

**Program Management with Agile UX**

**Course Number:** AGL-168
**Duration:** 4 days

**Overview**

This Program Management with Agile UX training course teaches new and seasoned program managers how to successfully apply Agile methods to their projects and programs. Attendees gain an in-depth understanding of the full Agile Development Lifecycle and learn how to lead teams through product planning and design. In addition, students learn techniques and practices to successfully execute program deliverables. This is a must-have class for any project or program manager transitioning to Agile.

**Prerequisites**

There are no prerequisites for this class.

**Materials**

All Agile training attendees receive comprehensive courseware.

**Software Needed on Each Student PC**

For in-person deliveries, attendees do not need computers for this course. We will provide full classroom setup instructions that will include seating in small groups, with supplies such as flipcharts, sticky notes, markers, and pens for the attendees and a projector and Internet connection for the instructor's laptop.

Online deliveries for this interactive training will use an online meeting platform (such as Zoom, WebEx, GoTo, or Teams) to have face-to-face contact online, including use of breakout rooms for group activities.

**Objectives**

* The role of Agile program management through the full lifecycle
* The key transformation leadership and facilitation skills necessary to transition from a tactical focus to a more strategically focused approach
* How to apply Design Thinking and Lean Startup, including creative strategies used to plan a portfolio or product backlog
* How to bridge the gap between traditional and Agile Project management

**Outline**

* Introduction
* What is Agile?
* The Agile Values
* The Agile Lifecycle – Big Picture
	+ Scrum and Kanban
	+ Roles & Responsibilities
	+ Product Roadmaps
	+ Release Plans
* Product Thinking versus Project Thinking
	+ Project definition
	+ Attributes of project-based organizations
	+ Product definition
	+ Attributes of product-based organizations
* Agile Leadership from Tactical to Strategic
	+ Command and Control vs Servant Leadership (Monitor and Control vs Transformational Leadership)
	+ Promoting Self Organization and Empowered collaborative problem solving
	+ Active: Leadership Coherence Test
* Facilitation Techniques
	+ Why/Importance
	+ Successful facilitation skills
	+ Defining Objections/Outcomes
	+ Planning
	+ Tracking accountability (WWWF - Who does What and When, Follow-up)
	+ Divergence/Convergence
* Design Thinking
	+ Design Thinking Overview
	+ Design Thinking Golden Rules
		- Definition
		- Ideate
		- Prototype
		- Evaluation
* Lean Startup
	+ Purpose
	+ Who is the customer?
	+ Lean Canvas
	+ The MVP Experiment
	+ Build-Measure-Learn
	+ Pivot or persevere
* Planning: Building the Team’s Backlogs/Roadmaps
	+ MVP revisited
	+ Prioritization
	+ Estimation
	+ Technical Debit
* Management Tracking and Reporting
	+ Setting expectations
	+ How to coach senior leaders and provide what they need in an Agile fashion
	+ Burn-up report
	+ Burn-down report
* Conclusion