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# SCRUM MASTER (EXIN Agile Scrum Master)

**Duration :(3 DAYS)**

## Summary

EXIN Agile Scrum Master is a certification that looks to confirm both skills and knowledge of the Agile framework and Scrum methodology.

Agile Scrum is about working together to successfully reach a goal. Agile methodologies are popular approaches in software development and are increasingly being used in other areas. Scrum practices include establishing cross-functional and self-managed teams, producing a working deliverable at the end of each iteration or Sprint. This certification focuses on adopting Agile or Scrum in the workplace and taking on the role of Scrum Master.

## Context

The exam EXIN Agile Scrum Master is part of the EXIN qualification program and has been developed in cooperation with international experts in the field. The candidate needs to be familiar with all Basic Concepts from the EXIN Agile Scrum Foundation course.

## Course objectives:

This course will enable you to be:

- Proficient in Scrum terminologies and their applications
- Ready to facilitate daily scrums, user stories, sprint planning, and sprint reviews
- Capable of producing the different Scrum artifacts including the product backlog, sprint backlog, finished deliverables, and definition of done
- Equipped to implement distributed Scrum over teams spread across geographies
- Prepared for a Scrum Master role with any Scrum implementing organization
- Prepared to pass the EXIN Agile Scrum Master exam on your first attempt





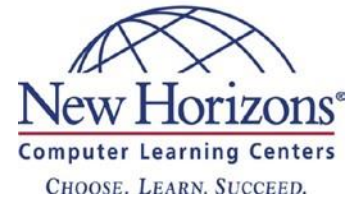
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- 2.1.1 Explain which tasks and responsibilities belong to the Scrum Master role
  - 2.1.2 Explain which solutions are suitable for solving problems
  - 2.1.3 Explain which tools to use to facilitate the team
  - 2.2. Coaching the Team
    - 2.2.1 Explain when and how to mediate through conflict
    - 2.2.2 Explain how to coach and challenge the team
    - 2.2.3 Explain the importance of training
  - 2.3. Other roles (Product Owner, Development Team)
    - 2.3.1 Explain all roles within the Scrum Framework
  - 3. Agile Estimating, Planning, Monitoring and Control
    - 3.1. Writing the Backlog
      - 3.1.1 Explain why a good Definition of Done is so important
      - 3.1.2 Create and recognize good user stories
      - 3.1.3 Explain how to maintain the Backlog and how to add Backlog items
    - 3.2. Agile Planning
      - 3.2.1 Explain iterative planning in all the planning moments: Roadmap, Release and Sprint planning
      - 3.2.2 Explain the role of the Scrum Master in all the planning moments: Roadmap, Release and Sprint planning
    - 3.3. Agile Estimation
      - 3.3.1 Explain when and how to estimate using Story Points, Ideal Hours and Ideal Days
      - 3.3.2 Explain how to guide a planning session, with and without Planning Poker
      - 3.3.3 Recognize errors in estimation
      - 3.3.4 Explain how to calculate the ROI (Return on Investment)
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### 3.4. Tracking and Communicating Progress

- 3.4.1 Identify impediments, deviations, roadblocks and other obstacles that influence the progress positively and negatively
- 3.4.2 Explain how to create Information Radiators, how to interpret them and how to act on the results
- 3.4.3 Explain commonly used tracking methods (Burn-Down Chart, Velocity,...)

### 3.5. Staying in Control

- 3.5.1 Explain how to manage issues, bugs and informing people outside of the Team

## 4. Complex Projects

### 4.1. Scaling Agile Projects

- 4.1.1 Explain how to use the Product Backlog in a scaled environment
- 4.1.2 Explain how to scale to larger teams using both Scrum-of-Scrums and SAFe- framework

### 4.2. Suitability of Agile for different types of projects

- 4.2.1 Explain in which cases it is not possible to use Agile
- 4.2.2 Identify the limits of a Scrum Team

### 4.3. Agile administration in tooling and tool integration

- 4.3.1 Explain which tools can help a Team to use or adopt Agile and thereby increase the quality of the development process

## 5. Adopting Agile

### 5.1. Introducing Agile

- 5.1.1 Explain which project management activities are important to include in the transition plan
- 5.1.2 Explain which milestones are important in the transition
- 5.1.3 Explain how to deal with resistance to change

### 5.2. Self-Organization



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5.2.1 Explain what self-organization means and how project management is shared

5.2.2 Explain what it means to have a cross-functional Team

5.3. Agile requirements and proper environment

5.3.1 Explain what changes in culture need to be made before adopting Agile

5.3.2 Explain what physical changes need to be made before adopting Agile

### **Examination type**

Computer-based choice questions

Time allotted for examination

90 minutes

Number of questions: 40

Pass mark: 65% (26 out of 40)

Open book/notes: no

Anywhere live monitored

### **This exam has Pre-Requirements**

- Successfully Completed an EXIN Accredited Agile Scrum Master Training

How can you register the pre-requirements at EXIN?

If the evidence of pre-requirements is missing, you will have to upload these in Step 1 a - Missing pre-requirements. After uploading the evidence, you will not be able to continue your registration until you have received an e-mail notification of EXIN's approval within two working days. The email will contain a link that allows you to finalize the registration.