



Training summary: LeSS (Large-Scale Scrum)

Odd-e Software (Hangzhou) Co., Ltd.

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Course Summary:

The objective of this 2-day course is to learn deeply about LeSS scaling framework and get ready to adopt LeSS in your organization.

LeSS is still Scrum. To begin with, we self-design in scaling one-team Scrum to accommodate multiple teams, from which to explore this most underlying principle behind LeSS. We present LeSS overview, including its principles and framework rules, and make distinction between LeSS and LeSS huge. Then, we elaborate on various aspects around LeSS. We apply systems thinking to understand the dynamic behind contract game, and discover key leverages. We discuss about different settings for the role of Product Owner. After that, we dive deep into team structure. In order to get appropriate done, we need cross-functional team accordingly. In order to get feature out, we need feature team with proper end-to-end capability. Rather than making change once and for all, we introduce cross-functional feature team adoption map to support gradual but persistent change.

All the work is organized into Product Backlog, and we learn how to share and refine one backlog with multiple teams. We learn techniques to effectively hold joint sprint planning and review, as well as overall retrospective. Cross-team coordination will be necessary, regardless of team structure. We look at both centralized and decentralized coordination techniques. After seeing nuances, we explore the role of management in LeSS organization. Should manager work as ScrumMaster? How do they work together? Those are critical questions for LeSS adoption. LeSS huge is built upon LeSS, and we introduce the key scaling technique of Requirement Area in LeSS huge. Eventually, we share the principles in LeSS adoption and provide useful insights for you to start your LeSS journey.

This course is suitable for leaders who intend to adopt or are adopting LeSS. Leaders may be executives, managers, coaches and ScrumMasters, etc.

Course Logistics:

- This course lasts 2 days, from 9:00 to 17:30
- The maximum number of the course is 24
- The participants should have solid understanding and practical experience about Agile and Scrum, and preferably hold CSM or the equivalent
- The participants earn 15 SEUs under Category B for CSP application



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Course Content:

Day 1

- LeSS Overview
- Contract Game
- Product Owner
- Done and Cross-functional Team
- What's Product and Feature Team

Day 2

- Product Backlog
- Sprint and Coordination
- Management and ScrumMaster
- LeSS Huge
- LeSS Adoption

About the instructor:

Lv Yi lives in Hangzhou, China. He is the first Certified Scrum Trainer from China since 2008. As a coach at Odd-e, he gives his best expertise to help more organizations in various industries transform to Agile, and coach teams to improve their delivery, learning and the value of the work.

He has worked in various positions in Telecom industry since graduation in 2000, ranging from Software Developer to Management position such as development manager, project manager and quality manager. From late 2005, he started to get acquainted with Agile software development, in particular, Scrum. First, he introduced Scrum to manage the projects, then, acted as driving force in transforming the whole product organization. He led a department inside that product organization and focused on developing teams and Scrum Masters to create sustainability. It was not an easy journey, but very rewarding one in terms of both improving the business and the people. He joined Odd-e since 2010, ever since then he has been training and coaching from Internet industries to more traditional industries, from small-to-median companies to big companies.