

Trainings

OUR OFFER FOR YOUR EDUCATION IN SPECIFIC FIELDS OF AGILITY, SOFTWARE DEVELOPMENT, AND TESTING



Always on the pulse of time?

Nagarro supports you!

Trainings from Nagarro are characterized by practical relevance. The trainers, all active in the project business themselves and experts in their field, pass on their knowledge via public or tailor-made in-house training courses.

For courses with an exam, it is the participant's responsibility to decide whether to take the exam or not.

Dates, fees and registration for all public training courses:

www.nagarro.com/en/trainings

Dates and fees for in-house training courses and individual workshops on request:

trainings.at@nagarro.com

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Gender reference: Due to readability, we do not always use a gender-specific formulation. Where personal designations are only given in male form, they refer equally to men and women.

Table of Contents

CPRE - Foundation Levelpage 4

The optimal basis for a common understanding of requirements engineering to ensure top quality results and high customer satisfaction.

CPRE - Agile Primer page 5

Development of targeted product backlog entries to meet the high quality demands of agile development teams.

CPRE - Agile Advanced Level page 5

The use of requirements engineering methods in agile teams and projects based on practical examples.

IBUQ - Foundation Level page 6

How to approach the topic of usability, even when the budget doesn't leave much room.

ICAgile Fundamentals - The Agile Experience page 8

Closing the gap from theory to practice to find the way into a successful agile project and team.

ICAgile Programming - Advanced Programming Techniques for Agile Teams page 9

Targeted hands-on coding sessions and other sessions on how to write code that can be easily extended and tested despite changing requirements.

Kanban Starter-Workshop page 10

Basic understanding and comprehension as well as practical application of the Kanban principles.

Kanban - Management of Teams page 11

Get knowledge about the evolutionary change method Kanban, which is essential for a successful implementation is necessary.

Leading SAFe® 4.6 page 12

Basics and techniques for understanding SAFe® concepts from implementation to scaling.

TDD „From Zero to Hero“ page 13

Learn the key agile practices of test-driven development to create more reliable and maintainable software.

CPRE: Certified Professional Requirements Engineering

Foundation Level (FL)

The basis of a successful IT project is laid with the analysis and documentation of the relevant system requirements. Therefore, the knowledge of the requirements engineering methods is a critical success factor. The IREB® curriculum offers a consistent methodology for the assessment, analysis, and documentation of the requirements and solution descriptions. You will learn how a common language between business analysts, project managers, system & software architects, developers, and software testers can significantly contribute to increasing the quality of the results.

Value

The requirements in projects are the essential basis of all participants' work. The success of projects is, therefore, directly linked to a professional approach to the requirements. The training creates an optimal basis for a common understanding of requirements engineering. This is the only way to achieve an outstanding quality of results and high customer satisfaction.

Scope and objectives

The Certified Professional for requirements engineering syllabus of the IREB® includes practical examples and in-depth training in individual or group exercises. The scope of the trainings covers:

- › basics and concept of Requirements Engineering
- › target groups, stakeholders, and system delimitation
- › how to identify, document, audit, reconcile, and manage requirements
- › the knowledge of quality standards
- › the understanding the quality criteria for requirements
- › the knowledge of tool support

Target group

Requirements Engineer / Business Analyst, Project Manager, System Architect, Software Architect, Software Developer, Quality Manager, Test Manager, Test Specialist, Product Owner, Change Manager, Vendor Manager

Prerequisites

Experience in requirements is recommended.

Certificate

Yes
The certification exam can be taken after the last training day at 4 p.m. Duration: 1 hour.

Duration

3 days

Agile Primer Agile Advanced Level (AL)

In projects that follow an agile process model, requirements engineering is often only carried out "intuitively." Meanwhile, experience has shown that these projects cannot be carried out without established specification techniques. Within the framework of the training, the participants will learn how the entries of a product backlog can be developed in a targeted manner in order to meet the high-quality requirements of agile teams. It is not a matter of learning other methods. It requires applying the already established techniques effectively and simultaneously giving the team the greatest possible security with enough freedom in implementing the solution.

Value

In most cases, no explanation is given as to how the entries in the product backlog achieve their Definition Of Ready. The seminar provides practical examples of how requirements engineering methods can be used in agile teams and projects, thus bridging the gap. This training will aid a product owner and boost the team's velocity.

