

EXIN Agile Scrum Foundation



CATEGORY
Agile & Scrum



LEVEL
Foundation



DURATION
2 days

COURSE DELIVERY

Classroom or virtual Classroom

TARGET AUDIENCE

Business managers, product managers, governance managers, clients, development team members, program and project managers, architects and product owners.

PREREQUISITES

There are no pre-requisites for this course, although a basic knowledge of Service Management concepts will be helpful. It is recommended that students have taken the ITIL Foundation examination.

EXAM INFO

- Closed-book format
- 40 multiple-choice questions
- Pass mark: 65% (26/40)
- The exam lasts 60 minutes

CERTIFICATE

EXIN Agile Scrum Foundation

EXAM BODY

EXIN

COURSE DESCRIPTION

The value proposition of adopting Agile and Scrum methodologies lies in the continuous acquisition and building of insight by both the client and delivery team(s).

This **EXIN Agile Scrum Foundation** training program clarifies the division of responsibilities between client and supplier, while emphasizing the value of short-cycle delivery, direct feedback loops, and fixed delivery deadlines in achieving predictability. By providing participants with a solid introduction to agile working, the course focuses on the key area of 'Agility' in a complex and scaled environment.

Through practical cases, Agile and Scrum principles are explained and their impact is demonstrated, instilling a new mindset in the participants. Additionally, this course serves as a foundation for Scrum Master and/or Scrum Product Owner training courses, increasing the chances of obtaining the Scrum Master or Product Owner certificate with excellence. Ultimately, the Agile Scrum Foundation course enables the delivery of customer value in iterative steps, showcasing the power of Agile and Scrum.

COURSE AND LEARNING OBJECTIVES

Following the completion of the course, participants will be able to:

- Insight into the power and background of the Agile and Scrum principles.
- Understanding of the structure and context of the terms Lean, Agile, Scrum and XP, and the differences between these terms.
- Applying the right criteria to arrive at a suitable Definition of Ready and Definition of Done.
- Insight into the importance of creating a fixed delivery rhythm ('heartbeat') and stable teams.
- Knowledge of the philosophy behind Agile and Scrum.
- Insight into the division of responsibilities between the business and IT, and within scrum teams.
- Exploring various agile methods.
- Insight into the various roles, such as Business Sponsor, Business Visionary, Scrum Master and Product Owner.

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EMPOWERING PROFESSIONALS

As MindMagine, we have trained more than 65,000 professionals over Asia and Oceania since 2001.

Our focus in our training is to empower our participants by balancing practical experience and the theoretical background. The participants walk away with knowledge to apply the learnings and the theoretical background to successfully pass the exam requirements.

Our education portfolio ranges from courses in business services and processes to IT services and processes. This portfolio has enabled us to support our clients end to end in their organizations and enable synergy throughout corporate value chains.

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COURSE APPROACH

This course is delivered in a classroom setting using case studies and exercises that are designed to enhance the participants understanding of agile and scrum methodology. Students who have attended this course, and have done some self study, are suitably prepared to take the associated Agile Scrum Foundation exam.

COURSE STUDENT MATERIAL

Participants will receive an Agile Scrum Foundation classroom workbook containing all of the presentation materials, course notes, case study and sample exams.

CONCEPTS COVERED

1. Scrum Theory and Principles

- Introductions, agenda, about the exam
- Agile way of working
- Agile Scrum theory and principles

2. The Scrum Framework

- The Scrum Framework
- The Backlog
- Prioritization
- Monitoring progress
- Sprints

- Sprint planning

- Daily scrums

3. The Scrum Team

- The Scrum Team
- The product owner
- The development team
- The Scrum master
- Scaled Scrum