

## Training information 2019

- Location and dates: check the training calendar
- Schedule: 9.15 - 17.00
- Fee: € 1.495, excluding VAT, excluding examination fee € 400
- Coffee, tea, lunch and training material are included in the training fee
- Three months free e-coaching
- Information: phone +31 (0)40 – 202 1803 or e-mail [opleidingen@improveqs.nl](mailto:opleidingen@improveqs.nl)
- Bring your own laptop with WiFi connectivity

## Possibilities in-house training

Improve provides this training in house and tailored to your specific situation or needs upon request. For further information, please contact us at +31 40 - 202 1803 or [opleidingen@improveqs.nl](mailto:opleidingen@improveqs.nl)

## REGISTRATION

You can register for this training on our website

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Quality is a team effort

# AGILE

## Practitioner in Agile Quality

On all registrations and courses our general and additional conditions apply:  
<https://www.improveqs.nl/english/terms-and-conditions/>



consult.



train.



practice.



# AGILE

## Practitioner in Agile Quality

### Everyone has an equal responsibility for product quality

The training Practitioner in Agile Quality is designed to allow people with current Agile knowledge to take their skills to a practitioner level in an intensive learning environment.

The course is designed for the whole team, as everyone has an equal responsibility for product quality. It covers the key competencies required to function effectively and efficiently whilst delivering quality. The course is focused on practical application, experiential and collaborative learning through discussion and exercises.

### After this training participants can:

- Agile Mindset - Prove that they can put into practice all the soft skills appropriate to the agile manifesto and principles
- Faster Delivery - Optimise delivery through implementing efficiencies and effective practices, maximising the work not done
- Build Quality In - Implement the team activities to ensure the product quality objectives for each persona are met from inception throughout the product lifecycle

- Engineering principles - Build the right product, right first time maximising Business value using repeatable, auditable and adaptable processes, whilst minimising technical debt
- Continuous testing - Support the integration of code by iterating through plan, build, test multiple times per day, in order to complete committed items aligned to acceptance criteria and the iteration definition of done
- Scalability - Identify additional risks and changes required to effectively scale processes based on team size and/or distribution

### Who should attend this training?

This course is designed for anyone wanting to improve their Agile skills and ensure accelerated quality delivery of working software.

### Roles of participants in their organization

This training is meant for:

- Developers
- BA's
- Project Managers
- Team Leaders
- Testers

- Scrum Masters and all other members of an Agile delivery team.

### Prior knowledge or training required

This is a practitioner's course. Candidates are expected to have basic knowledge of agile and testing, preferably with some working experience.

### Program

#### Structure of this training

The course lasts three days. The emphasis is on building your knowledge and skills to a practical application. PAQ candidates are assessed at the end of the course with a practical assessment taken under controlled exam conditions. This may be taken either directly at the end of the course, or separately scheduled.

This 'hands-on' practical assessment is in the form of a Sample Project which includes User Stories, associated Design documentation plus a 'multi-drop' application seeded with defects.

Each practical assessment will contain 2 additional scenario-based questions requiring written answers that cover a selection of competencies. These written

answers will be marked along with the answers to the Sample Project by an Independent Assessor.

### Course outline

#### Day 1 Agile Manifesto and principles

- Introduction
- Engineering Principles
- Practical exercise
- Faster delivery
- Sprint practice exercise

#### Day 2 Delivery

- Retrospectives
- Planning
- Continuous testing
- Build quality in
- Sprint practice exercise
- Mock practical exam

#### Day 3 Team and examination

- Debt and TDD
- Agile mindset
- Sprint practice exercise
- Scalability
- Practical Examination