

PMI Agile Certified Practitioner (PMI-ACP)® Exam Prep

Course Overview

This course covers the functions and features of Agile Certified Practitioner to prepare you for your certification exam. Students will learn about the application process and the exam, Agile principles, and value-driven delivery. They will also learn about stakeholder engagement, boosting team performance, adaptive planning, problem detection and resolution, and continuous improvement.

<u>Course Introduction</u>	8m
Course Introduction	
<u>Chapter 01 - The Process</u>	18m
The Process	
Application Process	
ACP Qualifications	
Scheduling Your Exam	
Rescheduling/Cancelling	
Fees	
<u>Chapter 02 - The Exam</u>	19m
The Exam	
Exam Results	
The ACP Exam	
Exam Breakdown	
Tools and Techniques 50% of Exam	
Knowledge & Skills 50% of Exam	
Level 1 (33% of Total Examination Questions)	
Level 2 (12% of Total Examination Questions)	
Level 3 (5% of Total Examination Questions)	
Key Readings	
Domain Breakdown	
<u>Chapter 03 - Agile Principles & Mindset Part 1</u>	2h 41m
Agile Principles & Mindset	
Domain Tasks	
PMBOK Guide vs. Agile	
Project Life Cycle	
Two Types of Agile	
The Four Types of Life Cycles	
The Big 3 Life Cycles	
The Four Types of Life Cycles Continuum	
Strategies to Implement Agile	
Agile in Context	

Agile Methodologies
Agile is Iterative & Incremental
Iterative & Incremental Approaches
The Effects of WIP & “Best Resourcing”
The History of Agile
The Beginning of Agile
Agile Development Values...
The 12 Principles of Agile Software
The Heartbeat of Agility
Must, Wants & Needs
Scrum Basics
Foundation
The Scrum Roles
Team Members
A Product / Project Vision
Product Backlog
Scrum
The Daily Sprint Schedule
Sprint Planning Meeting
The Daily Scrum
Iteration-Based vs Flow-Based Agile
Sprint Review
Sprint Retrospective
The Basic Team Board or Scrum Board
Adding Kanban to Scrum
Scrum: Iteration 0
Extreme Programming
Basics
Core Values
Principles & Practices
Core Practices - Fine Scale Feedback
Fine Scale Feedback - Release Planning
Fine Scale Feedback - Iteration Planning
Test Driven Development
XP Core Practices - Continuous Process
Core Practices - Shared Understanding
Core Practices - Programmer Welfare
The Extreme Programming Workflow
The Basic Steps
XP vs. Scrum
Feature-Driven Development (FDD)
1. Develop Overall Model
2. Build Feature List
3. Plan by Feature & 4. Design by Feature
5. Build by Feature
Feature-Driven Development (FDD) Terms
Scrum vs. FDD

Chapter 03 - Agile Principles & Mindset Part 2

1h 36m

Agile Principles & Mindset

Dynamic Systems Development (DSDM)

Dynamic Systems Development Method

Prerequisites for Using DSDM

DSDM - Atern Philosophy

The Atern Team Model

DSDM Eight Principles

1. Focus on the Business Need

2. Deliver on Time

3. Collaborate

4. Never Compromise Quality

5. Build Incrementally from Firm Foundations

6. Develop Iteratively

7. Communicate Continuously & Clearly

8. Demonstrate Control

Crystal Overview

Cockburn Differentiated Between...

Crystal Methods Focus on...

Crystal

Common Crystal 7 Properties

Frequent Delivery

Reflective Improvement

Close or Osmotic Communication

Personal Safety & Focus

Easy Access to Expert Users

Automated Tests, Configuration Management Frequent Integration

Lean Software Development (LSD)

Key Tools & Concepts

Seven Wastes (TIMWOOD)

Kanban

Task/Kanban Board

Five Core Principles of Kanban

Scrum vs. Kanban

Test Your Assumption

Scaling Agile

SAFe 3.0

SAFe Core Values

Level I - Portfolio

Level II - Program

Level III - Team

What is Nexus?

