Preparation Guide

Edition 201909

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1. Overview

EXIN Agile Scrum Foundation (ASF.EN)

Scope

The EXIN Agile Scrum Foundation certification validates a candidate's knowledge on:

- the Agile way of thinking;
- Scrum practices;
- Scrum planning and estimation;
- monitoring Scrum projects;
- advanced Scrum projects.

Summary

EXIN Agile Scrum Foundation shows a candidate's knowledge of Agile principles and the Scrum framework. Agile and Scrum are about working together to successfully reach the goal. Agile principles are popular 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 EXIN Agile Scrum Foundation certification is part of the EXIN Agile Scrum qualification program.

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. This certification is highly recommended before starting a Scrum project.

Requirements for Certification

- Successful completion of the EXIN Agile Scrum Foundation exam.

Examination details

Examination type:	Multiple-choice questions
Number of questions:	40 questions
Pass mark:	65%
Open book/notes:	No
Electronic equipment/aides permitted:	No
Exam duration:	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 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.
- 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 recommended 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 lunch breaks, homework and the exam.

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 Concepts of Agile and Scrum	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

The candidate can…

1.1.1 recognize how transformation to an Agile environment works.
1.1.2 recognize how Agility brings value, predictability and flexibility.
1.1.3 describe the Agile Manifesto.
1.1.4 recognize Agile methods and practices other than Scrum.

2 Scrum Practices

2.1 Scrum Roles

The candidate can…

2.1.1 explain the Product Owner role.
2.1.2 explain the Scrum Master role.
2.1.3 explain the role of the Development Team.
2.1.4 recognize the role of a traditional Project Manager.

2.2 Scrum Events

The candidate can…

2.2.1 explain the characteristics of timeboxed 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

The candidate can…

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

The candidate can…

2.4.1 explain the importance of a good Definition of Done.

3 Scrum Planning and Estimation

3.1 Scrum Planning

The candidate can…

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

The candidate can…

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

The candidate can…

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

The candidate can…

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 and abbreviations 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.

Affinity Estimation
Agile Manifesto
Burn-Down chart
Burn-Up chart
coach
commitment
communication
continuous integration
customer
Daily Scrum
Definition of Done (Done)
distributed team
DSDM
escaped defect
estimation
Extreme Programming (XP)
Ideal Hours/Ideal Days
increment
information radiator
KanBan
MoSCoW
Niko-Niko calendar
osmotic communication
Pair Programming
planning
Planning Poker
priority
Product Backlog (item)
Product Owner
refactoring
Release Planning
report
Scrum
Scrum Master
Scrum-of-Scrums
splitting teams
Sprint
Sprint Backlog (item)
Sprint Planning
Sprint Retrospective
Sprint Review
Story Point
team
Test-driven development
timebox/timeboxing
Triangulation
User Story
Velocity
Waterfall/Crystal Clear method
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)
ISBN: 9789401802796 (hard copy)
ISBN: 9789401802789 (eBook)

B. Ken Schwaber & Jeff Sutherland
The Scrum Guide
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 (p. 8-24) A: Scaled Scrum (p. 75-82) A: Extreme Programming (p. 82-89) A: DSDM (p. 89-96) B: Definition of Scrum B: Uses of Scrum B: Scrum Theory B: Scrum Values
2. Scrum Practices		
	2.1 Scrum Roles	A: Agile Principles (p. 15-18) A: Scrum Roles (p. 26-34) A: Scrum Events (p. 34-45) A: Scrum Artifacts (p. 45-75) B: The Scrum Team B: Scrum Events
	2.2 Scrum Events	A: Practical Considerations about Adaptive Lifecycles (p. 8-11) A: Scrum Events (p. 34-45) A: Scrum Artifacts p. 45-75) B: Scrum Events
	2.3 The Importance of the Backlog	A: Scrum Events (p. 34-45) A: Scrum Artifacts (p. 45-75) B: The Scrum Team B: Scrum Artifacts
	2.4 Definition of Done	A: Scrum Artifacts (p. 45-75)
3. Scrum Planning and Estimation		
	3.1 Scrum Planning	A: Practical Considerations about Adaptive Lifecycles (p. 8-11) A: Scrum Events (p. 34-45) A: Scrum Artifacts (p. 45-75) B: Scrum Events B: Scrum Artifacts
	3.2 Scrum Estimation	A: Scrum Artifacts (p. 45-75)
4. Monitoring Scrum Projects		
	4.1 Scrum Monitoring	A: Scrum Artifacts (p. 45-75) A: KanBan and ScrumBan (p. 96-103) B: Scrum Events
5. Advanced Scrum Concepts		
	5.1 Scrum in Different Situations	A: Practical Considerations about Adaptive Lifecycles (p. 8-11) A: Scrum Roles (p. 26-34) A: Scrum Artifacts (p. 45-75) A: Scaled Scrum (p. 75-82) A: DSDM (p. 89-96)

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