

SCRUM Quick Start

GoSkills online course syllabus

Skill level

Beginner

Lessons

22

Pre-requisites

No prior experience needed

Video duration

1h 14m

Estimated study time

1h 14m

Instructor

Daria Bagina

Introduction

1 Getting started with SCRUM

Scrum is a powerful method within the world of project management, which can help you adapt and move quickly to achieve goals.

Foundations of Scrum

2 Why Agile

Agile approaches to managing people and projects came out of the necessity to adapt to new business environments.

3 What is Agile

Agile is drastically different from how we traditionally work.

4 Scrum process overview

Before jumping into individual elements of Scrum, you need to see the big picture of the framework.

5 Pillars of Scrum

Scrum is founded on empiricism and lean thinking and focuses on practical application of the three pillars of Scrum.

6 Scrum values

Without values, Scrum doesn't have a beating heart and becomes a process that hinders progress rather than supports it.

The Scrum Team

7 Understanding Scrum teams

The fundamental unit of Scrum is a small team of people, also called a Scrum Team.

8

Product owners

The product owner is the key link between the team and your customers.

9

Product developers

Developers are the people doing the work of creating the product.

10

Scrum masters

Scrum masters are accountable for establishing the Scrum framework in the organization.

Scrum Events

11

Leveraging sprints

Sprint is the container for all events in Scrum and is the key timebox every Scrum Team follows.

12

Sprint planning

Every sprint starts with a planning meeting.

13

Daily Scrum

The Scrum Team meets every day for 15 minutes to stay on track.

14

Sprint reviews

At the end of a sprint, the team has an opportunity to collect feedback from customers.

15

Sprint retrospectives

The last meeting of the sprint is essential to inspect and adapt how the team works.

Scrum Artifacts

16

Product Backlog

A product backlog is a key element of Scrum that dictates your deliverables and priorities.

17

Sprint Backlog

The sprint backlog defines your priorities during the timeboxed sprint.

18 Utilizing increments
Without an increment at the end of a sprint, there is no point in Scrum.

19 Backlog refinement
Refinement is an essential activity in Scrum that allows you to keep your product backlog up-to-date.

20 Definition of done
The point of Scrum is to deliver a Done product every Sprint, guided by the definition of done principles.

21 Product and sprint goals
Goals are the key elements of Scrum called commitments.

Conclusion

22 Starting with Scrum
Thanks for watching! Now, you should feel empowered to implement what you've learned in this course and get started with Scrum.

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