

# Course Agenda

## DAY 1

- Learning Backlog
- What is Agile? Why Agile? Why Now?
  - Why Agile? Why Now?
  - What is Agile?
  - Agile Mindset – We are all Agile o Agile
  - Manifesto & Principles (+Exercise/Game)
  - Agile Umbrella
  - Agile & Waterfall
  - Agile Benefit & Risk
- Workflows with Kanban
  - Introduction (+Exercise/Game)
  - Value Streams of products
- Scrum Framework
  - Scrum Roles
  - Scrum Activities and Artifacts
  - Design Your Own Scrum (+Exercise/Game)

# Course Agenda

## DAY 2

- Requirement in Agile
  - Sprints and Sprint Goal
  - Requirements and User Stories
  - Product Backlog
  - Estimation and Velocit
- Shaping Teams
  - Empowering Teams
  - Doing Agile vs Being Agile
  - Continuous Learning
- Productivity
  - Practices to increase productivity
  - Measuring productivity
- Agile and DevOps
  - Why we need DevOps?
  - DevOps Practices in Agile Cycle

# Agile Essential

Training Syllabus



# Course Content Detail

Day 1

## Chapter 1 > What is Agile? Why Now?

### 01 Why Agile?

- What happens in our world
- Why traditional methods don't work
- What is Agile?

### 02 What is Agile?

- Agile Mindset
- Theory of Empirical Processes
- A brief history about Agile
- Agile Values and Principles

### 03 Agile Practices

- Agile Umbrella
- Agile & Waterfall
- Agile Benefit & Risk
- Balancing between Prediction

## Chapter 2 > Workflow with Kanban

### 01 Introduction

- What is Kanban and why do we need it?
- Scrum with Kanban
- Flow, Queues, Batch Sizes and Work in Process (WIP)
- Lead Time and Cycle Time
- Kanban Examples

### 02 Value Streams of products

- What is a Value Stream
- Value Stream Mapping
- Visualize Value Streams in Kanban

### 03 Constructing your own Kanban board

## Chapter 3 > Scrum Framework

### 01 Scrum Roles

- Product Owner Role
- Scrum Master Role
- Development Team Role

### 02 Scrum Activities and Artifact

- Sprint Planning
- Sprint
- Daily Scrum
- Sprint Review
- Retrospective
- How to measure improvement

### 03 Build your own Scrum Process Exercise



# Course Content Detail

Day 2

## Chapter 4 Requirement in Agile

- 01 What is our objective?**
  - Sprints and Sprint Goals
- 02 Requirements and User Stories**
  - What are User Stories
  - Gathering Stories and Story Mapping
- 03 Product Backlog Management**
  - INVEST, DEEP and SMART
- 04 Estimation and Velocity**
  - What, how and when we estimate
  - Absolute versus Relative size measure
  - Planning Poker

## Chapter 5 Shaping Teams

- 01 Empowering Teams**
  - Self-Organization and Cross-Functional
  - Teams as Unit of Capacity
  - Freedom and Discipline in Teams
- 02 Doing Agile vs Being Agile**
  - Fixed Mindset vs Growth Mindset
  - Being Agile in Teams and Organizations
- 03 Continuous Learning**
  - Environment of Learning
  - How to increase Continuous Learning

## Chapter 6 Productivity

- 01 Practices to increase productivity**
  - Increase Focus with Pomodoro
  - Increase Visibility with physical elements
  - Organize Distractions
- 02 Measuring productivity**
  - Cumulative Flow Diagram
  - Percent Complete and Accurate
- 03 Removing Waste**

## Chapter 6 Agile & DevOps

- 01 Why we need DevOps?**
- 02 DevOps in a nutshell**
  - What is DevOps and why need to address it?
  - The 3-Way principle of DevOps
- 03 DevOps practices**
  - Continuous Integration
  - Continuous Delivery
  - Continuous Testing



# Workshop Agile

Setelah melakukan *class-training*, maka peserta melanjutkan dengan sesi *workshop* untuk mensimulasikan *knowledge* yang telah dipelajari.

Workshop akan dilakukan per grup oleh coach kami

## GOAL SETTING DAN IDEATION (1)

Pada tahapan ini, Goal dan obyektif dari produk diturunkan menjadi backlog item yang actionable untuk dapat direalisasikan oleh squad. Pada Tahapan ini, pendekatan user story mapping akan digunakan untuk membantu proses ideation dari squad, kemudian melakukan prioritas dari backlog item

## GOAL SETTING DAN IDEATION (2)

Sebelum mulai dengan Sprint-1, maka akan dibangun working agreement, penentuan role di dalam squad, dan memvisualkan agreement dengan membangun Agile Wall dan information Radiato

## SPRINT PLANNING

Pada sesi Sprint Planning, peserta melakukan prioritas backlog item, pendetilan acceptance criteria dan melakukan estimasi planning poker bersama dengan coach kami. Setelah kesepakatan tercapai, akan dilanjutkan dengan memulai sprint-1

## SPRINT

Setelah sprint dimulai, maka peserta mengerjakan backlog item dan subtask yang telah disepakati dengan kolaboratif berdasarkan pada prioritas, dan mengacu pada Kanban Board. Daily stand-up di hari kedua dari workshop akan dilakukan untuk berkoordinasi antar squad member


## SPRINT REVIEW & RETROSPECTIVE

Di akhir Sprint, maka squad bersama PO akan melakukan Review komitmen dari tim. Sprint Backlog Item (SBI) yang belum selesai akan kembali ke daftar backlog. Proses kemudian dilanjutkan dengan Retrospective sebagai placeholder reflection tim untuk terus improve dan berkembang



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