

# PMI ACP

Agile Certified Practitioner

CERTIFICATION & TRAINING



# Overview

Agile is mainly used in project management. It is an approach to deliver software collectively from the initial stage rather than delivering the whole project at the end. Hence, it will be easy for the customers to test every project module and make sure that the quality is maintained.

This course is a 'MUST' for those who are willing to acquire and experience the skill sets that are important to deliver the project in a completely Agile fashion. Moreover, All project management roles in the tech and IT industries require PMI-ACP certification.

InfosecTrain has designed a PMI-ACP certification course where certified professionals teach you important concepts like Agile principles and mindset, value-driven delivery, stakeholder engagement, adaptive planning, problem detection and resolution, continuous improvement, and many more important topics.



## Target Audience

- Agile team members
- Software developers
- Team leads
- Project managers
- Project executives
- Any aspiring project managers

## Pre-Requisite

Overall project experience:

- General project experience for 12 months.
- Active PgMP® or PMP® certification

Agile project experience:

- Agile project experience for 8 months (this is the addition to the 12-month general project experience)

## Why Infosec Train?



Certified &  
Experienced  
Instructor



Flexible  
Schedule



Access to the  
recorded sessions



Post Training  
Support



Tailor Made Training



4 hrs/day in  
Weekend/  
Weekday

# Course Content

## Lesson 1: Course Introduction

- 0.1 - Course introduction
- 0.2 - Eligibility requirements
- 0.3 - Certification fees and renewal
- 0.4 - About our course

## Lesson 2: Agile principles and mindset part 1

- 1.01 Agile Principles and Mindset - Part One
- 1.02 Introduction to Agile
- 1.03 Agile Engineering Practices
- 1.04 The Agile Manifesto
- 1.05 Agile Manifesto Explained
- 1.06 Principles of Agile Manifesto
- 1.07 Applying the Principles of Agile Manifesto
- 1.08 Agile Core Principles and Practices
- 1.09 Benefits of Agile
- 1.10 Project Life Cycle Characteristics
- 1.11 Key Takeaways
- Knowledge Check

## Lesson 3: Agile principles and mindset part 2

- 2.01 Agile Principles and Mindset - Part Two
- 2.02 Agile Methodologies
- 2.03 Agile Mindset
- 2.04 Where to Apply Agile
- 2.05 Meaning of Scrum
- 2.06 Features of Scrum

- 2.07 Three Pillars of Scrum
- 2.08 Scrum Roles
- 2.09 Key Terms of Scrum
- 2.10 Scrum Meetings
- 2.11 Scrum: An Empirical Process
- 2.12 Extreme Programming
- 2.13 Extreme Programming Practices - Part A
- 2.14 Extreme Programming Practices - Part B
- 2.15 Roles in Extreme Programming
- 2.16 Process Diagram of XP
- 2.17 Crystal Method
- 2.18 Properties of Crystal Method
- 2.19 Key Categories of Crystal Method - Part A
- 2.20 Key Categories of Crystal Method - Part B
- 2.21 Dynamic Systems Development Method (DSDM)
- 2.22 Basic Principles of Atern
- 2.23 Planning Philosophy in DSDM
- 2.24 DSDM Techniques
- 2.25 DSDM Phases
- 2.26 Feature-Driven Development
- 2.27 Agile Project Management
- 2.28 Key Takeaways
- Knowledge Check

## Lesson 4: Value-Driven Delivery

- 3.01 Value-Driven Delivery – Part One
- 3.02 Quantifying Customer Value
- 3.03 Time Value of Money
- 3.04 Time Value of Money: Example
- 3.05 The Financial Feasibility of Projects
- 3.06 Return on Investment ROI
- 3.07 Net Present Value (NPV)
- 3.08 Net Present Value (NPV): Example
- 3.09 Internal Rate of Return (IRR)
- 3.10 Payback Period
- 3.11 Payback Period: Example
- 3.12 Prioritization of Functional Requirements
- 3.13 MoSCoW
- 3.14 Kano Model
- 3.15 Relative Weighting
- 3.16 Prioritization of Non-Functional Requirements
- 3.17 Risk Management in Agile
- 3.18 Key Takeaways
- Knowledge Check