Nexus Consists of...

Nexus Process Flow

Each Retrospective Should...

Refinement Meetings

LeSS

LeSS / Scrum Commonalities

LeSS / Scrum Differences

Disciplined Agile Development

The Backlog
Lifecycle Versions
Roles
DAD vs. Scrum
Disciplined Agile Development
PMOs
Differentiation vs. Integration
Organizational Structure

Chapter 04 - Value-Driven Delivery

2h 2m

Value-Driven Delivery
Domain Tasks
Value-Driven Delivery (cont.)
Assessing Value
Planning Value
Value Stream Mapping
Poppendieck's 7 Lean Wastes Manufacturing to Software
Prioritization
Kano Analysis
Prioritization (cont.)
A Sample Story Map
Risk
Major Risk Classes
Agile Helps Mitigate Risks
Plan, Do, Check, Act
Expected Monetary Value (EMV)
Decision Tree Analysis
EMV
Agile Contracting
Why not Gantt Charts & other software?
Little's Law
Demonstrations
Cumulative Cost Curve
In Alphabetical Order
Forecasting - ETC
Forecasting - EAC
Forecasting - TCPI
Burndown Chart
Burn Up Chart
Cumulative Flow Diagram

Chapter 05 - Stakeholder Engagement

57m

Stakeholder Engagement
Domain Tasks
Who is a Stakeholder?
Stakeholder Engagement (cont.)
Wireframes
Personas
Persona Example: Frances Miller
User Stories

User Story Strengths
User Stories The 3 Cs
You Must INVEST in Your Stories
Given, When, Then
Definition of Done (DoD)
F2F is Best
Information Radiators
Information Radiators Examples
Agile Modeling
The Diagram & The Write Up
Active Listening
Facilitation Methods
Conflict Resolution
Speed B. Leas Conflict Model
Participatory Decision Models
Management vs. Leadership
Servant Leadership
Servant Leader's Approach to Work
Servant Leaders...
12 Principles for Leading Agile Projects

Chapter 06 - Boosting Team Performance

33m

Boosting Team Performance
Domain Tasks
COCOMO
Weighting Factors for COCOMO Input Variables
Adaptive Leadership
Leadership Styles
Theories of Management Style
Emotional Intelligence
Ability-Based EI Model
Goleman's Mixed EI Model
Empowered Teams
High-Performance Teams
The Five Dysfunctions of a Team
The Daily Scrum
One-on-One Coaching & Mentoring
Brainstorming Techniques
Green Zone/Red Zone
Other Tools

Chapter 07 - Adaptive Planning

1h 3m

Adaptive Planning
Domain Tasks
The Basic Agile Project Planning Process
Adaptive Planning (cont.)
Timeboxing
Progressive Elaboration
Rolling Wave Planning
Process Tailoring

The Agile Pyramid
The Agile Test Pyramid
Value-Based Analysis
Value-Based Decomposition & Prioritization
Agile Games
Wideband Delphi & Planning Poker
Estimation
Time & Cost Estimation
What Causes Project Delays?
Planning Differences

Chapter 08 - Problem Detection & Resolution

50m

Problem Detection & Resolution
Domain Tasks
Cycle Time
Cost vs. Value of Change
Escaped Defects
Quality Standards
Failure Modes & Alternatives
In Control/Specification Limits
Continuous Integration
Risk-Based Spike
Test Driven Development (TDD)
Traditional Coding Model
The TDD Model
Red, Green, Refactor
TDD
Advantages & Disadvantages
Acceptance Test-Driven Development
TDD vs. Test 1st
Extreme Programming
Types of Refactoring
Refactoring
Why Refactor?
Problem Solving
Problem Solving - Gather Data
Problem Solving - Generate Insights
5 Whys
Problem Solving - Decide What to Do

Chapter 09 - Continuous Improvement

17m

Continuous Improvement
Domain Tasks
Retrospectives Are Key
Retrospectives Steps
Pre-Mortem
Pre-Mortem Process
Stacey Complexity Model
Course Closure

Total Duration: 10h 45m