PMI Agile Certified Professional (PMI-ACP)® Exam Preparation

Overview

This course provides participants with a foundation of the PMI-ACP® exam. Participants will be introduced to PMI Agile concepts and practices with banks of sample questions.

Target Audience

This course is designed for project leaders, scrum masters, coaches, product owners, and team members who intend on taking the PMI-ACP® exam.

Course Outline

PMI-ACP® Exam Preparation
PMI-ACP® Exam Particulars Overview
PMI-ACP® Exam Particulars
PMI-ACP® Candidate Requirements
PMI-ACP® Candidate Fees
PMI-ACP® Exam Application Process

Core Agile Concepts
Core Agile Concepts Overview
Traditional Project Management Methodologies
Drawbacks of Waterfall Methodologies
Agile Approach
Empirical Process Control
Agile and Traditional Project Management
Choice of Methodologies/Frameworks

The Agile Manifesto
The Agile Manifesto Overview
Manifesto Contributors
Manifesto Values
Manifesto Principles

Register Online

Schedule
Class Length: 3 Days

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G2R = “Guaranteed to Run” | OLL = “Online LIVE”
ILT = “Instructor-Led-Training”
Common Agile Methodology Elements

Common Agile Methodology Elements Overview
- Project (Product; Release) Initiation
- Agile Planning
- Iteration Planning and Executing

Project Initiation

- Project Initiation Overview
- Determine Project Justifications and Metrics
- Provide Value-Driven Delivery
- Write Project Vision Statement
- Create Project Charter
- Identify Stakeholders and Leader/Coach
- Form Project Team

Agile Teams and Team Space

- Agile Teams and Team Space Overview
- Scrum Master/Coach
- Product Owner/Customer
- Team Members/Developers (XP)
- Trackers and Testers
- Other Roles
- Team Space
- Physical Space Recommendations

Agile Planning

- Agile Planning Overview
- Develop Epics and Stories
- Create Stories
- Non-Customer Facing Stories
- Personas and Extreme Personas
- Story Maps
- Estimating Stories
- Prioritizing Stories
- Create Product Backlog
- Create Product Roadmap
- Conduct Release Planning
- Create Parking Lot
Iterations/Sprints

Iterations/Sprints Overview
Velocity Determination
Iteration Planning Meeting
Iteration Planning Guidelines
Development
Testing
Daily Standup Meetings
Progress Tracking
Velocity Tracking

Interpersonal Aspects of Agile

Interpersonal Aspects of Agile Overview
Methodologies and Uncertainty
Coach/Scrum Master
Team Motivation
Soft Skills
Emotional Intelligence
Collaboration
Negotiations
Active listening
Conflict Resolution
Speed Leas' Model of Group Conflict
Conducting Retrospectives
Mindsets of Agile Coaches
Leadership Stages
Key Coaching Responsibilities

Agile Methodologies

Agile Methodologies Overview
XP and Scrum Terms
XP Terms and Concepts
XP Primary Practices
XP Corollary Practices
Scrum
Lean Software Development
Seven Principles of Lean
Seven Types of Muda
Responsibilities
Core Beliefs of Lean-Agile Software Development
Other Principles of Lean-Agile Software Development
Value Stream Mapping
Lean-Agile Software Development Portfolio Management