

Preparation Guide

# EXIN Agile Scrum Foundation

Edition September 2013



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# 1. Overview

EXIN Agile Scrum Foundation [ASF.EN]

## Summary

EXIN Agile Scrum Foundation is a certification that validates a professional's blended knowledge in Agile methodologies and Scrum practices.

Agile Scrum is about working together to successfully reach the goal. Agile methodologies are popular approaches in software development and are increasingly being used in other areas. Scrum practices include establishing cross-functional and self-managed teams, producing a working deliverable at the end of each iteration or Sprint.

## Context

The exam EXIN Agile Scrum Foundation is part of the EXIN qualification program and has been developed in cooperation with international experts in the field.

## Target group

The Agile way of thinking is best known in the field of software development but the principles are increasingly being applied in other types of projects. Scrum is the most used Agile methodology and is suitable for all professionals looking to keep their knowledge up to date with the latest developments in the fields of IT and Project Management, particularly those leading or participating in projects. In particular, the certification is suitable for professionals working in the areas of: Project Management; Software development; IT Service Management; and Business Management.

## Prerequisite(s)

None, but candidates are recommended to follow training.

## Examination type

Computer-based or paper-based multiple-choice questions

## Indication study load

60 hours, depends on existing knowledge

## Practical assignment(s)

Not applicable

## Time allotted for examination

60 minutes

**Exam details**

Number of questions:	40
Pass mark:	65% (26 out of 40)
Open book/notes:	no
Electronic equipment/aides permitted:	no

**Sample questions**

You can download a sample exam at [www.exin.com](http://www.exin.com).

**Training****Group size**

The maximum number of participants is 25.  
(This does not apply to online training courses.)

**Contact hours**

The minimum number of contact hours for this training course is 14. This includes group assignments, exam preparation and short breaks. This number of hours does not include homework, logistics for exam preparation and lunch breaks.

**Training provider**

You can find a list of our accredited training providers at [www.exin.com](http://www.exin.com).

## 2. Exam Requirements

The exam requirements are specified in the exam specifications. The following table lists the topics of the module (exam requirements). The weight of the different topics in the exam is expressed as a percentage of the total.

Exam requirement	Exam specification	Weight (%)
<b>1. Introduction to Agile and Scrum</b>		<b>15</b>
	1.1 Concepts of Agile and Scrum	8
	1.2 Other Agile methodologies	7
<b>2. Scrum practices</b>		<b>35</b>
	2.1 Important roles	10
	2.2 The rituals and time-boxing	10
	2.3 The importance of a backlog	5
	2.4 Scrum methods and practices	10
<b>3. Scrum planning</b>		<b>25</b>
	3.1 The concept of light-weight, flexible plans	13
	3.2 How to get to a reliable estimate	12
<b>4. Monitoring Scrum projects</b>		<b>10</b>
	4.1 The importance of monitoring	10
<b>5. Advanced Scrum concepts</b>		<b>15</b>
	5.1 Scrum in different situations	15
<b>Total</b>		<b>100</b>

## Exam specifications

### 1. Introduction to Agile and Scrum (15%)

#### 1.1 Concepts of Agile and Scrum (8%)

The candidate can:

- 1.1.1 Explain why Agile methodologies are important and how they add value
- 1.1.2 Describe Agile manifesto and principles
- 1.1.3 Explain the Agile project management framework

#### 1.2 Other Agile methodologies (7%)

The candidate can:

- 1.2.1 Name all the other Agile methodologies that are prevalent out there
- 1.2.2 Describe characteristics of Crystal, FDD, DSDM, XP and AUP, and how they differ from Scrum.

### 2. Scrum practices (35%)

#### 2.1 Important roles (10%)

The candidate can:

- 2.1.1 Explain the Product owner role
- 2.1.2 Explain the Scrum master role
- 2.1.3 Explain the Scrum team role
- 2.1.4 Explain the manager role in Scrum
- 2.1.5 Explain how some of the other roles (e.g. technical architect) play out in Scrum and how they can contribute.

