

Applying Professional Scrum for Software Development Training APS-SD

Practices for Scrum Teams to Frequently Deliver Quality Software

Agilist IT
INFORMATION TECHNOLOGIES

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Course Overview

Applying Professional Scrum for Software Development (APS-SD) is a 3-day hands-on course where you experience how to deliver quality software using Scrum with Agile and DevOps practices. This course teaches you why and how the Scrum Framework should be combined with modern DevOps engineering practices to improve a team's capability to regularly deliver working software. Students practice real-life Scrum while working in teams during a series of Sprints to build a realistic product. They are introduced both to the mechanics, rules and principles of Scrum, and selected core engineering and technical patterns and practices that complement Scrum. The course is the perfect choice for software development teams that are challenged by both processes and tools and can be taught either as a public or as a private course for teams within a company.

The course includes a free attempt at the globally recognized Professional Scrum Developer (PSD) certification exam. as well as a discount for the Professional Scrum Master I (PSM I) certification exam.

This document contains a detailed description of this course. A short one page overview is also available.

Note: This course was previously known as Professional Scrum Developer (PSD).

Course Description

Applying Professional Scrum for Software Development (APS-SD) is an immersive 3-day hands-on course for software development teams where they experience how to deliver quality software using Scrum with Agile and DevOps practices. This course teaches you why and how the Scrum Framework should be combined with modern DevOps engineering practices to improve a team's capability to regularly deliver working software.

During the course, participants work together as a Scrum Team in a series of Sprints to build a realistic product, whereby they deal with real-life challenges in software development. The mechanics, accountabilities, and principles of Scrum are fully leveraged during these exercises. In this way, the entire Scrum Team learns the Scrum Framework through its practical application, which leads to a clear understanding of accountabilities and responsibilities both inside and outside the Scrum Team and removes common misunderstandings.

At the same time, the Scrum Team's capability to regularly deliver high quality working software can be improved by leveraging various modern DevOps practices and using smart integrated toolsets that support all activities in the software development process. For that reason, the course introduces selected core engineering and technical patterns and practices like code reviews, continuous delivery, and automated testing, and explains why and how they perfectly complement Scrum. Students also experience working with an integrated DevOps toolset.

With such a combined approach, this course is an ideal choice for development teams that have challenges with both processes and tools. It will bring the whole team on the same page regarding Scrum, either through gaining new or refreshing their existing knowledge. Additionally, it will build their awareness around DevOps practices and tools that they should embrace to get work done.

What You Will Learn

Students self-organize in Scrum Teams at the beginning of the course and are presented with a real-life software-based case study. During the course, they practice the Scrum Framework in multiple realistic Sprints, during which they are gradually introduced to Scrum mechanics, accountabilities, and principles, and also to selected core engineering and technical patterns and practices that complement Scrum.

The trainer acts as a product owner by defining or refining requirements before each Sprint and attending Sprint Reviews. By the end of day 3, teams become familiar with all Scrum components and rules: they define and enact Scrum accountabilities (*Product Owner*, *Scrum Master*, *Developers*), work with Scrum artifacts (*Product Backlog*, *Sprint Backlog*, *Increment*), learn how to fulfill commitments to Scrum artifacts (*Product Goal*, *Sprint Goal* and the *Definition of Done*), run all Scrum events (*Sprint Planning*, *Sprint*, *Daily Scrum*, *Sprint Review*, *Sprint Retrospective*), refine their backlog, learn about Scrum Values and empiricism, and experience common challenges of working in teams. Selected DevOps technical practices, like estimation techniques, code reviews, continuous delivery, and automated testing, are incorporated as activities during the Sprints for students to understand why and how they perfectly complement Scrum. A class retrospective is done after each Sprint to enforce learning objectives. Discussions are encouraged throughout the entire duration of the course.

The case study is available in different flavors: .Net, .Net Core, Java, Python, PHP, NodeJS, and C++. Since the goal of the course is to learn about Scrum and its synergy with DevOps practices and tools, the student's possibly unaligned technology background does not impede students to actively participate in team exercises. Besides programmatic tasks, there are plenty of other activities to cover, like acting as a Scrum Master, dealing with user requirements, estimating, testing, and triaging bugs, designing a CI/CD pipeline, etc. Public classes have a fixed technology stack and we expect at least part of the students to be comfortable with the case study. For private classes, the trainer works with the team up front to define a specific technology stack that meets their needs.

