AGILE BUSINESS ANALYSIS

CASE STUDY BASED TRAINING

DESCRIPTION:

This 3-day case-study based training is designed to give the participants detailed understanding of the role & responsibilities of a business analyst involved in agile projects, tools and techniques to deliver successful, valuable projects.

The first 2 days of the training is a combination of class interaction, active learning exercises, and group collaboration. Each exercise is designed to allow you to learn through practice so that you will be able to immediately apply what you have learned in your work.

The last day of the training is interactive business simulation for working and managing agile projects. Although agile methods are usually simple to understand, they are difficult to master in practice. That is why the course includes interactive simulation that will help you to practice ‘Agile’ and everything learned in real situation.

TRAINING OBJECTIVES:

- Understanding of agile principles and adoption of agile mindset
- Ability to define vision and product roadmap
- Knowledge and practice in managing product backlog
- Identifying epics and writing user stories
- Planning and prioritizing work for release and iteration
- Defining acceptance criteria for user stories
- Estimating and decomposition of tasks
- Measuring progress
- Tips and tricks from real-world experience work
- Hands on experience on all aspects of the business analysis in agile projects
1. INTRODUCTION TO AGILE BUSINESS ANALYSIS
   - Agile manifesto and principles
   - The agile teams and mindset
   - Business analysis on agile projects
   - Introduction to course case study

2. PRODUCT VISION
   - Defining product vision
   - Envisioning workshop
   - Product vision board
   - Exercise: Defining product vision

3. PRODUCT ROADMAP
   - Epics and user stories
   - Writing user stories
   - Story boarding
   - Exercise: Defining product roadmap

4. RELEASE
   - Estimating and prioritizing
   - Minimum viable product
   - Creating a release plan
   - Exercise: Release planning

5. ITERATION
   - Iteration planning
   - Decomposition
   - Defining acceptance criteria
   - Incorporating changes and bugs
   - Progress report
   - Daily stand-up meeting
   - Iteration demo
   - Iteration review
- Iteration retrospective
- Exercises: Iteration planning, decomposition, defining acceptance criteria, continuous backlog grooming, meetings and demos

LEARN BY PLAYING

An interactive project in the form of business simulation, which brings the theory learned in the training into practice. Key benefits of the simulation include:

- Practicing agile approach to effectively deliver a project
- Learn how to deliver valuable product to the customer
- Learn how to organize your team into self-managed and responsible unit
- Learn how to plan and monitor release and iteration.
- Practice agile team rituals