

# Jaybis

# Agile Managing Stakeholder

# Course

*“Provide support, encouragement and recognition to the team both through your words and actions. Use every opportunity and don't save it up until the end of the project. This will motivate the team to do their best for you as the project progresses”.*

*Simon Baker*

## Objectives

To understand the fundamentals and implications of agile requirements collection, documentation, prioritization and management.

## Duration

Two days with workshop characteristics

This workshop can be 2 days extended for making an initial agile modeling session for a new project.

## Audience

The primary audience is business domain experts, traditional business/requirements analysts and project managers/coaches who want to learn how to become active members of an agile software development team. Agile software developers are the secondary audience for this workshop.

## Pre-Requisites

- An open mind

## Recommended Reading

[The values of the Agile Alliance](#)

[The principles of the Agile Alliance](#)

[Agile Requirements Modeling](#)

# Course Introduction

- The look of software development has changed with the use of Agile software development methods such as Extreme Programming (XP) and Scrum. As a vital part of the software development process - the way in which requirements are collected, verified, prioritized and communicated has changed with it.
- The Agile work differs a lot from that of the Traditionalists. Agilists favour techniques which enable them to easily react to changing requirements.
- Agilists also understand the importance of effective communication and collaboration between development teams and project stakeholders, and have adopted tools and techniques which allow them to do so effectively.
- In this interactive workshop students will simulate working on an actual agile software development project. They will apply agile concepts and techniques to explore and manage requirements in an agile manner, gaining hands-on experience as they do so.

# Course Agenda Day 1

|             |  |               |
|-------------|--|---------------|
| 09.00-09.10 | Introduction   |               |
| 09.10-10.00 | PART I – Agile Basics and Role Values                      | Seminar       |
| 10.10-10.30 | PART II - Introducing "The Lottery Manager" project        | Group reading |
| 10.45-11.45 | PART III – Basic Collaborative Modeling                    | Workshop      |
| 11.45-12.30 | Lunch  |               |
| 12.30-13.00 | PART IV – Preparation, The TOP 10 List                     | Workshop      |
| 13.05-13.45 | PART V – Prerequisites for successful Agile Projects       | Seminar       |
| 13.50-16.00 | PART VI – Collaborative Planning                           | Workshop      |
| 16.10-17.00 | PART VII – Collecting and Managing Functional Requirements | Workshop      |

# Course Agenda Day 2

|             |  |                  |
|-------------|--|------------------|
| 09.00-09.20 | Summary “so far”                               | Group discussion |
| 09.20-10.30 | PART VIII – Sprint 1                           | Workshop         |
| 10.40-12.00 | PART IX – Sprint 2                             | Workshop         |
| 12.00-13.00 | Lunch  |                  |
| 13.00-15.00 | PART X – Sprint 3                              | Workshop         |
| 15.15-16.00 | PART XI – Course Retrospective                 |                  |
| 16.10-16.30 | PART XII – Agile Stakeholder Certification     |                  |
|             | Job guide: The Agile Managing Stakeholder Role | Extra Material   |

# Other Recommended Courses

## Acceptance Testing for Agile Projects

### Objectives

To learn how to increase efficiency and reliability through automated functionality testing.

### Duration

One day workshop

### Audience

The primary audience is business domain experts, traditional business/requirements analysts and project managers/coaches who want to learn how to improve the reliability, efficiency and quality of work made in an agile software development team.

Q/A professionals and Agile software developers are the secondary audience for this workshop.

### Pre-Requisites

- Knowledge of planning, requirement management and frameworks for Agile Software Projects