance of software development teams by introducing new practices, and removing barriers to their wider adoption. Through the provision of high calibre people, innovative practices, and proven solutions, IJI ensures that its customers achieve strong business/IT alignment, high performing teams, and projects that deliver.

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