AjarAble

THE POWER OF SCRUM AND KANBAN IN PROJECT MANAGEMENT

CLZK-SKPM

Duration: 2 days; Instructor-led | Virtual Instructor-led

OVERVIEW

In today's fast-paced business environment, organizations are seeking ways to deliver projects faster and with higher quality. Agile project management methodologies, such as Scrum and Kanban, are becoming increasingly popular due to their ability to manage complex projects effectively. This training course will provide participants with a solid foundation in Scrum and Kanban methodologies and equip them with practical skills to manage software development projects.

OBJECTIVES

Upon completing the workshop, participant will be able to:

- Understand the differences, advantages, and disadvantages of Scrum and Kanban methodologies.
- Identify and manage process stakeholders using the Power Matrix.
- Create and manage a project backlog using Scrum methodology.
- Plan and visualize work using Kanban methodology.
- Use metrics to measure and improve team performance.
- Apply project management software tools to manage projects effectively.
- Implement project closure techniques to gather feedback and document the learnings.

PREREQUISITES

- No prerequisites

AUDIENCE

- This training course on Scrum and Kanban is designed for individuals who are interested in learning about these methodologies and how they can be applied to manage projects effectively. Participants will gain practical knowledge and skills to manage software development projects using Scrum and Kanban methodologies. The course is suitable for project managers, team leads, product owners, and developers who want to enhance their project management skills.

ASSESSMENT CRITERIA

- Create a project backlog and manage it using Scrum methodology.
- Visualize work using Kanban methodology.
- Use metrics to measure team performance.
- Use project management software tools to manage projects effectively.
- Collect feedback and document learnings from the project.

COURSE CONTENTS

Module 1: Introduction to Agile Project Management

- The training session will begin with an introduction to Agile project management and an overview of the Agile methodology. Participants will also be introduced to the Scrum and Kanban methodologies and the differences between them. Finally, participants will learn about the Agile manifesto and principles.

Module 2: Stakeholder Management

- In this module, participants will learn about stakeholder management and how to identify and manage process stakeholders using the Power Matrix. Participants will also learn about communication strategies and techniques to ensure effective communication with stakeholders.

Module 3: Scrum Methodology

- Participants will learn about the Scrum framework and how to use it to manage software development projects. They will learn about the roles of the Product Owner, Scrum Master, and Scrum Development Team and how to conduct Sprint Planning, Sprint Review, and Sprint Retrospective meetings. Participants will also learn how to create and manage a project backlog using Scrum methodology.

Module 4: Kanban Methodology

- In this module, participants will learn about the Kanban methodology and how it can be used to manage software development projects. They will learn about the principles of Kanban and how to visualize work using Kanban boards. Participants will also learn how to manage work in progress (WIP) limits and how to use metrics to measure and improve team performance.

Module 5: Agile Project Management Tools

- Participants will learn how to use project management software tools to manage software development projects. They will learn about popular Agile project management tools such as Jira, Trello, and Asana and how to use them to manage projects effectively.

Module 6: Project Risk Management

- Participants will learn about Agile estimation techniques and how to estimate the effort required to complete project tasks. Participants will learn about popular Agile estimation

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techniques and how to use them to estimate user stories. Participants will then learn how to map the risks identified using a Risk Likelihood Matrix and factor high-risk factors into the timeline. Finally, participants will also be taught how to apply the Project Management Trade-Off Matrix in decision-making.

Module 7: Project Simulator

- Participants will participate in a proprietary project management simulator game where they will be broken down into groups to deliver a project which solves a specific problem statement. They will be given the opportunity to apply the knowledge which they had learnt during the previous modules to complete the simulator.

Module 8: Managing Costs and Project Closure

- Participants will learn how to monitor a project's budget and performance. They will also learn about the importance and proper methodologies to collect feedback and document the learnings as a reference for future project managers