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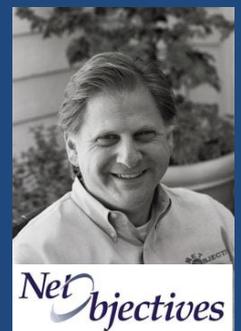
# KANBAN / LEAN-SCRUM ONE DAY SIMULATION

Wellington – 20 February 2013

**REGISTER NOW:** [www.equinox.co.nz/kanban](http://www.equinox.co.nz/kanban)

## Facilitated by Al Shalloway

Al is the founder and CEO of Net Objectives. With over 40 years of experience, he is an industry thought-leader in Lean, Kanban, Scrum and Agile design. He helps organisations to achieve long-term, sustainable productivity gains through Lean-Agile methods. Al is a popular speaker at conferences worldwide and is also the primary author of multiple books on Lean-Agile, design patterns and software development.



## Want Dedicated Team Training with Al?

Contact Mindi Clews on 04 499 9450 or [mindi.clews@equinox.co.nz](mailto:mindi.clews@equinox.co.nz).

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# KANBAN / LEAN-SCRUM ONE DAY SIMULATION

Al Shalloway, Net Objectives  
Wellington 20 Feb 2013  
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Kanban is based on creating visibility of workflow and then managing work to not exceed certain capacity levels. Doing this supports smooth workflow and avoids the creation of delays which otherwise create additional work to fix things. This day presents the principles behind Kanban as well as the practices in using them.

Many people are transitioning from Scrum to Kanban because of Kanban's great flexibility in where it can be used, its ability to accelerate Agile and Lean adoptions and its higher collaboration with management.

However, many people wanting to stay with Scrum are also recognising the core Kanban practices can be incorporated into Scrum fairly easily while achieving significant results.

## Learning Objectives

- Learn basic Kanban practices
- Understand the importance of limiting work in progress
- Learn why large stories can block work
- Learn why it is important to have development and testing in synch
- Understand why work must be organised with the release plan in mind
- Understand how acceptance test-driven development helps flow
- Understand the use of Kanban for effective software development
- Learn how to create a Kanban board

## Duration

1 Day

## Brief Syllabus

### Simulation

- How and why teams get out of balance
- Managing flow by managing Work in Progress (WIP)

- Handling interruptions

### Discussions after simulation

- How Acceptance-Test-Driven-Development (ATDD) improves flow and quality
- Technical dependencies vs business dependencies
- Handling cross-team dependencies
- How to use Kanban to improve Scrum
- How to incorporate time-boxing into Kanban
- Other topics identified by participants

## Audience

People wanting to learn about Agile and Lean by understanding Kanban:

- Developers
- Testers
- Product Owners
- Product Managers
- ScrumMasters
- Project Managers
- Analysts

Scrum teams wanting to improve their Scrum methods by learning the principles that drive Kanban and can be incorporated into Scrum.

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Register before 11 January: \$995 + GST

Standard pricing: \$1,195 + GST