#### 2.2 The rituals and time-boxing (10%)

The candidate can:

- 2.2.1 Explain the characteristics of Time-boxing
- 2.2.2 Explain the characteristics of Sprints
- 2.2.3 Explain the characteristics of the daily stand-up
- 2.2.4 Explain the characteristics of the Sprint review
- 2.2.5 Explain the characteristics of the Sprint retrospective

#### 2.3 The importance of a backlog (5%)

The candidate can:

- 2.3.1 Explain the characteristics of a backlog
- 2.3.3 Write good requirements, do's and don'ts for the product owners
- 2.3.4 Split stories

#### 2.4 Scrum methods and practices (10%)

The candidate can:

- 2.4.1 Describe the principles of refactoring, pair programming and continuous integration
- 2.4.2 Explain the value of Configuration management
- 2.4.3 Tell the difference between Agile testing and testing on conventional projects
- 2.4.4 Defend the value of Test-driven-development
- 2.4.5 Define when a Sprint, Story and a Release is really done

### **3. Scrum planning (25%)**

#### **3.1 The concept of light-weight, flexible plans (13%)**

The candidate can:

- 3.1.1 Defend the value of Responding to change versus following a plan
- 3.1.2 Plan at multiple levels: Daily, Sprint, Release, Product, Portfolio
- 3.1.3 Describe a high-level roadmap for Release planning
- 3.1.4 Plan Sprints for the next few weeks of activity

#### **3.2 How to get to a reliable estimate (12%)**

The candidate can:

- 3.2.1 Name the first principles about estimation
- 3.2.2 Distinguish types of estimates
- 3.2.3 Define Units of measure for size
- 3.2.4 Describe techniques of estimation

### **4. Monitoring Scrum projects (10%)**

#### **4.1 The importance of monitoring (10%)**

The candidate can:

- 4.1.1 Name the first principles of monitoring
- 4.1.2 Indicate metrics used in Scrum
- 4.1.3 Justify commonly used charts in Scrum
- 4.1.4 Describe how to create information radiators

### **5. Advanced Scrum concepts (15%)**

#### **5.1 Scrum in different situations (15%)**

The candidate can:

- 5.1.1 Describe how to apply Scrum to large projects with complex inter-dependencies
- 5.1.2 Describe how to apply Scrum to “maintenance projects”
- 5.1.3 Describe Scrum in distributed teams: What works and what does not
- 5.1.4 Explain how contracts and fixed price projects can be tailored for Scrum
- 5.1.5 Explain how to transition teams or projects to Scrum



### 3. List of Basic Concepts

This chapter contains the terms with which candidates should be familiar.

*Please note that knowledge of these terms alone does not suffice for the exam; the candidate must understand the concepts and be able to provide examples.*

Terms are listed in alphabetical order. For concepts whose abbreviation and full name are included in the list, both can be examined separately.

Agile Unified Process (AUP)	Product owner
Backlog	Refactoring
Coach	Release planning
Commitment	Report
Communication	Retrospective
Crystal	Review
Customer	Scrum
Daily stand-up	Scrum master
Distributed team	Scrum-of-Scrum
Dynamic Systems Development Method (DSDM)	Spike
Elapsed time	Splitting teams
Estimation	Sprint
Extreme programming (XP)	Stand-up
Ideal days	Story
Ideal hours	Story point
Information radiator	Succession
Onsite customer	Test-driven development (TDD)
Osmotic communication	Team
Pair programming	Time-boxing
Planning	Triangulation
Planning onion	Velocity
Planning poker	War Room
Priority	Workspace

## 4. Exam Literature

Recommended reading for self-study candidates:

- A Mitch Lacey  
**The Scrum Field Guide**  
Addison-Wesley Professional; 1<sup>st</sup> edition (2012)  
ISBN-13: 978-0-321-55415-4  
ISBN-10: 0321554159

Furthermore, self-study candidates are recommended to read literature or articles on Agile Manifesto, Characteristics of Crystal, FDD, DSDM, XP and AUP, and how they differ from Scrum.



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