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COURSE BROCHURE

# Advanced Agile Project Manager Training Course

19 – 30 July 2027
Munich

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The Advanced Agile Project Manager Training Course is a 2-week training course for experienced project managers, delivery leads and sponsors' advisers who are moving projects from fixed plans to short cycles, and each participant builds an iterative delivery charter for a live project. Clients now expect usable results early and changes absorbed without long renegotiation. Jupiter Prime Training offers this agile project manager course for leaders taking iteration beyond software.

## Why Agile Project Manager Matters Now

Three pressures shape the agile project manager role today. Sponsors want evidence of progress in weeks rather than at the end of a long phase. Clients and end users in construction fit-out, healthcare services and public infrastructure increasingly ask to see and shape partial results. Boards and assurance functions still need control, so iteration must sit inside staged approvals. Organisations that handle this well cut rework and keep stakeholder trust when scope moves; those that handle it badly end up with short cycles in name only, layered on top of the old plan. The course rests on widely used iterative delivery principles and hybrid life cycle practice, described in plain terms.

## Who Gains Most from Agile Project Manager

- Leaders accountable for delivering client-facing projects whose scope is still being discovered
- Managers responsible for coordinating several teams or suppliers toward shared increments
- Leads who run planning, review and improvement sessions with cross-functional teams
- Advisers who prepare stage gate submissions and funding cases for iterative work
- Specialists who own project forecasting and progress evidence for sponsors

A delivery office or project unit gains most when several of its managers attend together and agree one shared way of running cycles, gates and forecasts.

## Agile Project Manager Capabilities

Participants leave able to run short cycles on projects with physical, service or policy deliverables and to defend that approach to sponsors and boards.

- Assess whether a project suits an iterative, predictive or hybrid life cycle — sponsors choosing the delivery approach
- Design an ordered backlog with acceptance criteria for non-software deliverables — clients agreeing scope
- Apply capacity-based cycle planning and work-in-progress limits — teams committing to realistic goals
- Build stage gate criteria that approve funding on demonstrated increments — governance boards
- Calculate range-based completion forecasts from throughput data — executive sponsors asking for dates
- Communicate scope and risk shifts after stakeholder reviews — clients and end users

## Key Agile Project Manager Terms

- Backlog — an ordered list of outcomes, features and tasks still to be delivered, reprioritised as the project learns.
- Increment — a usable, reviewable piece of the final result completed within one cycle.
- Timebox — a fixed period, such as two weeks, in which a team works toward one agreed goal.
- Work-in-progress limit — a cap on how many items a team handles at once, used to cut delays.
- Burnup chart — a chart showing completed work rising toward total scope, revealing both progress and scope growth.
- Hybrid life cycle — a delivery approach combining fixed milestones and approvals with iterative phases of work.

## Agile Project Manager Day by Day

## Day 1: The Shift to Iterative Project Leadership

- Predictive Versus Iterative Life Cycles — Choosing a Delivery Approach per Project
- Project Manager to Facilitator Role Shift — Redefining Authority and Accountability
- Uncertainty and Complexity Profiling — Deciding Where Iteration Pays Off
- Sponsor Expectations Mapping — Agreeing What Early Results Look Like
- Iteration Readiness Assessment — Judging Team and Client Preparedness

## Day 2: Shaping Outcomes and the Backlog

- Outcome Statements and Success Measures — Anchoring Scope to Benefits
- Backlog Item Writing and Acceptance Criteria — Defining Done for Non-Software Work
- Story Mapping for Physical Deliverables — Sequencing Increments Clients Can Use
- Backlog Ordering by Value and Risk — Settling Competing Sponsor Requests
- Backlog Refinement Cadence — Keeping Upcoming Work Ready Without Overplanning

## Day 3: Planning in Short Cycles

- Iteration Goal Setting — Focusing a Cycle on One Visible Result
- Capacity-Based Commitment — Matching Planned Work to Real Team Availability
- Task Breakdown and Dependency Spotting — Exposing Blockers Before They Bite
- Timeboxing and Cycle Length Choice — Balancing Feedback Speed With Overhead
- Planning Event Facilitation — Running Sessions That End in Clear Commitments