Scope and perspectives

You will learn how product backlog entries can be systematically developed and documented using modern tools. The practical exercises will enable you to apply what you have learned in your everyday project work and use it effectively. The scope of this training includes:

- › Introduction and Fundamentals of Requirements Engineering
- › Concepts of delimit system and system context
- › Overview of agile methods
- › Roles in an agile environment
- › Requirements engineering techniques and methods in an agile environment
- › Quality criteria for requirements and requirement documentation
- › Requirements management in an agile environment
- › Prioritization of requirements
- › Estimation of requirements
- › Scale-up of agile teams
- › Practical exercises
- › Questions from the experience of the participants

Target group

Executive in Development and/or IT, Requirements Engineer / Business Analyst, Product Owner, Marketing & Sales Representative, Consultant, Vendor Manager, Quality Manager

Prerequisites

Agile Primer: None
Agile Advanced Level: CPRE Foundation Level

Certificate

Yes
Agile Primer: Duration 40 min
Agile Advanced Level: Duration 75 min & homework
More information: <https://www.ireb.org/de/exams/advanced>

Duration

3 days

IBUQ – Certified Professional for Usability and User Experience Engineering – Foundation Level

Together with the increasing complexity of IT solutions, the usability of systems is gaining in importance. The product benefit ultimately determines whether an IT solution meets with general acceptance. Also important in this context is the legal requirement for accessibility, which is anchored in the new EU regulation.

Value

The training shows how to approach the topic of usability, even if the budget does not leave much room. The focus is on the users and the context in which they use the systems. The most common methods of usability evaluation are taught in theory and practice. To avoid acceptance problems, the most important usability heuristics are presented.

Usability and barrier-freedom/poverty are also topics in the new Web Accessibility Directive from EN 301549, which calls not only for public providers, but also for companies whose offerings are primarily aimed at people with disabilities, to switch to a feedback option suitable for all users. WCAG 2.1 is also mentioned, which is thus also anchored in the EU regulation.

Scope and objectives

You will learn how to give the floor to the future user of the system as a product manager, requirements manager or tester. The practical exercises enable you to transfer what you have learned into your daily project work and use it productively.

- › Introduction to the topic Usability
- › Basic terms and concepts
- › Classification of software usability within the framework of general software quality criteria
- › Usability Engineering and Usability Lifecycle
- › Understanding and specifying the context of use
- › Specifying the usage requirements
- › Usability and Requirements Engineering
- › User-centered design
- › Design recommendations with design patterns
- › Prototypes

- › Usability principles and guidelines
- › Usability evaluation
- › Other evaluation methods
- › User documentation and online help
- › Process management and use of methods

Target group

Executive in Development and/or IT, Requirements Engineer / Business Analyst, Product Owner, Marketing & Sales Representative, Consultant, Test Specialist, Test Manager

