PRELIMINARY SYLLABUS

AGILE: A HANDS-ON INTRODUCTION TO PRODUCT DEVELOPMENT

COURSE OVERVIEW
Course Code: WSP 297
Quarter: FALL 2016
Instructor Names: Bernie Maloney and Laura M. Powers
Instructor Contact: Please contact the office for specific questions regarding this course

COURSE OBJECTIVES
Using a combination of in-class group exercises, lectures and interactive discussion, this course seeks to provide hands-on experience in Agile Methodologies.

The benefits of an Agile approach versus more traditional development approaches will be explored, including a review of why some organizations fail to see the full benefit of their Agile implementation. The fundamental roles, activities and deliverables of an Agile framework will be introduced and actively used to teach the course. Examples and case studies of the practical application of Agile in a variety of businesses and organizations will be presented.

The workshop will culminate in a full simulation of an Agile project – giving the entire class hands-on experience will the roles, activities and challenges of being agile.

Required Text(s): None

Grade Options and Requirements:
The true measure of our success is how you can apply the concepts presented into practice.

For No Grade Requested:
Just show up for class. This is the default grading option

For Credit, without Grade:
Attend all both sessions. Sign class roster both days. Participate actively.

For Letter Grade:
Not offered

Please Note: If you require proof that you completed a Continuing Studies course for any reason (for example, employer reimbursement), you must choose the Credit / No Credit option. Courses taken for NGR will not appear on official transcripts or grade reports.
COURSE OUTLINE

MODULE 1

LECTURE THEME: WHY AGILE?

• Introductions & Expectation Setting
• The evolution of business - from simple to complicated to complex (Stacey Matrix)
• Agile versus Waterfall – which one when?
• What Kinds of Organizations use Agile & Why?
• Introduction to Workshop Tools – Task Board & Burn Chart
• Definition of Done & Roman Thumb Voting
• Group Exercise: Self-organizing teams

MODULE 2

LECTURE THEME: FOUNDATIONAL CONCEPTS IN AGILE & SCRUM

• The Big Picture - Agile Manifesto, Principles & Practices
• Agile versus Traditional Methods (Waterfall, or Stage Gate)
• Adaptive systems in Agile - creating customer value with practices that are experiential, iterative, incremental and transparent
• Scrum in a Nutshell – an overview of the roles, activities and deliverables in Scrum
• What about the Manager? The Role of Management in Agile
• Group Exercise: The Agile Dream Team

MODULE 3

LECTURE THEME: AGILE REQUIREMENTS

• How do Agile Requirements differ from more traditional approaches?
• Agile Requirement Deliverables – product backlog, sprint backlog, potentially shippable increments
• User stories – format, attributes and sizing of great user stories
• Evolution of agile requirements – from business roadmap initiatives and programs to epics, stories & tasks
• Group Exercise: The Agile Requirements Rodeo
• Retrospective on Day 1
MODULE 4

LECTURE THEME: ESTIMATION IN AN AGILE ENVIRONMENT
• Relative estimation versus absolute estimation of effort and time
• The Power of Fibonacci numbers
• Methods of Agile estimation
• Group Exercise: The Estimation Game
• Team velocity & Release Planning

MODULE 5

LECTURE THEME: THE RUBBER HITS THE ROAD – PRACTICAL APPLICATION OF AGILE
• The Satir Change Model – setting expectations and leading through the change cycle
• 5 Common Obstacles to the success of a new agile implementation and how to move your team beyond them
• “Be” not “Do” agile – Agile culture is key
• The care and feeding of high performing agile teams
• Open Frame: Q & A about applying agile

MODULE 6

LECTURE THEME: PUTTING IT ALL TOGETHER
• Group Exercise: Agile Simulation – a multi-team, full simulation of an Agile project, providing hands-on experience of the roles, artifacts and events of scrum
• Open Frame – questions
• Resources & What’s Next