

# Certified Scrum Master for Video Game Development

This two-day course not only provides the fundamental principles of Scrum, it also gives participants hands-on experience applying Scrum to video game development. This course puts theory into action through extensive use of exercise and a project simulation. All exercises and discussions are specifically tailored for those working in video game development. During the course, attendees will learn why such a seemingly simple process as Scrum can have such profound effects on a studio. Participants gain practical experience working with Scrum tools and activities such as the product backlog, sprint backlog, daily Scrum meetings, sprint planning meeting, and burndown charts. Participants leave knowing how to apply Scrum to all sizes of projects, from a single collocated team to a large, highly distributed team.

## You Will Learn

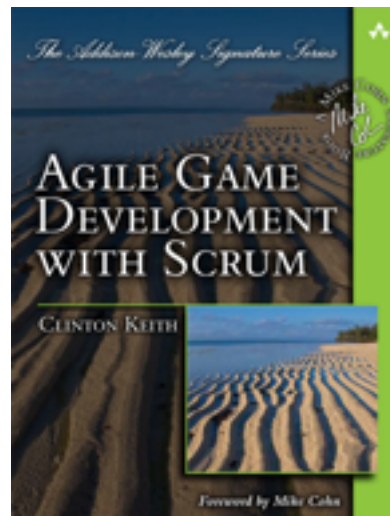
Practical, project-proven practices that have worked for numerous video game projects from the trainer who has written the book on agile game development and worked with over 100 studios

- The essentials of getting a project off on the right foot
- How to create a focused and refined product backlog
- How to help both new and experienced teams be more successful
- How to successfully scale Scrum to large, multi-continent projects with team sizes in the hundreds
- How to help producers, artists, designers and programmers work together effectively
- How to work with publishers and others outside the team who may not be familiar with Scrum
- How to integrate the roles and practices of agile into your studio

## About the Instructor

Clinton Keith is an independent agile coach and Certified Scrum Trainer with 20 years of video game development experience.

Clinton introduced the game industry to Scrum in 2003 and Lean/Kanban in 2006. He has trained and coached over 200 teams at over 100 game development studios. He is the author of "Agile Game Development with Scrum". His website is [www.ClintonKeith.com](http://www.ClintonKeith.com).



For more information, contact

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## Course Overview

- **Overview of Scrum**
  - Why Scrum works for video game development
  - What game development problems are we trying to address?
- **Sprints**
  - Planning, executing, reviewing and retrospecting sprints for a cross-discipline group
  - How artists, designers, programmers, testers, all work effectively together
- **The Scrum Master**
  - The role and responsibilities of the Scrum Master as an agent of change
- **The product owner**
  - The role and responsibilities of the Product Owner as the vision holder
- **The Development Team**
  - How developers can safely take on more ownership and accountability and become engaged
- **Product backlog**
  - How to create effective product backlogs
  - What good user stories look like.
  - The definition of ready and done
- **Measuring progress**
  - Measuring sprint and product development progress more effectively
  - Avoiding the problems of measuring the wrong thing
- **Agile project management**
  - How to plan and run live and pre-shipping game development projects
  - Applying Kanban to production/content creation
  - How to apply Scrum to large and distributed teams (including outsourcing)
- **Integrating agile with your organization**
  - The tools for integrating agile and overcoming obstacles
  - Creating a culture of trust, engagement and passion for "finding the fun" in our games.
  - Avoiding the pitfalls other studios have encountered adopting agile

## Accolades

"Clinton is one of those trainers that has a special knack for sharing his expertise in a way that is clearly understood. The training he gave was clear, concise and actually a fun way of learning. He clearly demonstrated his knowledge of the industry and the frameworks we are working with. I would highly recommend his training to anyone and look forward to acquiring a deeper skill set from his courses in the future." - Dave Collins, Kaban

"Clinton is a very dynamic and entertaining instructor that can captivate an audience's attention. Having an interesting instructor that can also be funny and do a lot of group activities is essential when having to be in a class for 7 or 8 hours." - Shirley Stevenson

"Clinton is a very switched on, genuine guy, and I strongly recommend his ScrumMaster Course to anyone who is looking to improve the productivity of their teams with Agile Scrum." - Kim Sellentin, Blizzard Entertainment

"He is a skilled instructor who brings passion and a tremendous depth of experience and know-how to his classes." - Mike Cohn

Clinton has a lot of experience with general game development and is a pioneer with implementing Scrum in game development. His stories were not only interesting but served as a great way to show how Scrum is being used in the real world. He has worked with some big studios including CCP (creators of Eve Online) and Bioware. This gives him both credibility and a great insight into how large companies have made successful games using Scrum. - Alastair Doulin

"I could not recommend taking a class with Clinton more. His presentation materials were top notch and his ability to convey the principles associated with Scrum were both intriguing and effective. I left the class with such a great understanding of Scrum and had a wealth of tools to help with implementing this methodology in my organization. I look forward to attending his lectures in the future and am so grateful to have had the opportunity to learn from him first hand." - Anthony Urso



"Clinton Keith and his SCRUM training program were strongly recommended to me by colleagues at EA Redwood Shores. From our first interaction, through the planning stages and ultimately delivery of the training to our staff Clinton was professional, fast and flexible. The training itself was first rate and received wide praise from our staff both for content and mode of delivery. Clinton's experience in game development and project management is a powerful supplement to his expertise in SCRUM methodologies. I strongly recommend both Clinton and his services." - Michael Timothy Doyle

"Clinton is an interesting person, who has terrific anecdotes over his time in the games industry and working on several triple A-titles. Highly entertaining, and of course very interesting and useful for my own projects" - Maarten de Koning Managing Director, Game Producer at Codeglue