Prerequisites

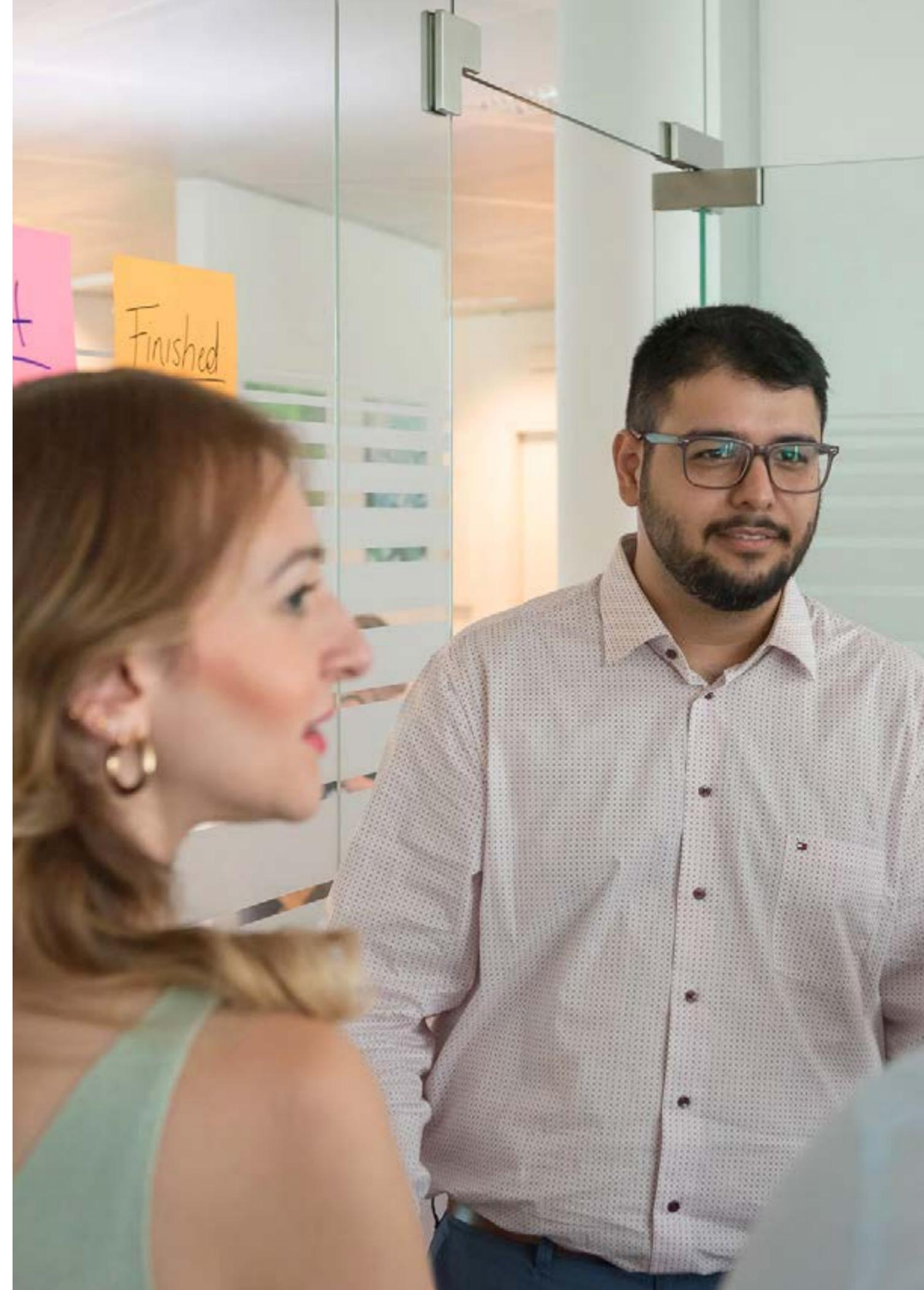
None; project experience is recommended.

Certificate

Yes
The certification exam can be taken after the last training day at 4 p.m. Duration: 1 hour.
Duration: 1 hour

Duration

2 days





ICAgile Fundamentals – The Agile Experience

What does the buzzword “agile” mean? Do you want to know about the agile processes & methods and experience them first-hand? If yes, then this training is just right for you. From the very first minute, you will be part of a two-day agile project in which you will acquire the theoretical knowledge through practical exercises.

Value

This training bridges the gap between theory and practice in order to pave the way for a successful agile project and team. The participants learn agile techniques and role models of an agile project organization. After the training, they will be equipped with the comprehensive knowledge on how to become agile.

Scope and objectives

In this training, the participants experience and discuss the following topics:

- › Teaching and understanding agile principles, methods, and processes
- › Understanding and experiencing changed role models and team dynamics
- › Learning the basic principles of self-organized agile teams
- › Reflecting on your own corporate and project environment

Target group

Project Manager, Requirements Engineer / Business Analyst, Software Developer, Test Specialist

Prerequisites

None

Certificate

Yes - ICAgile Certified Professional

Duration

2 days

ICAgile Programming – Advanced Programming Techniques for Agile Teams

Continuous learning and striving for technical excellence are critical factors for successful software development. To deliver high-quality software with fast-moving requirements, developers must master modern practices and tools. ICAgile Programming teaches the skills and mindset in hands-on training to be successful as part of an agile development team.

Value

In targeted hands-on coding sessions, participants reinforce their knowledge of writing codes that can be easily modified and tested with the changing requirements. You implement unit tests that test the right code and that are both fast and easy to maintain. You will develop a high level of understanding for concrete problems and effective solutions through the mediation of interdependent content and selected examples. You will learn the tools and practices that will help you prevent the „hell of integration“ in team collaboration, and you will further expand and improve the existing code without the fear of regression. In addition, you will learn new ways to create an equal understanding of the requirements between business and development, ensuring correct & precise development.

