



## Certified ScrumMaster

Duration 2 day(s) (SCRUM-CSM-02)

CSM

Certifying Training



Official Training



Zenika exclusivity



### Description

Project management has evolved a lot in the last decades mainly after the internet bubble. The characteristics of the types of products have changed with the 4th capitalism, and the team work has become essential to guarantee the success of the projects. Started in the 90s, Agile methods (inspired by Lean) have changed the way IT companies work. The focus has thus become the business value, and the people involved. Among them, Scrum has proved to be the best option for managing complex projects, especially in the IT field. The following content will be delivered in an agile way: with an organization and a depth adapted to the needs of trainees. They will be called to participate in the course of the training by analyzing and sharing issues common to their respective environments. After the training, trainees will receive a link by email from Scrum Alliance, the assessment can be accessed by clicking the link. Once the assessment is passed, trainee will be awarded as **\*\*Certified ScrumMaster (CSM)\*\*** and can access the certificate from the [Scrum Alliance](#) website. This training allows trainee to earn 16 Scrum Education Units ( SEU ) and can be used while applying for [Certified Scrum Professional](#) certification.

### Goals

- Initiate, plan and lead a Scrum team.
- Establish the planning of an Agile release with user stories and story points.
- Manage and motivate Scrum teams in Sprint planning, reviews and retrospectives.
- Identify and involve various stakeholders for discussions.
- Create an environment conducive to the creativity and performance of the Scrum team.

#### Public

- Project Manager
- Team manager
- Development Manager
- Product Manager
- Architect
- Developer

#### Prerequisites

- None

#### Structure

50% Theory, 50% Practice

# Introduction

- What is Agile ?
- Benefits of Agile
- Agile Manifesto & Principles

# Scrum Overview

- Introduction to Scrum Framework

# Scrum Roles

- Scrum Master
- Product Owner
- Development Team

# Scrum Events

- The Sprint
- Sprint Planning
- Daily Scrum
- Sprint Review
- Sprint Retrospective

# Scrum Artifacts

- Product Backlog
- Sprint Backlog
- Increment

# Scrum Master

- As a Servant Leader
- As a Facilitator
- Coaching Product Owner
- Coaching Organisation
- Impediment Removal

# User Stories

- What is a User Story ?
- Sizing of User Stories

# Value of Engineering Practices

# Definition of Done

# Scaling & Distributed Scrum