

Requirements in Agile methodologies



Purpose of the training

The training session is dedicated to all people working in agile teams, especially to those engaged in elicitation, analysis and management of requirements in IT projects. It raises questions of requirements engineering in context of the Scrum approach, discusses good practices for team communication and use of user stories.



Benefits of completing the training

- getting knowledge of elicitation and specifying requirements in the form of user stories
- walk through communication techniques in order to better elicit requirements
- better understanding of the rules concerning backlog management
- learning contemporary good practices of IT projects
- getting good starting point to subsequent cultivation of analytical competencies



Expected Listener Preparation

Basic knowledge in the area of requirements engineering, Scrum or other agile approaches.



Training Language

- Training: English
- Materials: English



Duration

2 days / 14 hours

Training agenda

1. Agile vs traditional methodologies
2. Agile – basic concepts
 - team approach
 - frequent and early feedback
 - creating user stories
 - retrospective
 - continues integration
 - flexibility
 - cooperation
3. Agile approaches – Scrum, XP, Kanban, DSDM – Agile PM
4. Introduction to definition of requirements basing on users' narrative
5. User stories and more formal approach to requirements
6. Themes, epics, user stories
7. Features of good requirements
8. Good practices of requirements' elicitation
 - interviews
 - facilitated workshops
 - ethnographic approach
9. Artefacts in agile methodologies
10. Definition of Done and acceptance criteria
11. Business value and prioritets
12. Work realisation in Scrum
 - Sprint
 - Sprint Planning
 - Daily Scrum
 - Sprint Review
 - Sprint Retrospective
13. Methods of planning and estimation in agile methodologies
14. Backlog Grooming

15. Tools supporting work in agile projects