Course Objectives

- Master in the quest of building and delivering high quality and valuable working software products
- Learn the different aspects of a Scrum Team and how Developers, the Product Owner, and the Scrum Master collaborate to get work done
- Understand how modern Agile engineering practices and supportive DevOps tools improve a team's capability to deliver working software
- Walk away with a handful of tips to identify common pitfalls and dysfunctions in Scrum

Course Topics

- *Understanding and applying the Scrum Framework* (Empiricism, Scrum Values, Accountabilities, Events, Artifacts)
- *Developing people and teams* (Scrum accountabilities and responsibilities, Self-organizing teams, Team collaboration)
- *Managing products with agility* (Maximizing product value delivery, Product Backlog management and slicing features, Estimation techniques, Forecasting and release planning, Managing stakeholders and customers)
- *Developing and delivering products professionally* (Agile architecture practices, Managing technical risk, Continuous Integration (CI) / Continuous Delivery (CD), Optimizing flow and reducing waste)
- *Continuous quality improvement* (Definition of Done, Managing technical debt, Test-driven development, Pair programming, Automated testing, Test shift left, Code reviews)
- *Leveraging DevOps toolsets* (Backlogs and boards, Git version control, Build and Release management)
- *Keeping Scrum healthy* (Identifying common Scrum missteps and misunderstandings)

Check out further info on Professional Scrum Competencies and different focus areas covered within this class and other Scrum.org classes.

Course Reviews

Interested in what other students say about the course? Check out reviews from our students. Read more about common course surveys and feedback.

Who Should Attend

This course is intended for all members of a Scrum Team; architects, analysts, programmers, database developers, testers, IT-Operations and others, including Scrum Masters and Product Owners. It is the perfect choice for software development teams that have challenges with both processes and tools since it focuses on the entire team and its ability to use technology to deliver done increments of product functionality every Sprint.

Experiencing the class with your whole team will improve your way of working, no matter if you are just starting with Scrum or want to improve your Scrum practices. By experiencing the class as an individual, you will be able to transfer your learnings to your teammates and convince them of the advantages of using Scrum, Agile, and DevOps practices.

Check out suggested learning paths for Product Owners, Scrum Masters, Developers, and Agile Leaders.

Public vs. Private Classes

Public courses are publicly announced and open to a general audience. They are deployed only when the minimum number of attendees is reached. Since the attendees of public courses have different backgrounds and knowledge, the discussion tends to be broad and covers a wide range of different topics and scenarios. Besides reaching the learning objectives set by the course itself, attendees can benefit from diverse experiences.

Organizations can also contract trainers to hold a private class just for their employees. Private classes are the preferred choice when the organization needs to educate more employees or whole teams at once. The most important benefit of such classes is the joint practical experience the whole team goes through at the same time, adopting Scrum Foundations complemented with Agile and DevOps practices with all facts and terminology, and removing initial common misunderstandings. Additionally, when entire teams working together on a regular basis attend the course, the discussion can be better tailored to their everyday challenges and issues.

Prerequisites

You should be familiar with Scrum. Please study the Scrum Guide even if you are already working in a Scrum Team (since it was last updated in November 2020). In case you do not have any exposure to Scrum, taking an Applying Professional Scrum (APS) course prior to this course is advised.

This is a hands-on course, so please have your own computer at your disposal.

How to Prepare

- Please follow these guidelines in order to prepare for the course.
- You might want to browse our list of suggested resources for Scrum practitioners.
- Familiarize yourself with the suggested learning path for Developers.
- Take the Scrum Open and Scrum Developer Open free online assessments.

Certification Assessments

- Class participants receive a password for one attempt at the Professional Scrum Developer (PSD) assessment with no expiry date. This industry-recognized certification requires a minimum passing score of 85%. Participants who attempt the assessment within 14 days of receiving their free password and do not score at least 85% will be granted a 2nd attempt with no expiry date at no additional cost.
- Additionally, participants are eligible for a 40% discount on the Professional Scrum Master I (PSM I) assessment once passing PSD.

PMI PDU Credits

Attendees of Scrum.org courses are eligible for claiming Project Management Institute (PMI) PDU credits whereby passing Scrum.org assessments is not required. You can claim 21 PDUs after attending this 3-day class. Please visit https://ccrs.pmi.org under PMI's "*Education courses provided by other third-party providers*" category.

What Is Included

- Digital course materials
- Post-class notes and suggested learning resources
- Password for 1 free attempt at the Professional Scrum Developer (PSD) certification assessment that does not expire. If you attempt the assessment within 14 days of receiving the password and do not score at least 85%, you will be granted a 2nd attempt at no additional cost.
- Eligibility for a 40% discount on the Professional Scrum Master I (PSM II) assessment.

Additional Discounts

Additional discounts are available on following terms:

- Attendees of public courses coming from the same company each get a 10% discount on the listed price.
- For private training, Agilist IT Ltd PTN offers progressive discounts or prepaid packages. Please contact us for more details.
- When this course is combined with the course Applying Professional Scrum (APS), then a 20% discount is applied on both courses. Browse through our courses or contact us for more details.

Languages

English, Croatian

Trainers

Ana Roje Ivančić

Ognjen Bajić

Contacts

Why Scrum.org

Scrum.org provides the highest quality Scrum training, training materials, and certified Professional Scrum Trainers (PSTs) to teach them. Scrum.org training materials are created and maintained by Scrum co-creator Ken Schwaber, Scrum.org, and the PST community members who teach the courses, helping to ensure that they are in tune with what's happening in software development organizations and always up to date with the latest practices.

Professional Scrum Trainers bring their own style and experience to the courses but use the same materials so that students learn from the same content regardless of who teaches the course or where it is taught around the world. Read more about Scrum.org's approach.