Scope and objectives

The scope of this training includes the tools and agile techniques such as:

- › Continuous integration and build automation
- › Implementation of effective unit tests
- › Test-driven development
- › Clean code, design principles, and refactoring
- › Essential practices for the correct use of legacy code

We set a high priority on an agile mindset as well as on the practices that improve team collaboration and understanding of the client’s perspective. These practices include topics such as:

- › Collective code ownership
- › Pair Programming
- › Behaviour-Driven Development
- › Acceptance Test-Driven Development

The training leaves plenty of room for questions and practice-oriented discussions with a strong connection to the everyday life of development teams.

Target group

Software Developer, Test Specialist, Test Automation Expert, Software Architect

Prerequisites

The content includes tools and agile techniques such as

- › Programming knowledge: Java or C#, security in familiar development environment
- › Basic knowledge of object-oriented programming and design (such as inheritance and polymorphism)
- › Knowledge of general concepts of software development (such as version management)

Certificate

Yes - ICP-PRG, Certified Professional Agile Programming

Duration

2 days

Note: The training is only carried out in one of the possible programming languages – either Java or C#.

Kanban – Starter Workshop

Kanban is a process for the continuous improvement and optimization of workflows. The method is suitable for many areas of IT – from service centers to software development. The focus of the training is above all on the practical application as well as on the basic understanding and comprehension of the principles.

Value

This compact starting workshop offers the participants the necessary basics and techniques to start immediately with the kanban method. They learn how to organize work and how to become more efficient with simple methods. On the basis of practical examples, the participants receive many immediately implementable suggestions to work more efficiently and effectively.

Scope and objectives

Basics:

- › What is kanban?
- › Culture and social aspects
- › Possible applications
- › Why does kanban work?

Use of kanban:

- › Creating a kanban board
- › Designing stories
- › Experience the kanban systems in action

Optimize:

- › How can I become more efficient?
- › How can my team become more efficient?
- › How do I recognize improvements?

Target group

Specialist in IT or business department

Prerequisites

None

Certificate

None

Duration

1 day

Kanban – Management of Teams

Kanban is an organizational and change management method that can be implemented with minimal changes to existing processes. Transparency, measurement and self-control are important elements. By implementing many small changes instead of a few large ones, the risk for each individual measure is reduced, which leads to less resistance on the part of those involved. Teams become continuously more efficient and effective through kanban's change management mechanisms. The work performance can be made transparent and monitored for the team and the management respectively.

Value

This training imparts the theoretical basics of the evolutionary change method kanban as well as the knowledge necessary for a successful implementation. The training ideally spans the arc from learning the basic principles to the practical development of the problems up to ensuring the sustainable successful method changeover in the company.

Scope and objectives

Basics and social aspects:

- › Basics and origin of kanban
- › Cultural aspects
- › Visualization and transparency
- › Limitations and bottlenecks
- › Key figures and metrics
- › Practical applications

Management aspects:

- › Theoretical basics of efficient workflows
- › The management of teams, departments, and external stakeholders
- › The efficient project management alongside ongoing activities
- › Practical applications
- › The order prioritization and effectiveness improvement
- › Control meetings
- › The implementation procedure

Questions, which are covered with among other things:

- › How do I deal with increasing workload and dynamics?
- › Who benefits from kanban?
- › In which teams is kanban ideal?
- › What does the leadership role look like in a Kanban environment?
- › What is my own initial „ignition“?
- › What should I keep in mind when creating the kanban board?
- › What does the ideal „flow“ look like?
- › Which metrics are useful in development?
- › How can I ensure sustainable success?

Target group

Executive in Development and/or IT, Project Manager, Product Owner, Software Architect, interested and experienced people in Kanban

Prerequisites

Professional or organizational management function in an IT company

Certificate

None

Duration

2 days

Leading SAFe® 4.6

Do you think about implementing agile practices in your organization and considering implementing the process with the Scaled Agile Framework®? Do you want to understand how multiple teams and an entire organization can work together in an agile way? The Leading SAFe® course provides the foundation for understanding the concepts of SAFe®.

