

# Applying Professional Scrum for Software Development Course

28 June – 2 July 2027  
Malaga (Spain)

UK Traininig

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## Applying Professional Scrum for Software Development Course

**Ref:** 322408\_198223 **Date:** 28 June – 2 July 2027 **Location:** Malaga (Spain) **Fees:** 5200 GBP

### Why This Course

Professional Scrum is one of the most effective approaches for delivering software in fast-moving, complex environments. It helps development teams work collaboratively, respond to changing requirements, improve product quality, and deliver valuable software increments through structured sprints and continuous feedback.

This intensive 5-day Professional Scrum for Software Development Training program provides participants with a hands-on learning experience that goes beyond theory. Participants will work in Scrum teams, practice Agile engineering techniques, use DevOps concepts, manage product backlogs, plan and execute sprints, and deliver potentially releasable software increments. Through real-world development scenarios, practical exercises, and team-based activities, participants will gain the confidence to apply Scrum effectively in software development projects.

### What You'll Learn and Practice

By joining this program, you will:

- Master the Scrum framework and its practical application in software development.
- Understand Scrum roles, events, artifacts, and core principles.
- Work effectively within cross-functional Scrum teams.
- Apply Agile engineering practices such as Test-Driven Development and code reviews.
- Understand Continuous Integration, Continuous Deployment, and delivery pipelines.
- Manage technical debt and improve code quality.
- Create, refine, and prioritize product backlogs.
- Write user stories with clear acceptance criteria.
- Apply sprint planning, estimation, execution, review, and retrospective techniques.
- Use DevOps tools and practices to support faster and more reliable delivery.
- Deliver high-quality, potentially releasable software increments.

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A graphic illustration of a chessboard with several chess pieces. A large gold king piece is prominent in the foreground, with a silver pawn and a silver knight nearby. The background shows concentric circles emanating from behind the king piece, suggesting a strategic or leadership theme.

## The Program Flow

### Day 1: Scrum Fundamentals and Team Collaboration

- Understand the Scrum framework, values, and principles.
- Explore Scrum roles, including Product Owner, Scrum Master, and Developers.
- Review Scrum events, artifacts, and commitments.
- Apply effective collaboration techniques within Scrum teams.
- Set up the development environment for team-based software delivery.

### Day 2: Agile Engineering Practices

- Apply Test-Driven Development principles in software development.
- Understand Continuous Integration and Continuous Deployment practices.
- Use code quality techniques to reduce defects and improve maintainability.
- Identify and manage technical debt during development.
- Practice pair programming and code review methods to improve team quality.

### Day 3: Product Backlog Management and Sprint Planning

- Create and refine product backlogs based on product goals and user needs.
- Write effective user stories with measurable acceptance criteria.
- Apply estimation techniques for sprint planning.
- Define a clear Sprint Goal and select suitable backlog items.
- Understand Definition of Done and acceptance testing in Scrum delivery.

### Day 4: Sprint Execution and DevOps Integration

- Conduct Daily Scrum effectively to support inspection and adaptation.
- Manage sprint execution while maintaining focus on the Sprint Goal.
- Integrate DevOps tools and practices into Scrum workflows.
- Understand continuous delivery pipeline setup and its role in software quality.
- Apply monitoring and logging practices in Agile development environments.

### Day 5: Sprint Review, Retrospective, and Scaling Scrum

- Conduct effective Sprint Reviews to gather feedback and inspect outcomes.
- Apply retrospective techniques to improve team performance and collaboration.
- Identify common challenges in Scrum implementation and how to address them.
- Explore approaches for scaling Scrum in larger software projects.
- Review practical lessons learned from the full Scrum development cycle.

## Individual Impact

- Build confidence in applying Scrum within software development projects.
- Strengthen understanding of Agile engineering and DevOps practices.
- Improve collaboration, communication, and team-based problem-solving skills.
- Gain practical experience in sprint planning, execution, review, and improvement.
- Develop the ability to contribute to high-quality, potentially releasable software increments.

## Work Impact

- Improve software delivery speed, quality, and predictability.
- Strengthen collaboration between product, development, and operations teams.
- Reduce technical debt through better engineering practices.
- Improve backlog management, sprint execution, and delivery transparency.
- Support continuous improvement and stronger Agile adoption across development teams.

## Training Methodology

This program combines Scrum principles with hands-on software development application through:

- Team-based Scrum simulations and software development exercises.
- Practical sprint planning, backlog refinement, and estimation activities.
- Agile engineering workshops covering TDD, CI/CD, and code quality.
- DevOps integration discussions and continuous delivery practice.
- Sprint Review and Retrospective role-play activities.
- Real-world case studies on Scrum challenges and implementation best practices.

## Beyond the Course

Upon completion, participants will be able to:

- Implement Scrum effectively in software development projects.
- Work collaboratively in cross-functional Scrum teams.
- Apply Agile engineering practices to improve software quality.
- Manage and refine product backlogs with clearer priorities.
- Plan, execute, review, and improve sprints with confidence.
- Deliver potentially shippable software increments using Scrum and DevOps practices.

A graphic of a chessboard with several pawns and a king piece. The text 'UK Training' is above 'PARTNER'.

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