



PROFESSIONAL SCRUM MASTER™ I

Professional Scrum Master™ (PSM) is an interactive, activity-based course where students gain a strong understanding of Professional Scrum and the role of the Scrum Master. Through a combination of discussion and exercises, students develop a deep understanding of the underlying principles of Scrum and the Agile mindset while learning the practices applied by successful Scrum Teams



CODE: ED25A25



DURATION: 14 hours



START DATE: 02/06/2025



AUDIENCE PROFILE:

This course is for professionals in any industry where teams are working to solve complex problems. The Professional Scrum Master course is for:

- Practitioners that are interested in starting a career as a Scrum Master
- Scrum Masters, Agile/Scrum Coaches and consultant looking to improve their use of Scrum
- Anyone involved in product delivery/project delivery using Scrum



PREREQUISITES FOR PARTICIPATION:

-



TRAINING LANGUAGE:

Greek or English



TRAINING MATERIALS:

SCRUM PROFESSIONAL SCRUM MASTER™ I
Notes



METHODOLOGY:

Lecture, discussion, discussion, case studies.

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 **77 77 72 52**

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COURSE OBJECTIVES:

- Describe the theory and principles behind Scrum and empiricism
- Describe how each part of the Scrum framework ties back to the principles and theory
- Appreciate the uncertainty and complexity in product delivery
- Describe the meaning and importance of the Scrum values
- Explain what Done means and why it is crucial to transparency
- Explain how to use the Product Backlog to plan with agility
- Describe the importance of self-managing teams, interpersonal skills needed, and the Scrum Master role
- Clarify the leadership role a Scrum Master plays on the team



VENUE: Webinar



DATES & TIMES:

Monday, 2nd of June 2025 8.15 - 15.45

Tuesday, 3rd of June 2025, 8.15 - 15.45

PARICIPATION COST:



The cost includes the course notes and certificate. In the event of classroom led training, coffee, snacks and lunch (only for full day courses) are offered complimentary.

Participation Cost

- Total Cost: €465
- HRDA Subsidy: €280
- Net Cost: €185

For Unemployed

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COURSE TOPICS

Introduction

- The World before Agile and Scrum
- The Waterfall Model
- The birth of Agile

Unit 1: Continuously Improving Your Scrum Practice

- The Seven Key Areas to Improve Your Scrum Practice
- An Agile Mindset
- Empiricism Is at the Heart of Scrum
- Mastering Scrum Means Improving Team-work
- Scrum Team Characteristics
- The Importance of Team Processes
- The Organization Can Greatly Influence the Team's Performance
- Teaching, Facilitation, Coaching Skills
- Technical Excellence
- Servant Leadership
- A Process for Continuous Improvement
- What Hurts the Most?
- Root Cause Analysis
- Experiment with Different Approaches
- Success or Failure?

Unit 2 Creating a Strong Team Foundation

- Forming a Team Identity
- What Makes a Good Team Member?
- Who Should Be on a Scrum Team?
- Development Teams Need to Know About More Than Just Development
- How Do Scrum Teams Form Working Agreements?
- What Does Self-Organization Look Like?
- Shared Goals
- Clear Accountability
- Boundaries
- How Do Scrum Teams Collaborate?
- How Do Teams Progress?
- Characteristics of Productive and Adaptable Teams

Unit 3: Delivering "Done" Product Increments

Video

- What Is a Definition of "Done"?
- Benefits of a Definition of "Done"
- How to Create a Definition of "Done"
- Using Sprint Goals to Get to "Done"
- Creating Good Sprint Goals
- Using the Sprint Goal for an Effective Daily Scrum
- Getting PBIs to "Done" Earlier in the Sprint
- Limiting Work Items in Progress
- Measuring and Analyzing Flow
- Building in Quality from the Beginning
- Automation and "Done"
- DevOps
- Code Reviews
- Quality Metrics
- Tackling Technical Debt
- Making Technical Debt Transparent
- Making Technical Debt "Repayment" Visible

Unit 4 Improving Value Delivered

- What Is Value?
- Delivering Faster Is a Good Start, But Not Enough
- Product Value and the Scrum Team
- Using the Product Vision to Enliven Team Purpose, Focus, and Identity
- Measuring Value
- Focusing PBIs on User Outcomes
- Improving Value Delivered During the Sprint
- Inspecting and Adapting Based on Feedback
- Learning as Value
- Effective Sprint Reviews Include Value Realized
- Gathering Stakeholder Feedback

Unit 5 Improving Planning

- Planning with a Product Mindset
- Measuring Success
- Planning Empirically
- Creating Alignment

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COURSE TOPICS

- Product Backlog Refinement
- Minimum Viable Product Backlog Refinement
- Estimation
- Breaking PBIs Down to Focus on Valuable Outcomes
- Planning a Sprint
- How Much Can You Get “Done” in a Sprint?
- How Much Time Should You Spend on Improving This Sprint?
- How Far Ahead to Refine
- Planning Releases
- How Large Should a Release Be?
- How Small Can a Release Be?

Unit 6: Helping Scrum Teams Develop and Improve

- Using the Sprint Retrospective to Uncover Areas for Improvement
- Identifying and Removing Impediments
- Tracking Impediments and Quantifying Impacts
- Tackling Impediments
- Growing Individual and Team Capabilities
- Make Time for Continuous Learning and Growth
- Leverage Knowledge and Experience in the Organization
- Being an Accountable Scrum Master
- Measuring the Success of a Scrum Master
- Effective Scrum Masters Vary Their Approach Based on Context

Unit 7: Leveraging the Organization to Improve

- Organizations Need to Evolve to Succeed
- Developing People and Teams
- The Impacts of Performance Reviews and Compensation
- Individual Career Paths
- Sourcing Strategies and Team Impacts
- Distributed Teams
- Getting Comfortable with Transparency
- A Culture of Accountability, Not a Culture

of Blame

- Letting Go of (the Illusion of) Control
- The Real Power of the Iron Triangle
- Funding Initiatives
- Scope-Based Estimation
- Iterative and Incremental Budgeting
- “Being Agile” Is Not the Goal
- Nail It Before You Scale It

Unit 8 Conclusion and What’s Next

- Business Agility Requires Emergent Solutions
- Self-Assessment for Understanding Where You Are
- Business Agility
- Effective Empiricism with Scrum
- Effective Teamwork with Scrum
- Analysis of Assessment Answers
- Common Misconceptions About Scrum

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