Value

Change your organization with the Scaled Agile Framework®: In this course you will learn the basics of SAFe® and also practical concepts and techniques that you can use in your agile process, such as feature prioritization according to WSJF methodology and other valuable methods, principles, and techniques. Planning in a large group across multiple teams (Program Increment Planning) is simulated, and it illustrates how the product vision can be communicated.

This includes Lean Thinking, Product Development Flow, Leadership in agile teams, and the explanation of the different configurations: Essential SAFe, Portfolio SAFe, Large Solution SAFe, Full SAFe as well as the program and team level within the agile release train.

Scope and objectives

The course includes the following modules:

- › Introducing SAFe®
- › Embracing a Lean-Agile Mindset
- › Understanding SAFe Principles
- › Implementing an ART (Agile Release Train)
- › Experiencing PI (Program Increment) Planning
- › Executing and releasing value
- › Building an agile portfolio
- › Building really big systems
- › Leading a Lean-Agile Enterprise

Format:

Leading SAFe® 4.6 is offered as public two-day training. We also offer Leading SAFe® 4.6 as in-house training at your site. We will be happy to discuss with you how the content can be tailored to your situation. The training can be held in both German and English. The course materials are offered in English.

Target group

Executive in Development and/or IT, Change Manager, Scrum Master, Product Owner, all those interested in scaling agile methods across multiple teams and within the company

Prerequisites

Basic understanding of agile methods

Certificate

Yes - SAFe® Agilist (SA)

Duration

2 days

Your benefits

- › You can take the SAFe® Agilist (SA) exam and receive the certificate directly from the Scaled Agile Academy.
- › Access to the worldwide SAFe® community and the Scaled Agile Academy®.
- › Materials and support that can help you implement SAFe® in your company.
- › Interactive and playful parts help you not only to understand the content, but also to internalize the content.
- › In addition to SPC® 4.6 certification, our trainers have experience in introducing agile methods and SAFe® to companies.
- › Upon request, we will be happy to accompany you after the course in the implementation and introduction of SAFe®.

Test-Driven Development (TDD)

„From Zero To Hero“

This training gives insight into the most important agile practices of software development. The central focus is Test-Driven Development, which effectively supports the creation of high-quality software.

Value

You will learn how to use TDD professionally as a developer in your daily work. You'll also get to know why the software created with it is more reliable and easier to maintain.

The advantages of software created with TDD:

- › To know exactly which tasks and features the created software fulfills.
- › To focus on the key features (no unnecessary code)
- › To ensure improved maintainability through increased readability and reduced code complexity
- › To know what future code changes can be made more easily and securely
- › To ensure less redundancy through refactoring
- › To have high test coverage
- › To have more time to implement because the effort for troubleshooting is lower

Scope and objectives

Under the guidance of the trainer, the participants solve exercises in their own familiar programming environment right from the start.

Basics:

- › Test automation and its types
- › Clean code
- › Design principles, e.g. SOLID

Agile Practices:

- › Pair Programming
- › Refactoring
- › Unit Testing
- › Test-Driven Development

TDD topics:

- › Test-First
- › Inside-out TDD
- › Test Doubles, the different types and their application
- › Outside-in TDD

Target group

Software Developer, Software Architect, Test Specialist, Test Automation Expert

Prerequisites

- › Programming knowledge: Java or C# in familiar development environment
- › Basic knowledge about object-oriented programming and design (inheritance and polymorphism)
- › The knowledge about general concepts of software development (e.g. version management)
- › Previous knowledge of test frameworks, TDD, and automated testing is an advantage, but not a requirement.

Certificate

None

Duration

2 days

Notes:

The training is only conducted in one possible programming language – either Java or C#.

It is recommended that you take your own laptop with you!

General terms and conditions

for trainings conducted by Nagarro GmbH

1. General

These general terms and conditions apply to all public training courses and seminars (hereinafter referred to as „training“) offered by NAGARRO GmbH, Vienna (hereinafter referred to as „NAGARRO“). Additional or deviating agreements must be made in writing.

