



Process Improvement Credentialing Standards

A Division of the Management and Strategy Institute

Agile Project Management Standards

Introduction

These open source standards represent the minimum required standards for credentialing the above-named process improvement methodology. To comply with Process Improvement Credentialing Standards, organizations must conduct testing which covers all body of knowledge elements below. Organizations must also comply with Process Improvement Credentialing Standards 15-point organization standard v 0.1.115 or higher. Elements do not necessarily need to be presented in the order shown below. Trainers and organizations are encouraged to teach additional information above and beyond these standards at each level.

Body of Knowledge

1. What is a Project
 - 1.1. Define a project
 - 1.2. Project characteristics
2. How Projects Fail
 - 2.1. Reasons why
3. Stages of Managing a Project
 - 3.1. Initiating
 - 3.2. Planning
 - 3.3. Executing
 - 3.4. Monitor/Controlling
 - 3.5. Closing

4. Project management processes
 - 4.1. Basic project management processes
 - 4.2. Organizational influences

5. Relationships of Portfolios, Programs, and Projects
 - 5.1. The relationships of portfolios, programs, and projects with project management, operations management, and organizational strategy.

6. Roles of the Project Manager
 - 6.1. Lead the project team
 - 6.2. Achieve the project objectives

7. Project Life Cycle
 - 7.1. Organizational Influences
 - 7.2. Cultural styles
 - 7.3. Environmental factors
 - 7.4. Communications

8. Project Management Processes
 - 8.1. Project management process groups
 - 8.2. Initiation, Planning, Execution, Monitoring, and Closing.

9. Project Integration Management
 - 9.1. Define, unify, or simplify processes through coordination and integration
 - 9.2. Develop the project management plan
 - 9.3. Direct and monitor work
 - 9.4. Perform change control

10. Meetings
 - 10.1. Role of meetings within project management
 - 10.2. Kickoff meetings & meeting efficiency

11. Project Scope Management
 - 11.1. Documenting how the scope of a project will be managed
 - 11.2. Prevent scope creep

12. Project Time management

- 12.1. Planning schedule management
- 12.2. plan a Schedule
- 12.3. define activities
- 12.4. Estimate needed resources and activity durations

13. Milestones

- 13.1. Develop milestones

14. Mind Mapping

- 14.1. Understand the visual tool of mind-mapping

15. Work Breakdown Structure

- 15.1. Fundamental management modelling tool
- 15.2. Convert Mind-map into a Work Breakdown Structure

16. Project Cost Management

- 16.1. Plan cost management
- 16.2. Estimate costs
- 16.3. Develop a budget
- 16.4. Control costs

17. Project Quality Management

- 17.1. Plan quality management
- 17.2. Perform quality assurance

18. Project Human Resource Management

- 18.1. Developing project roles and responsibilities for human capital
- 18.2. Ensuring that the necessary skills required by the project are in place

19. Communication

- 19.1. Communications management
- 19.2. Communicating stakeholder needs
- 19.3. Strategy to disseminate information

20. Issue Management

- 20.1. Manage issues that arise

21. Risk Management

- 21.1. Planning risk management
- 21.2. Conduct risk management activities
 - 21.2.1. Identify risks
 - 21.2.2. Perform a risk analysis
 - 21.2.3. Develop risk response plans

22. Procurement & Stakeholder Management

- 22.1. Managing agreements and contracts
- 22.2. Conduct procurements
- 22.3. Documenting the project procurement decisions
- 22.4. Identifying stakeholders
- 22.5. Manage stakeholder engagement

23. Managing a Project

- 23.1. Projects are temporary endeavors
- 23.2. Application of knowledge, skills, and tools to meet project requirements
- 23.3. Identifying requirements
- 23.4. Addressing customer needs
- 23.5. Stakeholder communication
- 23.6. Balancing competing constraints

24. What is Agile

- 24.1. Define agile project management

25. Agile Manifesto

- 25.1. 4 key values
- 25.2. 12 principles

26. Scrum Framework

- 26.1. Define scrum and the key elements of it

27. Scrum Team

- 27.1. Product Owner
- 27.2. Development Team
- 27.3. Scrum Master
- 27.4. Scrum Masters role as a servant leader

28. Scrum Process / Sprints

- 28.1. What is a Sprint
- 28.2. it's length and properties
- 28.3. Product Backlog
- 28.4. Sprint Backlog
- 28.5. Daily Scrum
- 28.6. Shippable Increment
- 28.7. Burndown Velocity