EXIN
Agile Scrum

FOUNDATION

Certified by

EXIN

Preparation Guide

Edition 201807
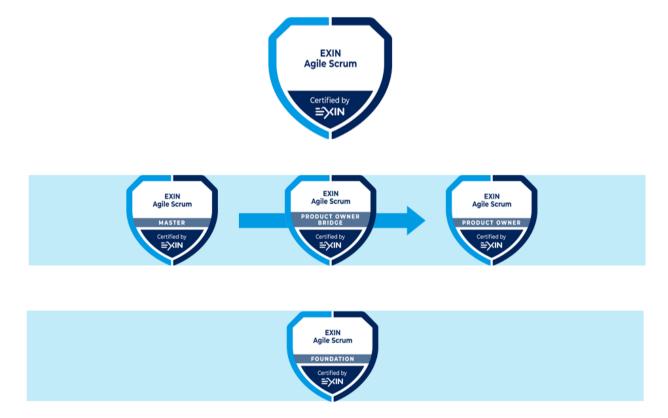
Content

1. Overview

EXIN Agile Scrum Foundation (ASF.EN)

Summary

EXIN Agile Scrum Foundation shows a candidate's knowledge of the Agile and Scrum frameworks. 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-managing teams, producing a working increment of software at the end of each iteration or Sprint.

Context

The exam EXIN Agile Scrum Foundation is part of the EXIN Agile Scrum 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 a highly 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. This certification is highly recommended before starting a Scrum project.

Requirements for certification

The candidate must pass the exam. It is recommended to follow a training.

Examination details

Examination type:	Multiple-choice questions
Number of questions:	40
Pass mark:	65%
Open book/notes:	No
Electronic equipment/aides permitted:	No
Time allotted for examination:	60 minutes

The Rules and Regulations for EXIN's examinations apply to this exam.

Bloom level

The EXIN Agile Scrum Foundation certification tests candidates at Bloom Level 1 and Level 2 according to Bloom's Revised Taxonomy:
- Bloom Level 1: Remembering – relies on recall of information. Candidates will need to absorb, remember, recognize and recall. This is the building block of learning before candidates can move on to higher levels.
- Bloom Level 2: Understanding – a step beyond remembering. Understanding shows that candidates comprehend what is presented and can evaluate how the learning material may be applied in their own environment. This type of questions aims to demonstrate that the candidate is able to organize, compare, interpret and choose the correct description of facts and ideas.

Training

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.

Indication study effort

60 hours, depending on existing knowledge.

Training organization

You can find a list of our accredited training organizations at 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) and the subtopics (exam specifications).

Exam requirement	Exam specification	Weight
1. Agile Way of Thinking		**10%**
	1.1 Topic with Capitals in English	10%
2. Scrum practices		**45%**
	2.1 Scrum roles	22.5%
	2.2 Scrum events	12.5%
	2.3 The importance of the Backlog	7.5%
	2.4 Definition of Done	2.5%
3. Scrum Planning and Estimation		22.5%
	3.1 Scrum Planning	15%
	3.2 Scrum Estimation	7.5%
4. Monitoring Scrum Projects		**12.5%**
	4.1 Scrum Monitoring	12.5%
5. Advanced Scrum Concepts		**10%**
	5.1 Scrum in different situations	10%
	Total	100%

Exam specifications

1. Agile Way of Thinking
1.1. Concepts of Agile and Scrum   10%
    1.1.1   Recognize how adaptation to an Agile environment works
    1.1.2   Recognize how Agility brings predictability and flexibility
    1.1.3   Describe the Agile Manifesto
    1.1.4   Recognize parts of the Agile framework such as Pair Programming, Test Driven Development, Continuous Integration, Continuous Refactoring and Collective Code Ownership

