

Trainings

Kanban Basics



Agile. Lean. WIP Limits. Among the agile software development methods, Kanban may be the "new kid on the block", but it's enjoying increasing popularity among development and operation teams. This course introduces the basics of Kanban and discusses advanced aspects.

Dauer: 2 days

Zielgruppe: Project Leaders, Product Managers, IT Managers, Software Developers

The training sessions are usually held in German. Please contact us if you are interested in training sessions in English.

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First, this course introduces the basics of Kanban. These are presented not just in theory, but also in practice: as part of a board game, participants must manage a Software Development company using Kanban – from fixing bugs to quarterly accounting. In addition to the basics, more advanced aspects are also discussed: participants learn how to model their own processes using a Kanban board and discover how introducing service classes and SLAs facilitates long-term planning.

Agenda:

- Kanban Level 1 (The Pull Principle, Kanban Boards, ‚Work in Progress‘ (WIP) Limits, Cycle Time)
- Experience Kanban with the GetKanban board game
- The History of Kanban
- Kanban Level 2 (Service Classes, Agile Planning with SLAs, Decoupled Planning, Development and Release Rhythms)

- Value Stream Analysis
- Effect Mapping