





Course: Agile Project Management

| Code | City | Hotel | Start | End | Price | Language - Hours |
|------|----------------------|---------------|------------|------------|--------|------------------|
| 338 | Istanbul (Turkey) | Hotel Meeting | 2026-03-09 | 2026-03-13 | 2950 € | En - 25 |

INTRODUCTION

Agile project management, widely used for software development, is increasingly recognised as having much more general application. Continuous improvement programmes, business change projects, new technology development, research and development and a variety of other scenarios characterised by rapid change and high uncertainty can all benefit from an Agile approach. This programme will present the concepts and methods of Agile project management in a generic way, and show how to apply them to a range of project and change management situations.

PROGRAMME OBJECTIVES

- review the fundamentals of project and change management and show where Agile project management fits in
- present the 4 values and 12 principles of the Agile `manifesto` and describe a range of Agile methodologies
- show how Agile project management methods and techniques can be applied generically in a range of project scenarios
- illustrate alternative Agile project management methods and explain how they can be applied and adapted
- present a wide range of powerful tools and techniques that can help Agile project teams succeed
- describe the key roles and responsibilities needed to enable Agile project teams to work effectively
- discuss the challenges of developing an Agile mindset within the organisation and



moving toward an Agile approach to managing projects

TRAINING METHODOLOGY

Participants will learn through a range of teaching and personal development methods including presentations, tutorials, real life case studies, worked examples, short team exercises and video presentations. Active participation and involvement will be encouraged throughout the programme to promote the sharing of ideas and expertise within the group.

PROGRAMME SUMMARY

This programme aims to explain the Agile philosophy, methods and techniques in a generic way. Participants will gain valuable insights, new ideas and practical techniques that will help them succeed in delivering projects in a dynamic, changing environment.

PROGRAMME OUTLINE

DAY 1- Introduction to Agile project management

- overview of `classical` project management and methodologies
- the link between project success and management performance
- limitations of classical approaches and the need for Agile methods
- the 4 values and 12 principles of the Agile manifesto explained
- the cultural challenges of using Agile project management
- choosing when and how to adopt Agile project management

DAY 2 -Initiating a project using Agile project management

• some key Agile methodologies explained: SCRUM, XP, Crystal



- identifying and engaging project stakeholders; defining roles and responsibilities
- setting the project vision and goals; defining project scope
- the Agile approach to requirements capture and elicitation of needs
- tools and techniques for capturing and characterising requirements
- the role of documentation, reporting and process management

DAY 3 - The Agile approach to definition and planning

- understanding Agile planning; the `planning onion` concept
- developing the culture needed for collaborative involvement and iterative planning
- defining project deliverables; the `product backlog` concept
- tools and techniques for defining and prioritising requirements in Agile projects
- understanding and applying Agile estimating techniques
- dealing with uncertainty and managing risks

Day 4: The Agile approach to execution and delivery

- the results orientated, fast adapting culture of Agile teams
- the monthly `Sprint` process for project planning and review
- the disciplines needed for effective daily SCRUM meetings
- reviewing progress, managing change and project reporting
- testing, completing and handing over of work packages
- managing the interface between the project team and the business

DAY 5 - Leadership and teamwork in Agile project teams

- why Agile teams are different: the importance of individuals and interactions
- the skills and attributes needed to lead an Agile project team
- the challenges faced and skills needed by Agile team members
- recognising team development needs; adopting the right leadership style
- making the transition from project manager to Agile coach
- key coaching skills explored: mentoring, facilitating, managing conflict



The Scandinavian Academy for Training and Development adopts the latest scientific and professional methodologies in training and human resource development, aiming to enhance the efficiency of individuals and organizations. Training programs are delivered through a comprehensive approach that includes:

- Theoretical lectures supported by PowerPoint presentations and visual materials (videos and short films).
- Scientific evaluation of participants before and after the program to measure progress and knowledge acquisition.
- Brainstorming sessions and practical role-playing to simulate real-life scenarios.
- Case studies tailored to align with the training content and participants work nature.
- Assessment tests conducted at the end of the program to evaluate the achievement of training objectives.

Each participant receives the training material (both theoretical and practical) in printed form and saved on a CD or flash drive. Detailed reports, including attendance records, final results, and overall program evaluations, are also provided.

Training materials are prepared professionally by a team of experts and specialists in various fields. At the end of the program, participants are awarded a professional attendance certificate, signed and accredited by the Scandinavian Academy for Training and Development.

Program Timings:

- 9:00 AM to 2:00 PM in Arab cities.
- 10:00 AM to 3:00 PM in European and Asian cities.

The program includes:

• A daily buffet provided during the sessions to ensure participants comfort.