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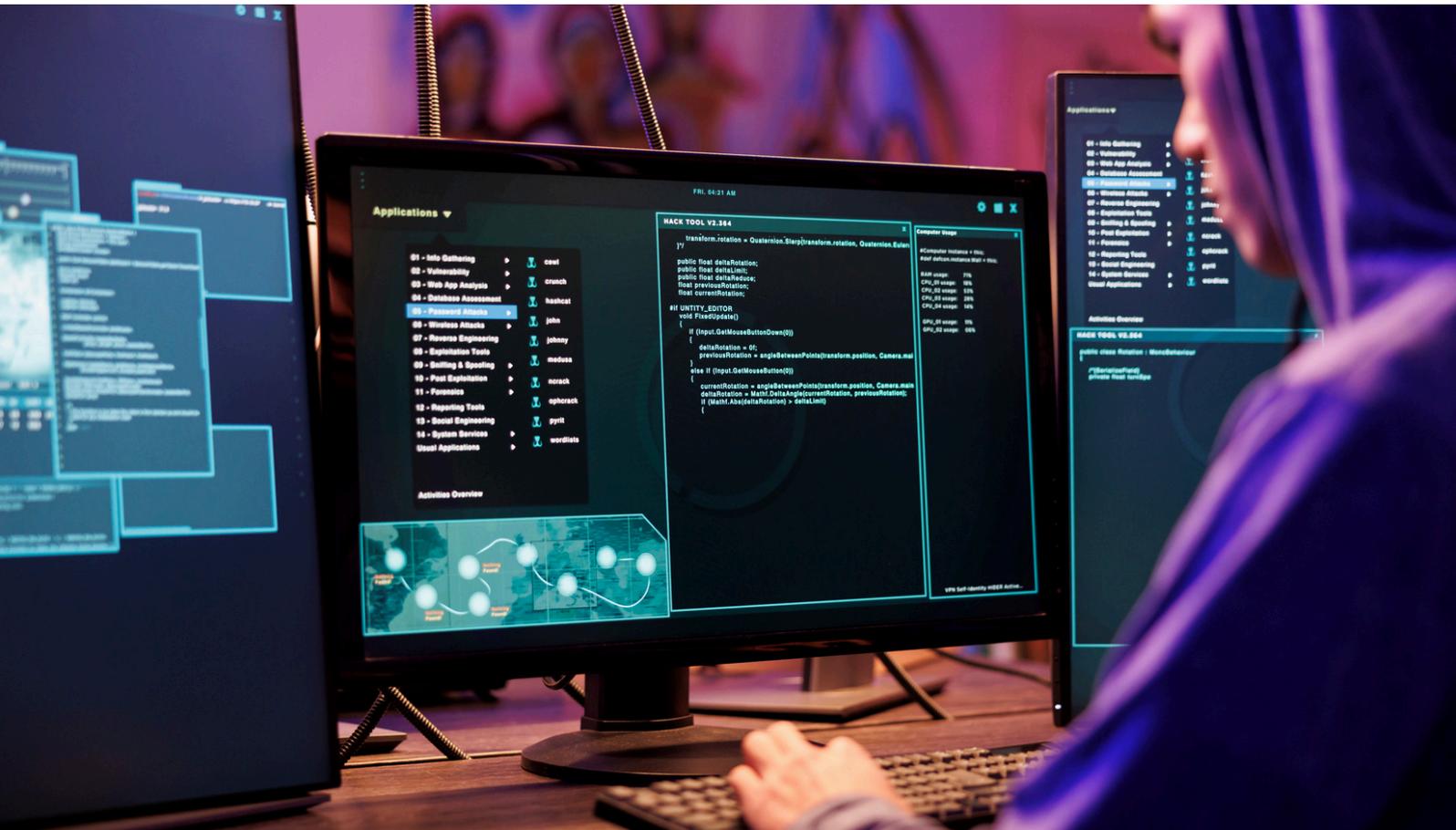


# Agile Scrum Master

**Syllabus**

# About

# Agile Scrum Master



It is not possible in some projects (especially in IT projects) to gather all the requirements upfront because of their extreme uncertainties. Therefore, we need a project management method flexible enough to deal with many change requests that appear during the project and keep the project team productive. There are a number of systems designed to provide these two properties, and a group of them are called Agile Frameworks. Scrum is a project management method of the Agile group; it is the most famous and the most broadly used one

