Course Outline

1. Introduction
   a. Agile Overview
   b. Scrum Overview
   c. Kanban Overview

2. Agile Project Management
   a. The Envision and Explore Cycle
   b. Flipping the Iron Triangle

3. Program Inception
   a. Inception Overview
   b. Innovation Games
   c. Create Program Vision
   d. Discover Capabilities
   e. Shape Understanding
   f. Vision Mapping

4. Limiting Work in Process
   a. Goals
   b. Limiting WIP Exercise
   c. Summary

5. Project Chartering
   a. Speculation
   b. Chartering Workshop
   c. Balancing Flexibility and Structure
   d. Product Visioning (content & Exercises for Each)
      i. Elevator Statement
      ii. Vision Box
      iii. Product Data Sheet