

Certified ScrumMaster for Video Game Development

This two-day course not only provides the fundamental principles of Scrum, it also gives participants hands-on experience using Scrum. This course puts theory into action through extensive use of exercise and a project simulation. All exercises and discussions are specifically tailored for those working in video game development. During the course, attendees will learn why such a seemingly simple process as Scrum can have such profound effects on an organization. Participants gain practical experience working with Scrum tools and activities such as the product backlog, sprint backlog, daily Scrum meetings, sprint planning meeting, and burndown charts. Participants leave knowing how to apply Scrum to all sizes of projects, from a single collocated team to a large, highly distributed team.

Upon completion of the course, each participant will be designated Certified ScrumMaster.

PMPs: This course counts for 16 Professional Development Units.

You Will Learn

Practical, project-proven practices that have worked for numerous video game projects

- The essentials of getting a project off on the right foot
- How to write user stories for the product backlog
- How to help both new and experienced teams be more successful
- How to successfully scale Scrum to large, multi-continent projects with team sizes in the hundreds
- How to help producers, artists, designers and programmers work together effectively
- How to work with publishers and others outside the team who may not be familiar with Scrum
- Tips and tricks from an instructor with 15 years of game development experience and 5 years of experience applying Scrum to game development

About the Instructor

Clinton Keith, a Certified Scrum Trainer, is the former CTO of High Moon Studios, a video developer in San Diego. Clinton has over 20 years of professional development experience and 14 years in video game development experience. His games include Midnight Club, Darkwatch, Bourne Conspiracy and numerous others. Clinton introduced agile development methodologies to High Moon Studios in 2003 and to the rest of the video game industry in 2005 through GDC and his popular blog at www.agilegamedevelopment.com.

For more information, contact

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Course Overview

- **Overview of Scrum**
 - Why Scrum works and what it is
- **Sprints**
 - Potentially shippable
 - Architecture on a Scrum project
 - Correct use of Release sprints
- **The ScrumMaster**
 - Responsibilities and mindset
 - ScrumMaster as team member
- **The product owner**
 - Description and responsibilities
- **Product backlog**
 - User stories on the product backlog
 - Backlog-writing workshops
 - INVEST in your backlog
- **Sprint planning**
 - Prioritization and the sprint goal
 - Sprint planning meeting
- **Release planning**
 - Estimating the product backlog
 - Release planning meeting
- **Project planning with a publisher**
 - Preproduction vs. production
 - Scrum and milestones
 - Choosing the right product owner
 - Working early with marketing groups
- **Meetings**
 - The daily scrum
 - Sprint review and retrospective
- **Tracking progress**
 - Burndown charts and task boards
- **The team**
 - Composition and cross-functionality
 - Organizing
- **Scalability**
 - The scrum of scrums
 - Focus of initial sprints