## Lesson 5: Value-Driven Delivery part 2

- 4.01 Value-Driven Delivery – Part Two
- 4.02 Minimal Viable Product
- 4.03 Project Planning Using MVP
- 4.04 Agile Compliance
- 4.05 Key Drivers of Agile Compliance
- 4.06 Incremental Delivery

- 4.07 Review and Feedback
- 4.08 Earned Value Management
- 4.09 Earned Value Metrics
- 4.10 Earned Value Metrics: Example
- 4.11 Agile Contracts: Components
- 4.12 Agile Contracting Methods
- 4.13 Fixed-Price or Fixed-Scope Contract
- 4.14 Time and Materials (T and M) Contract
- 4.15 T and M with Fixed Scope and Cost Ceiling
- 4.16 T and M with Variable Scope and Cost Ceiling
- 4.17 Bonus or Penalty Clauses
- 4.18 Rolling Agile Contracts
- 4.19 Terms Used in Agile Contracts
- 4.20 Key Takeaways
- Knowledge check

## Lesson 6: Stakeholder Engagement part 1

- 5.01 Stakeholder Engagement - Part One00:43
- 5.02 Stakeholder Management
- 5.03 Project Charter
- 5.04 Understanding Stakeholder Needs
- 5.05 Agile Wireframes
- 5.06 User Story
- 5.07 Story Card Information
- 5.08 Agile Personas
- 5.09 Theme and Epic
- 5.10 Agile Story Maps
- 5.11 Community and Stakeholder Values
- 5.12 Key Takeaways
- Knowledge Check



## Lesson 7: Stakeholder engagement part 2

- 6.01 Stakeholder Engagement – Part Two
- 6.02 Community Management
- 6.03 Communication and Knowledge Sharing
- 6.04 Social Media Communication
- 6.05 Information Radiators
- 6.06 Burnup and Burndown Charts
- 6.07 Kanban or Task Board
- 6.08 Impediment Logs
- 6.09 Characteristics of Information Radiators
- 6.10 Agile Modeling
- 6.11 Active Listening
- 6.12 Key Elements of Active Listening
- 6.13 Globalization Diversity and Cultural Sensitivity
- 6.14 Cultural Diversity Issues: Recommendations
- 6.15 Agile Facilitation Methods
- 6.16 Agile Negotiation and Conflict Management
- 6.17 Five Levels of Conflict
- 6.18 Key Takeaways
- Knowledge Check

## Lesson 8: Team performance part 1

- 7.01 Team Performance – Part One
- 7.02 Features and Composition of Agile Teams
- 7.03 Stages of Agile Team Formation
- 7.04 High-Performance Teams
- 7.05 Generalizing Specialist
- 7.06 Team Responsibility

- 7.07 Self-Organization
- 7.08 Key Takeaways
- Knowledge Check

## Lesson 9: Team performance part 2

- 8.01 Team Performance - Part Two
- 8.02 Agile Leadership
- 8.03 Best Practices of Agile Leadership
- 8.04 Management vs Leadership
- 8.05 Servant Leadership
- 8.06 Coaching and Mentoring
- 8.07 Agile Coaching
- 8.08 Agile Emotional Intelligence
- 8.09 Team Motivation
- 8.10 Maslow's Theory
- 8.11 Frederick Herzberg's Theory
- 8.12 McClelland's Theory
- 8.13 Boehm's Theory
- 8.14 Team Space
- 8.15 Co-Located Teams
- 8.16 Distributed Teams
- 8.17 Co-Located vs. Distributed Teams
- 8.18 Osmotic Communication
- 8.19 Team Collaboration and Coordination
- 8.20 Collaboration Technology
- 8.21 Communication Gap-Example One
- 8.22 Communication Gap-Example Two
- 8.23 Brainstorming Sessions
- 8.24 Team Velocity

- 8.25 Velocity-Example One
- 8.26 Velocity-Example Two
- 8.27 Sample Velocity Chart
- 8.28 Agile Tools
- 8.29 Key Takeaways
- Knowledge Check

## Lesson 10: Adaptive planning part 1

- 9.01 Adaptive Planning – Part One
- 9.02 Planning Philosophy
- 9.03 Aligning Agile Projects
- 9.04 Rolling Wave Planning
- 9.05 Timeboxing
- 9.06 Best Practices of Timeboxing
- 9.07 Advantages of Timeboxing
- 9.08 Agile Estimation
- 9.09 Story Points
- 9.10 Assigning Story Points
- 9.11 Story Points Estimation
- 9.12 Story Points Estimation Scale: Example
- 9.13 Value Points
- 9.14 Ideal Days
- 9.15 Story Points vs. Ideal Days
- 9.16 Wideband Delphi Technique
- 9.17 Planning Poker
- 9.18 Planning Poker: Example
- 9.19 Affinity Estimation
- 9.20 Key Takeaways
- Knowledge Check