2. Scrum Practices
2.1 Scrum roles   22.5%
    2.1.1   Explain the Product Owner role
    2.1.2   Explain the Scrum Master role
    2.1.3   Explain the Development Team role
    2.1.4   Recognize the role of a traditional Project Manager
2.2 Scrum events   12.5%
    2.2.1   Explain the characteristics of time-boxed events
    2.2.2   Explain the characteristics of Sprints
    2.2.3   Explain the characteristics of the Daily Scrum
    2.2.4   Explain the characteristics of the Sprint Review and the Sprint Retrospective
2.3 The importance of the Backlog   7.5%
    2.3.1   Explain the characteristics of a good Product and Sprint Backlog
    2.3.2   Recognize good User Stories and Backlog Items
    2.3.3   Explain how to refine the Product Backlog Items
2.4 Definition of Done   2.5%
    2.4.1   Explain the importance of a good Definition of Done

3. Scrum Planning and Estimation
3.1 Scrum Planning   12.5%
    3.1.1   Explain what happens during Sprint Planning meetings
    3.1.2   Understand the rituals and the importance of the Daily Scrum
    3.1.3   Understand how to determine the duration of a Sprint
3.2 Scrum Estimation   10%
    3.2.1   Explain estimation techniques: Planning Poker, Triangulation and Affinity Estimation
    3.2.2   Understand how to compute estimates using Ideal Days or Story Points
    3.2.3   Understand how Backlog Items are ordered

4. Monitoring Scrum Projects
4.1 Scrum Monitoring   12.5%
    4.1.1   Understand Burn-Down charts
    4.1.2   Understand how to monitor Sprint progress
    4.1.3   Understand how to compute the velocity of the Team
    4.1.4   Understand Kanban boards
    4.1.5   Understand the concept and value of Information Radiators

5. Advanced Scrum Concepts
5.1 Scrum in different situations   10%
    5.1.1   Recognize how to apply Scrum in large, complex projects
    5.1.2   Recognize how to apply Scrum with distributed teams
    5.1.3   Understand different types of contracts in Scrum
    5.1.4   Understand how to create an Agile workspace

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.

Affinity estimation	Information radiator	Sprint
Agile Manifesto	MoSCoW	Sprint Backlog Item (SBI)
Backlog	Niko-niko calendar	Sprint Planning
Burn-down chart	Osmotic communication	Sprint Retrospective
Coach	Pair programming	Sprint Review
Commitment	Planning	Stand-up
Communication	Planning onion	Statement of value
Continuous integration	Planning poker	Story
Customer	Priority	Story point
Daily stand-up	Product Backlog Item (PBI)	Succession
Definition of Done (Done)	Product owner	Succession Planning
Distributed team	Refactoring	Team
Elapsed time	Release planning	Test-driven software development
Escaped defect	Report	Time-box/Time-boxing
Estimation	Scrum	Triangulation
Extreme programming (XP)	Scrum Master	Velocity of the team
Ideal hours/ Ideal days	Scrum-of-Scrum	Waterfall/Crystal Clear method
Increment	Splitting teams	Workspace

4. Literature

Exam literature

The knowledge required for this exam is covered in the following literature:

A.   Nader K. Rad & Frank Turley
          Agile Scrum Handbook
          Van Haren Publishing (2nd Edition 2018)
          9789401802796 - ISBN: hard copy
          9789401802789 - ISBN: eBook

B.   Ken Schwaber & Jeff Sutherland
          The Scrum Guide (16 pages)
          www.scrumguides.org (most recent version)

Literature matrix

Exam requirement	Exam specification	Literature
1. Agile Way of Thinking		
	1.1 Concepts of Agile and Scrum	A: Agility Concept A: Extreme Programming A: DSDM A: Project Constraints A: Upfront Planning A: MoSCoW Priorization A: Exceptions
2. Scrum Practices		
	2.1 Scrum roles	A: Scrum Roles
	2.2 Scrum events	A: Scrum Events
	2.3 The importance of the Backlog	A: Artifacts 1 and 2
	2.4 Definition of Done	A: Artifact 3
3. Scrum Planning and Estimation		
	3.1 Scrum Planning	A: Scrum Events A: Scrum Artifacts
	3.2 Scrum Estimation	A: Scrum Artifacts
4. Monitoring Scrum Projects		
	4.1 Scrum Monitoring	A: Artifacts 1, 2 and 3, ScrumBut and ScrumBan
5. Advanced Scrum Concepts		
	5.1 Scrum in different situations	A: Pigs and Chickens A: Scaled Scrum A: Scrum Prerequisites A: Contract Types and Scrum

Contact EXIN

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