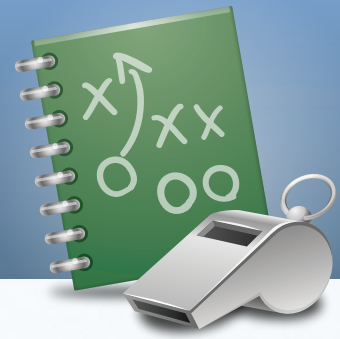


# Certified ScrumMaster for Video Game Development



The Scrum agile development process continues to gain popularity across a wide variety of businesses and products. This two-day course introduces the fundamental principles of Scrum and puts that theory into action through extensive use of hands-on exercises and project simulation. All exercises and discussions are specifically tailored for those working in video game development. During the course, attendees will learn why Scrum's seemingly simple process can have profound effects on an organization. Participants will gain practical experience working with Scrum tools and activities, including the product backlog, sprint backlog, daily scrum meetings, sprint planning meeting, and burndown charts. Participants leave knowing how to apply Scrum to all sizes of projects, from a single collocated team to a large, highly distributed team.

Following successful completion of this course, participants will be eligible to take the exit evaluation, offered by the Scrum Alliance as the final step toward earning the Certified ScrumMaster designation and a one-year membership in the Scrum Alliance. For PMPs, this course counts for 15 professional development units.

## ABOUT THE INSTRUCTOR

Mike Cohn is the author of *User Stories Applied for Agile Software Development*, *Agile Estimating and Planning*, and *Succeeding with Agile: Software Development Using Scrum*. With more than 25 years of experience, Mike has been a technology executive in companies of various sizes, from startup to Fortune 40. A frequent magazine contributor and conference speaker, Mike is a founding member of both the Agile Alliance and the Scrum Alliance.



## YOU WILL LEARN



- Practical, project-proven practices
- The essentials of getting a project off on the right foot
- How to write user stories for the product backlog
- How producers, artists, designers and programmers can work together effectively
- How to work with publishers and others outside the team who may not be familiar with Scrum
- How to help both new and experienced teams be more successful
- How to successfully scale Scrum to large, multi-continent projects with team sizes in the hundreds

## FOR MORE INFORMATION

Contact Mike Cohn at (720) 890-6110 or [mike@mountaingoatsoftware.com](mailto:mike@mountaingoatsoftware.com) or visit [mountaingoatsoftware.com](http://mountaingoatsoftware.com)



## AGENDA

### Overview of Scrum

*Why Scrum works and what it is*

### The Product Owner

*Description and responsibilities  
Architecture on a Scrum project*

### Sprints

*Potentially shippable  
Architecture on a Scrum project  
Sprint length and release sprints  
Abnormal terminations*

### Product Backlog

*User stories on the product backlog  
Story-writing workshops  
INVEST in your backlog*

### The ScrumMaster

*Responsibilities and mindset  
ScrumMaster as team member*

### Sprint Planning

*Prioritization and the sprint goal  
Sprint planning meeting*

### Release Planning

*Velocity  
Estimating the product backlog  
Release planning meeting*

### Meetings

*Sprint planning & daily scrums  
Sprint reviews & retrospectives*

### Scalability

*The scrum of scrums  
Focus of initial sprints  
Shared vs. specific product backlogs  
Scaling the product owner  
Distributed teams*

### The Team

*Composition and cross-functionality  
Organizing*

### Tracking progress

*Burndown charts and task boards*

### Situational Questions

*Simulating a sprint*