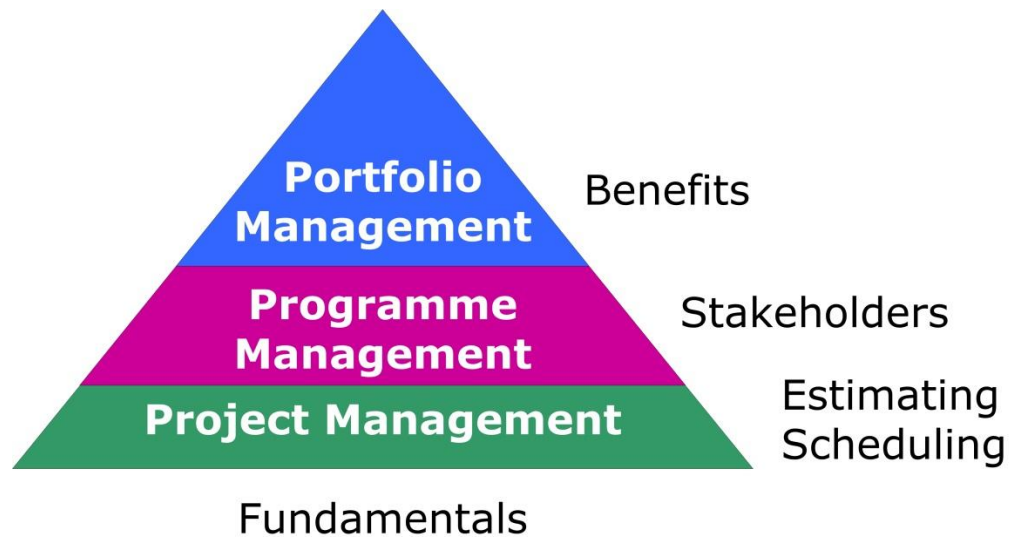# Inspiring Training

Fundamental Concepts in Project Environments

Portfolio programme and project management (P3M) is a collection of management frameworks and skills that are used to manage project portfolios, programmes of related projects and individual projects. We offer specialised and accredited training in the most popular frameworks, such as PRINCE2 and MSP. We have also developed a range of introductory briefings covering specific skills required within the P3M domain.

Portfolio Management — Benefits

Programme Management — Stakeholders

Project Management — Estimating Scheduling

Fundamentals

About Inspiring Projects

Inspiring Projects, a division of Aspire Australasia Pty Ltd, has been recognised by APMG International as an Accredited Training Organisation, licensed to deliver training in PRINCE2, MSP, P3O and other Best Management Practice products. We offer training throughout the Asia Pacific region. We were involved in development of the current versions of PRINCE2, MSP and ISO 21500, and bring this deep experience to our courses.

About our training

Our training is designed to assist people and organisations to quickly develop the skills base and 'know-how' needed to implement effective project, programme and portfolio governance arrangements. Our trainers and training materials are regarded as among the best available in Australasia. We incorporate the latest research in effective learning into our approaches. In support of the different ways people learn, our courses include a mixture of presentations, hands-on activities, discussions and review sessions. After their courses, our delegates are given access to the tools we have developed for our clients. In addition to our briefings, we offer a range of consulting support services.

Additional support

We deliver our briefings in-house, and can customise them to better suit your needs. We also provide ongoing coaching and mentoring support, as well as in-depth consulting and project assurance services.

Contact us

To learn more about how our training and services can benefit you, or to register on one of our courses, or to ask for more information or a quote, call us now on 03 9015 9459, email training@inspiringprojects.com.au or visit www.InspiringProjects.com.au.

Fundamental Concepts of Agile

Course Code	FUNA1
Overview	This overview course provides you with knowledge of agile principles, and approaches to setting up, running and working in a project in an agile way. Using DSDM Atern and Scrum as references, you will learn about the roles and techniques needed to set up an agile project, then to run it through increments and iterations, to deliver meaningful business value as quickly as possible. You will learn the conditions of success for agile methods, how to scale the agile approach for large teams, and how to adapt current business analysis methods to become more agile. Topics also include the makeup of the agile team, such as the Business Visionary/ Product Owner, Business Analyst, Agile Coach and Solution Tester.
Course Objectives	By the end of this short course, participants will be able to: • Describe the agile values and principles; • Explain agile roles and responsibilities; • Describe agile business analysis activities; • Develop user stories and acceptance tests; • Define non-functional requirements and business rules using an agile approach; • Use user story mapping to identify key functionality for a release; • Describe and apply release theme and user story prioritization techniques; • Estimate user story size using story points and planning poker; • Create release and iteration plans based on user stories; • Describe techniques for negotiating changes to user stories during an iteration; • Describe the conditions of success for implementing agile; • Describe ways to adapt the agile requirements approach; • Describe approaches for scaling agile for large teams; • Conduct an agile retrospective.
Who Should Attend	• People with little or no experience of agile projects; • People who are intending to start managing or working in agile projects soon; • People who need to learn the basic agile skills quickly.
Prerequisites	There are no prerequisites for this short course

Course Content	This short course covers:
	• Agile Basics:
	  o Agile and lean values and principles; Contrasting agile and waterfall methods; Agile roles and responsibilities; The agile project manager; The agile business analyst; The agile team environment; Self-organizing teams.
	• Defining Agile Requirements:
	  o An agile requirements process; Identifying user roles; Creating personas; Capturing requirements as User Stories; Defining non-functional requirements and business rules; Creating the Prioritised Requirements List; Requirements traceability in agile projects.
	• Planning in an Agile Project:
	  o Defining the vision; Levels of planning in agile; Creating a product roadmap; Prioritizing for releases; Estimating user stories; Planning increments (releases); Planning iterations; Iteration Zero activities.
	• Conducting Iterations:
	  o Activities during iterations; Writing acceptance tests for user stories; Defining "done" in agile projects; Business analysis activities; Negotiating changes during an iteration; Tracking status in an agile project; Releasing deployable solutions into the operational environment; Agile retrospectives.
	• Adapting and Scaling Agile:
	  o Motivations for implementing agile methods; Conditions for success for implementing agile methods; Adapting agile methods; Scaling agile methods.

Included with the course	Participants will receive a Delegate Workbook including content and activities.
Delivery	This short course is delivered over 1 day. The course can also be used as the basis of a 2-day Workshop as part of induction of a Project Team.
Availability	This short course is only offered in-house, generally as part of induction into a project team of a group of people with no previous experience of working with agile.
Points	PMI: 16 PDUs; AIPM: 14 CPD points