

# **Agile Certified Practitioner (ACP) Exam Prep**

**Modality: On Demand**

**Duration: 9 Hours**

## **About this course:**

What is Agile Certified Practitioner? Let's a look at that first before we move on to the details. The Agile Certified Practitioner (ACP) from the Project Management Institute (PMI) is for project management experts whose associations right now use or are transitioning to agile practices. This course captures the capacities and highlights of PMI Agile Certified Practitioner (PMI-ACP)® to set you up for the certification test. Candidates will find out regarding the application procedure and the test, Agile standards, dynamic system development.

Gaining PMI-ACP® certification shows you have what it takes to actualize value driven delivery while encouraging constant improvement through improved communication and joint effort.

Through genuine situations, you will audit Agile techniques and proven methodologies, and influence PMI's seven domains of practices to make a customized self-study plan and increment the adequacy of your test preparation.

ACP is one of the most current certifications offered by PMI and is relied upon to turn into the industry-wide accepted certification for agile in the near future. This ACP test prep course is intended to show you the standards and practices of agile, which includes Scrum, XP , Kanban and Lean.

The average pay for Agile Certified Practitioner is \$123,000 per year.

## **Course Objective:**

When you will finish this ACP course, you would:

- Explore the tools, methods, information, and abilities tended to in the test
- Learn about different proven agile techniques
- Learn how to implement these techniques in real-life scenarios
- Practice for the test with test questions and exercises
- Become knowledgeable in Agile manifesto and it's principles
- Be able to detect problems and troubleshoot them

## **Audience:**

This course is designed for:

Project manager looking to take up on the role of agile project manager

## **Prerequisites:**

- 2,000 hours of generic experience in project handling chipping away at teams. A current PMP® or PgMP® will fulfil this necessity yet isn't needed to apply for the PMI-ACP.
- 1,500 hours dealing with agile project management team or with agile techniques and methodologies. This necessity is notwithstanding the 2,000 hours of generic experience in project handling.
- 21 contact long periods of training in agile practices.

## **Course Outline:**

### **Course Introduction**

- Instructor BIO
- Course Introduction

### **Chapter 01 - The Process**

- Chapter 01 - The Process
- The Process
- Application Process
- ACP Qualifications
- Scheduling Your Exam
- Rescheduling/Cancelling
- Fees

### **Chapter 02 - The Exam**

- Chapter 02 - The Exam
- The Exam
- Exam Results
- The ACP Exam
- Exam Breakdown
- Tools and Techniques 50% of Exam Part 1
- Tools and Techniques 50% of Exam Part 2
- 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

### **Chapter 03 - Agile Principles & Mindset Part 1**

- Chapter 03 - Agile Principles & Mindset Part 1
- Agile Principles & Mindset
- Domain Tasks
- PMBOK Guide vs. Agile
- Project Life Cycle
- Two Types of Agile

- The Four Types of Life Cycles Part 1
- The Four Types of Life Cycles Part 2
- 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 Part 1
- Scrum Basics Part 2
- Foundation
- The Scrum Roles
- Team Members
- A Product / Project Vision
- Product Backlog Part 1
- Product Backlog Part 2
- Product Backlog Part 3
- 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 Part 1
- Basics Part 2
- 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 Part 1
- The Basic Steps Part 2
- XP vs. Scrum
- Feature-Driven Development (FDD) Part 1
- Feature-Driven Development (FDD) Part 2
- 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**

- Chapter 03 - Agile Principles & Mindset Part 2
- 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 Part 1
- Kanban Part 2
- Kanban Part 3
- Kanban Part 4
- Task/Kanban Board

- Five Core Principles of Kanban
- Scrum vs. Kanban
- Test Your Assumption
- Scaling Agile
- SAgile 3.0
- SAgile Core Values
- Level I - Portfolio
- Level II - Program
- Level III - Team
- What is Nexus?
- Nexus Consists of?
- Nexus Consists of?
- Nexus Process Flow Part 1
- Nexus Process Flow Part 2
- Nexus Process Flow Part 3
- Each Retrospective Should?
- Refinement Meetings
- LeSS
- LeSS / Scrum Commonalities
- LeSS / Scrum Differences Part 1
- LeSS / Scrum Differences Part 2
- Disciplined Agile Development Part 1
- Disciplined Agile Development Part 2
- The Backlog Part 1
- The Backlog Part 2
- Lifecycle Versions
- Roles
- DAD vs. Scrum
- Disciplined Agile Development
- PMOs Part 1
- PMOs Part 2
- Differentiation vs. Integration
- Organizational Structure Part 1
- Organizational Structure Part 2

