

# Agile Project Management Essentials H4C32S (6008)

<b>HPE course number</b>	H4C32S
<b>Course length</b>	3 days
<b>Delivery modes</b>	ILT, VILT
<b>View schedule, local pricing, and register</b>	<a href="#">View now</a>
<b>View related courses</b>	<a href="#">View now</a>

This course focuses on the idea that project managers are leaders of teams that work with the customer, rather than against them, with the emphasis placed on value rather than cost. With a focus on managing projects, participants will learn various Agile methods, tools, and techniques, best practices for determining whether an Agile approach is the right choice, best practices for planning and implementing Agile, providing maximum value for the customer and how to position Agile to contribute to the long-term success of an organization.

## Why HPE Education Services?

- IDC MarketScape leader 4 years running for IT education and training\*
- Recognized by IDC for leading with global coverage, unmatched technical expertise, and targeted education consulting services\*
- Key partnerships with industry leaders OpenStack®, VMware®, Linux®, Microsoft®, ITIL, PMI, CSA, and (ISC)²
- Complete continuum of training delivery options—self-paced eLearning, custom education consulting, traditional classroom, video on-demand instruction, live virtual instructor-led with hands-on lab, dedicated onsite training
- Simplified purchase option with HPE Training Credits

## Course objectives

Upon completion of this course, you will be able to:

- Examine the difference between Agile project management and typical project management
- Describe the philosophy and framework of Agile development
- Examine the principles and practices using Scrum as a primary Agile project management process
- Review the unique characteristics of implementing Agile within different work environments
- Discover what is needed to initiate an Agile project
- Demonstrate what is involved in planning an Agile project
- Examine what is involved when executing an Agile project
- Practice approaches for monitoring and controlling an Agile project
- Explain the steps involved in closing out an Agile project
- Discuss how to implement Agile project management in an organization

## Detailed course outline

---

### Why Agile?

- Agile popularity
  - Proof of Agile project management success
  - Typical project risks
  - Notable project failures
  - Typical waterfall estimating
  - Why Agile?
  - Development approaches
  - Waterfall development lifecycle
  - Iterative development lifecycles
  - Incremental development lifecycle
  - Spiral development lifecycle
  - Agile development lifecycle
  - Development approach comparison
  - Predictive vs. adaptive
  - Requirements stability vs. development approach
  - Development lifecycle selection
  - Agile success story
- 

### Agile development

- History of Agile/Scrum
  - Agile manifesto values
  - The 12 principles of Agile software development
  - Agile development methodologies
  - State of Agile development
- 

### Applying Scrum

- Scrum lifecycle
  - Product lifecycle in Scrum
  - Core principles of Scrum
  - Time boxing
  - Scrum roles
- 

### Initiating in Agile

- Initiation goals
  - Initiating in Agile
  - Stakeholder dynamics
  - Initiating in Agile projects
  - Lifecycle deliverables
  - Product vision
  - Effective vision statements
  - Vision template
  - Release planning
  - Business value
  - Look familiar?
- 

### Planning in Agile

- Planning goals
  - Planning in Agile
  - Typical vs. Agile planning
  - Lifecycle deliverables
  - Backlog planning
  - Requirements definition in Agile
  - User stories defined
  - Product backlog: writing user stories
  - Prioritization
  - Prioritization techniques
  - Product lifecycle in Scrum
  - Backlog grooming
-

## Course data sheet

---

- Sprint planning
  - Sprint planning part 1: requirements workshop
  - Estimating techniques
  - Assigning story points
  - Velocity
  - Definition of done
  - Sprint planning part 2: design workshop
  - Common Agile myths
- 

### Executing an Agile project

- Executing with Scrum
  - Executing goals
  - Scrum framework
  - Team size
  - Scaling techniques
  - Team building: model for team engagement
  - Benefits of co-located teams
  - Considerations with virtual teams
  - Common Agile myths
- 

### Monitoring and controlling an Agile project

- Monitoring and controlling
  - Monitoring and controlling in Agile
  - Monitoring and controlling goals
  - Lifecycle tracking
  - Agile monitoring and controlling tools
- 

### Closing an Agile project

- Closing in Agile
  - Closing goals
  - Sprint review meeting
  - Sprint retrospective meetings
  - Closing activities
- 

### Implementing Agile

- Organizational change to Agile
  - Why do organizations change?
- 

### Professional benefits

The following credits are available for this course:

- 21 PDU
  - 24 CPE
  - 24 CLP
  - 2.1 CEU
- 

Learn more at  
[hpe.com/ww/learnprojectmanagement](http://hpe.com/ww/learnprojectmanagement)

### Follow us:



---

© Copyright 2015–2016 Hewlett Packard Enterprise Development LP. The information contained herein is subject to change without notice. The only warranties for Hewlett Packard Enterprise products and services are set forth in the express warranty statements accompanying such products and services. Nothing herein should be construed as constituting an additional warranty. Hewlett Packard Enterprise shall not be liable for technical or editorial errors or omissions contained herein.

Microsoft is either a registered trademark or trademark of Microsoft Corporation in the United States and/or other countries. The OpenStack Word Mark is either a registered trademark/service mark or trademark/service mark of the OpenStack Foundation, in the United States and other countries and is used with the OpenStack Foundation's permission. We are not affiliated with, endorsed or sponsored by the OpenStack Foundation or the OpenStack community. Pivotal and Cloud Foundry are trademarks and/or registered trademarks of Pivotal Software, Inc. in the United States and/or other countries. Linux is the registered trademark of Linus Torvalds in the U.S. and other countries. VMware is a registered trademark or trademark of VMware, Inc. in the United States and/or other jurisdictions.

c04575893, August 2016, Rev. 4