2. Fees

2.1 Public trainings

All prices quoted are in Euro and do not include the statutory value-added tax. The following services are included in the participation fee: Provision of the necessary materials and training rooms for the duration of the training, provision of the training contents in accordance with the training description, all necessary training documents subject to availability in German or English, beverages during breaks and lunch (for all-day events) and a personalized confirmation of participation. All other costs, such as travel and accommodation costs, are not included in the training fees. Early Bird bonus: The early booking price is valid up to 6 weeks before the start of the training.

2.2 In-house and individual trainings for companies

For in-house trainings, the individually agreed prices between NAGARRO and the customer shall apply.

3. Registration/conclusion of contract

Registration must be made in writing or electronically to NAGARRO. NAGARRO will then send the client a registration confirmation with all relevant information, conditions, and costs for this business case. The registration is binding when the client receives a written confirmation from NAGARRO. The person is bound to NAGARRO's registration, 14 days after its receipt. If the customer does not receive a written confirmation from NAGARRO until then, the customer is not bound to this registration. The confirmation by NAGARRO is always subject to the provision that the minimum number of participants is reached. If the number of registrations by the registration deadline is less than the minimum number of participants, a written cancellation of the course will be sent by e-mail after the registration deadline. Deadline for registration: 2 weeks before the start of the course.

4. Cancellations by the client

4.1 Public trainings

For cancellations received by NAGARRO in writing no later than 4 calendar weeks before the start of the seminar, NAGARRO will charge a cancellation fee of 20%. In the event of cancellations by the client that are received by NAGARRO in writing later, but no later than two calendar weeks before the start of the seminar, a cancellation fee of 50% of the agreed training fee will be charged. Cancellation requests received later will unfortunately not be considered. The full training fee must also be paid in the event of complete or partial non-participation.

4.2 Transfers

The customer may at any time rebook for another available training course equivalent to the cancelled training course. In this case, the cancellation fee does not apply. The due date for the training fee of the originally booked course remains the same. Any overpayments will be refunded.

4.3 Substitution of participants

The client is entitled at any time to name a substitute participant instead of the agreed training participant.

5. Terms of payment

The invoice is issued two weeks before the start of a public training course. The amounts shown in the invoices are to be paid without deduction within 14 days of receipt of the invoice.

6. Changes/postponements/rejections by NAGARRO

NAGARRO is entitled to modify the seminar contents to a reasonable extent. Should a training or workshop be cancelled due to illness of the trainer, force majeure or other unforeseeable events, NAGARRO is not entitled to hold the event. In such cases, NAGARRO cannot be held liable for reimbursement of travel and accommodation expenses, loss of working hours or for indirect damages, in particular loss of profit or third-party claims. Of course, NAGARRO will endeavor—wherever possible—in such cases to meet the client's needs through appropriate measures. NAGARRO also reserves the right to cancel a training if the number of participants is too less. In this case, you can choose to participate in another training course or receive a full refund.

7. Property right

The documents handed over within the scope of the training are exclusively intended for the personal use of the training participant and remain the property of NAGARRO until the training fee has been paid in full. The use of the documents for the information of third parties, the passing on to third parties as well as the duplication is not permitted. In particular, the copyright regulations of the manufacturers and owners apply. Possibly photos/films will be taken during the training, which also show the actions of the participants. NAGARRO owns the rights to these photos/films and their use for commercial purposes. Participants' consent to the use of these materials will be actively sought during the course.

8. Data protection

NAGARRO stores the information you provide when you register solely to process your training participation and to contact you before, during and after the training. NAGARRO does not make your personal data available to third parties for use.

9. Disclaimer

NAGARRO shall not be liable for loss or damage of any items brought to training unless the loss or damage of such items is due to at least gross negligence on the part of NAGARRO. Similarly, the liability for personal injury is excluded. The customer acknowledges that NAGARRO shall not be liable for accidents occurring on the customer's way to and from the seminar location.

The seminar location is any place where NAGARRO, together with the clients of a seminar, carries out activities of any kind and wherever. In the case of seminar rooms in a building, the client's route begins and ends at the general entrance to the seminar rooms.

10. Other

The place of performance and jurisdiction for all claims and legal disputes arising from the contractual relationship is Vienna.

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About Nagarro

Nagarro drives technology-led business breakthroughs for industry leaders and challengers. When our clients want to move fast and make things, they turn to us. Today, we are more than 6000 experts across 21 countries. Together we form Nagarro, the global services division of Munich-based Allgeier SE.

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