

Project Management (PM)

Agile PM for Non-IT Environments - 1 Day

Course Code: PM311

The Agile methodology has evolved beyond the IT environment and can be applied to a variety of functions and departments in an enterprise. Principles and practices used in Agile project management to best handle rapidly changing environments form the foundation of this course. Flexibility, adaptation and direct communications are encouraged. Recurring opportunities to assess the direction of a project throughout its life cycle are provided using rolling wave planning, interactive and incremental delivery methods. During this course participants practice principles and tools from the Agile Project Management method.

Learning Objectives

- Create rapid and flexible responses to change
- Reduce costs
- Improve communications between teams, customers, and stakeholders
- Increase efficiency and value to customers and stakeholders
- Describe the fundamentals of the Agile methodology and components
- Articulate the Agile Manifesto
- Define the 6 domains which characterize the Agile methodology
- Apply methods for determining and delivering stakeholder value
- List the components of a good Agile team
- Employ incremental development methodologies
- Apply Agile measurement tools: Burn Down and Kanban charts

Topics & Content

- Agile principles, practices and misconceptions
- Impact of Agile on traditional project management approaches
- Contrast of Agile methodology to the traditional waterfall method
- Benefits and trade-offs of Agile methodology
- Agile sprint planning
- Lead planning and executing projects with Agile methodologies
- Agile Background & Definitions
- Delivering Customer Value
- Stakeholder Engagement & The Agile Team
- Planning & Problem Resolution
- Continuous Improvement
- The SCRUM Process

Course Information

Duration

1 day

Audience

Anyone managing activities in the workplace

Accreditations

PMI: 7 PDUs

SHRM 7 PDCs

Nursing: 7 CEUs

OPM: 7 CLPs

OPM Competency: Flexibility

“Thorough information was provided in an interactive manner.”