## **Chapter 04 - Value-Driven Delivery**

- Chapter 04 - Value-Driven Delivery
- Value-Driven Delivery
- Domain Tasks Part 1
- Domain Tasks Part 2
- Value-Driven Delivery (cont.)
- Assessing Value Part 1
- Assessing Value Part 2
- Assessing Value Part 3
- Planning Value
- Value Stream Mapping Part 1
- Value Stream Mapping Part 2

- Value Stream Mapping Part 3
- Poppendieck's 7 Lean Wastes Manufacturing to Software
- Prioritization Part 1
- Prioritization Part 2
- Kano Analysis Part 1
- Kano Analysis Part 2
- Prioritization (cont.)
- A Sample Story Map
- Risk
- Major Risk Classes
- Agile Helps Mitigate Risks Part 1
- Agile Helps Mitigate Risks Part 2
- Agile Helps Mitigate Risks Part 3
- Plan, Do, Check, Act
- Expected Monetary Value (EMV)
- Decision Tree Analysis Part 1
- Decision Tree Analysis Part 2
- EMV
- Agile Contracting Part 1
- Agile Contracting Part 2
- Agile Contracting Part 3
- Agile Contracting Part 4
- Agile Contracting Part 5
- Agile Contracting Part 6
- Why not Gantt Charts & other software?
- Little's Law
- Demonstrations
- Cumulative Cost Curve
- In Alphabetical Order
- Forecasting - ETC
- Forecasting - EAC
- Forecasting - TCPI
- Burndown Chart Part 1
- Burndown Chart Part 2
- Burn Up Chart
- Cumulative Flow Diagram

## **Chapter 05 - Stakeholder Engagement**

- Chapter 05 - Stakeholder Engagement
- Stakeholder Engagement
- Domain Tasks Part 1
- Domain Tasks Part 2
- Who is a Stakeholder?
- Stakeholder Engagement (cont.)
- Wireframes
- Personas Part 1
- Personas Part 2

- Persona Example: Frances Miller
- User Stories Part 1
- User Stories Part 2
- 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?
- Servant Leaders?
- 12 Principles for Leading Agile Projects

## **Chapter 06 - Boosting Team Performance**

- Chapter 06 - Boosting Team Performance
- Boosting Team Performance
- Domain Tasks Part 1
- Domain Tasks Part 2
- COCOMO
- Weighting Factors for COCOMO Input Variables
- Adaptive Leadership
- Leadership Styles
- Theories of Management Style Part 1
- Theories of Management Style Part 2
- Emotional Intelligence
- Ability-Based EI Model
- Goleman?s Mixed EI Model
- Empowered Teams
- High-Performance Teams Part 1
- High-Performance Teams Part 2
- 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**

- Chapter 07 - Adaptive Planning
- Adaptive Planning
- Domain Tasks Part 1
- Domain Tasks Part 2
- The Basic Agile Project Planning Process
- Adaptive Planning (cont.)
- Timeboxing
- Progressive Elaboration
- Rolling Wave Planning
- Process Tailoring
- The Agile Pyramid Part 1
- The Agile Pyramid Part 2
- The Agile Test Pyramid
- Value-Based Analysis
- Value-Based Decomposition & Prioritization
- Agile Games Part 1
- Agile Games Part 2
- Wideband Delphi & Planning Poker
- Estimation Part 1
- Estimation Part 2
- Time & Cost Estimation
- What Causes Project Delays? Part 1
- What Causes Project Delays? Part 2
- Planning Differences

## **Chapter 08 - Problem Detection & Resolution**

- Chapter 08 - Problem Detection & Resolution
- Problem Detection & Resolution
- Domain Tasks
- Cycle Time
- Cost vs. Value of Change
- Escaped Defects
- Quality Standards
- Failure Modes & Alternatives Part 1
- Failure Modes & Alternatives Part 2
- Failure Modes & Alternatives Part 3
- In Control/Specification Limits
- Continuous Integration Part 1
- Continuous Integration Part 2
- Risk-Based Spike
- Test Driven Development (TDD)
- Traditional Coding Model
- The TDD Model

- Red, Green, Refactor
- TDD Part 1
- TDD Part 2
- Advantages & Disadvantages
- Acceptance Test-Driven Development Part 1
- Acceptance Test-Driven Development Part 2
- TDD vs. Test 1st
- Extreme Programming
- Types of Refactoring Part 1
- Types of Refactoring Part 2
- Types of Refactoring Part 3
- 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**

- Chapter 09 - Continuous Improvement
- Continuous Improvement
- Domain Tasks
- Retrospectives Are Key
- Retrospectives Steps
- Pre-Mortem
- Pre-Mortem Process
- Stacey Complexity Model
- Course Closure
- Course Closure