# Facts & Fictions

## Agile Scrum Master

Fiction	Fact
Developers are free to do what they want.	Developers work in a productive and predefined framework and the Scrum Master makes sure they are following Scrum.
Scrum gets rid of all paper work and allows the team to start developing right away.	There are certain planning steps involved in every Scrum project and development can only start when the Sprint Backlog has been defined.
All requirements (in the form of stories) must be agreed before the Development Team is allowed to start working on the product.	The Development Team can start working as soon as the initial stories of the Product Backlog are in place.
Scrum is very easy to implement, even without training.	Using Scrum is a big change; It might seem easy to implement Scrum compared to other project approaches, but people must still have a good understanding of Scrum to be able to run their projects well.
Scrum is just a set of simple rules.	Scrum is a set of rules and a framework, plus a compatible work culture and ethic.
The Scrum Master is like a project manager.	There is no one similar to a traditional project manager in a Scrum project. The Scrum Master makes sure the Scrum framework is followed.
Scrum does not require you to have a Business Case.	There should be a justified reason to spend any money in any company and this should be documented. The Product Owner is responsible for ensuring that there is a feasible reason for performing the project and aligning the project with it.
Scrum allows the Development Team to decide what will be delivered.	A Team only decides on how to deliver; it is up to the Product Owner to determine what will be delivered.
The Product Owner is the project manager.	The Product Owner only creates and maintains the Product Backlog, but does not manage the day to day activities of the Team.
Scrum tells us everything about managing projects.	Scrum mostly deals with the definition and delivery of the products. Many of the business oriented aspects of the project are done outside Scrum.
The Product Owner is a representative from the customer.	The Product Owner is one of the people from the performing organization (the organization in charge of producing the final product of the project; a contractor in many cases), and the contact point with the customer.

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# Course Curriculum

## Module 1 : Introduction to Agile

Understanding Agile principles and values

Contrasting Agile with traditional project management methodologies

Overview of Agile frameworks (Scrum, Kanban, XP, etc.)

### Introduction to Scrum :

Origins and principles of Scrum

Roles and responsibilities in Scrum (Scrum Master, Product Owner)

Scrum events (Sprint, Sprint Planning, Daily Standup, Sprint Review)

Scrum artifacts (Product Backlog, Sprint Backlog, Increment)

## Module 2 : Agile Planning and Estimation

User stories and backlog grooming

Relative estimation techniques (e.g., Planning Poker)

Sprint planning and capacity planning

Release planning and forecasting

# Course Curriculum

## **Scrum Master Role and Responsibilities :**

Servant leadership principles

Facilitating Scrum events effectively

Removing impediments and blockers

Coaching and mentoring the team

Conflict resolution and collaboration

## **Module 3 : Agile Metrics and Reporting**

Understanding Agile metrics

Monitoring progress and adapting plans

Reporting to stakeholders effectively

Continuous Improvement:

Importance of feedback loops

Conducting Sprint Retrospectives

Implementing and fostering a culture of continuous improvement

Kaizen principles in Agile

# Course Curriculum

## Module 4 : Scaling Agile

Introduction to scaling frameworks (e.g., SAFe, LeSS, Nexus)

Challenges in scaling Agile

Coordination and alignment across multiple teams

Agile at the enterprise level

### Agile Tools and Techniques :

Introduction to Agile project management tools

Collaboration platforms and communication tools

Version control systems and integration with Agile workflows

## Module 5 : Agile Adoption and Transformation

Strategies for adopting Agile in organizations

Overcoming resistance to change

Leading Agile transformations

Creating an Agile-friendly culture

Case Studies and Real-world Applications:

Practical examples of Agile implementation

# Certificate of Completion



# Our Student Reviews

"Agile Scrum Master course at Browsejobs was enlightening. Instructor was top-notch, made complex stuff easy."



"Agile Scrum Master course at Browsejobs was fantastic! Engaging sessions, practical insights. Worth it!"



"Transitioning to Scrum Master made easy with Agile course at Browsejobs . Expert instructors, ready to lead teams!"



"Agile Scrum Master course exceeded expectations! Engaging, organized, valuable skills gained!"





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