

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