## Lesson 11: Adaptive planning part 2

- 10.1 Adaptive Planning – Part Two
- 10.2 Project Size Estimation
- 10.3 Release Plan
- 10.4 Release Plan: Example
- 10.5 Iteration Plan
- 10.6 Types of Iteration Planning
- 10.7 Iteration Lifecycle: Example
- 10.8 Release Plan vs. Iteration Plan
- 10.9 Agile Product Roadmap
- 10.10 Backlog Refinement – Part Two
- 10.11 Value-Based Analysis and Decomposition
- 10.12 Agile Cone of Uncertainty
- 10.13 Velocity Variations
- 10.14 Sprint Reviews
- 10.15 Sprint Retrospectives
- 10.16 Mid-Course Corrections
- 10.17 Key Takeaways
- Knowledge Check

## Lesson 12: Problem Detection and Resolution part 1

- 11.1 Problem Detection and Resolution – Part One
- 11.2 Agile Problem Detection
- 11.3 Problem Detection Techniques
- 11.4 Fishbone Diagram
- 11.5 Five Whys Technique
- 11.6 Control Charts
- 11.7 Lead Time and Cycle Time
- 11.8 Kanban

- 11.9 Kanban Process
- 11.10 Example of Kanban Board
- 11.11 Work In Progress
- 11.12 Managing Constraints
- 11.13 Little's Law
- 11.14 Escaped Defects
- 11.15 Agile Problem Solving
- 11.16 Key Takeaways
- Knowledge Check

## Lesson 13: Problem Detection and Resolution part 2

- 12.1 Adaptive Planning
- 12.2 Metrics and Measures
- 12.3 Benefits of Metrics
- 12.4 Examples of Metrics
- 12.5 Baseline Metrics
- 12.6 Variance and Trend Analysis
- 12.7 Risk Management Life Cycle
- 12.8 Step One–Risk Identification
- 12.9 Step Two–Risk Assessment
- 12.10 Step Three–Risk Response Strategies
- 12.11 Step Four–Risk Review
- 12.12 Risk Log
- 12.13 Risk Burndown Chart
- 12.14 Risk Profile Graph
- 12.15 Spike
- 12.16 Agile Failure Modes
- 12.17 Agile Coach Failure Modes

- 12.18 Troubleshooting Guidelines
- 12.19 Key Takeaways
- Knowledge Check

## Lesson 14: Continuous improvement

- 13.1 Continuous Improvement - Part One
- 13.2 Kaizen
- 13.3 Kaizen in Agile
- 13.4 Lean
- 13.5. Defining Waste Manufacturing and Software Development
- 13.6 A Five-Step Process to Becoming Lean
- 13.7 Value Stream Mapping
- 13.8 Agile Retrospectives
- 13.9 Cargo Smells
- 13.10 Conducting a Retrospective
- 13.11 Brainstorming Techniques
- 13.12 Process Analysis Techniques
- 13.13 Agile Process Tailoring
- 13.14 Project Factors That Influence Tailoring
- 13.15 Key Takeaways
- Knowledge Check

## Lesson 15: Continuous improvement part 2

- 14.1 Continuous Improvement - Part Two
- 14.2 Quality in Agile
- 14.3 Best Practices for Quality in Agile
- 14.4 Best Practice One-Verification and Validation
- 14.5 Best Practice Two-Exploratory Testing
- 14.6 Best Practice Three-Usability Testing

- 14.7 Best Practice Four-Test-Driven Development
- 14.8 Test-Driven Development Advantages
- 14.9 Acceptance Test-Driven Development Cycle (ATDD)
- 14.10 Best Practice Five: Continuous Integration
- 14.11 Best Practice Six: Definition of Done
- 14.12 Testing Pyramid and Quadrant
- 14.13 Checklist for Story Completion
- 14.14 Agile Flowchart
- 14.15 Agile Spaghetti Diagram
- 14.16 Organizational Self Assessment
- 14.17 Key Takeaways
- Knowledge Check



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