## Day 4: Visualising and Steering the Work

- Task Boards and Work-in-Progress Limits — Reducing Multitasking Across the Team
- Daily Coordination Meetings — Surfacing Impediments Within Fifteen Minutes
- Impediment Logs and Escalation Paths — Deciding What the Manager Removes
- Cumulative Flow and Cycle Time Charts — Spotting Bottlenecks Early
- Visible Progress Reporting — Replacing Status Reports With Live Evidence

## Day 5: Stakeholder Demos and Feedback Loops

- Increment Review Sessions — Showing Working Results to Clients and Users
- Feedback Capture and Triage — Turning Reactions Into Backlog Changes
- Stakeholder Influence Mapping — Deciding Who Joins Which Review
- Expectation Resets After Reviews — Handling Scope Shifts Without Conflict
- Retrospective Formats — Choosing Improvement Actions the Team Will Keep

## Day 6: Adaptive Risk and Change Handling

- Risk-Adjusted Backlog — Pulling Uncertain Items Forward to Learn Sooner
- Spikes and Experiments — Buying Information Before Committing Budget
- Emergent Change Requests — Absorbing Change Through Reprioritisation
- Assumption Tracking — Testing Beliefs That Underpin the Business Case
- Risk Burndown Charts — Showing Sponsors How Exposure Falls Each Cycle

## Day 7: Hybrid Governance and Stage Gates

- Hybrid Life Cycle Design — Combining Fixed Milestones With Iterative Phases
- Stage Gate Criteria for Iterative Work — Approving Funding on Evidence
- Contract and Procurement Interfaces — Aligning Supplier Terms With Short Cycles
- Decision Rights Matrix — Clarifying What Teams Decide Versus Boards
- Audit Trail and Documentation Minimums — Satisfying Assurance Without Paperwork Overload

## Day 8: Scaling Across Several Teams

- Multi-Team Coordination Events — Synchronising Plans Across Teams
- Shared Backlog and Team Backlogs — Splitting Work Without Losing Coherence
- Cross-Team Dependency Boards — Sequencing Handovers Between Workstreams
- Integration Points and Joint Reviews — Testing Combined Increments Together
- Communities of Practice — Spreading Lessons Between Project Managers

## Day 9: Forecasting Iterative Delivery

- Throughput and Velocity Ranges — Forecasting Completion With Honest Ranges
- Release Burnup Charts — Showing Scope Growth Against Progress
- Probabilistic Date Forecasts — Answering When Will It Be Ready
- Cost per Iteration Tracking — Linking Spend to Delivered Increments
- Forecast Communication — Presenting Uncertainty to Executive Sponsors

## Day 10: Practising the Iterative Delivery Charter

- Project Case Selection — Applying Readiness Profiling to a Live Project
- Backlog and Cycle Plan Draft — Applying Outcome and Planning Methods
- Governance and Gate Design — Applying Hybrid Decision Rights
- Forecast and Risk Section — Applying Burnup and Risk Burndown Evidence
- Iterative Delivery Charter — Completing and Peer Reviewing the Charter

## Applying Agile Project Manager After the Course

- Run a backlog shaping and first cycle planning session for one live project, using outcome statements and capacity-based commitment.
- Introduce a release burnup chart and risk burndown into the next sponsor update in place of a static status report.

## Agile Project Manager Questions FAQ

### What does an agile project manager do and why does it matter now?

An agile project manager leads projects through short cycles of planning, delivery and review rather than one fixed plan. It matters now because sponsors expect early results and clients expect change to be absorbed quickly, while boards still need control.

### Which roles gain most from the advanced agile project manager course?

Experienced project and delivery managers gain most, especially those leading construction, healthcare, public service or engineering projects. Advisers who prepare stage gate cases and specialists who own forecasts for sponsors also benefit.

### How does the agile project manager course differ from a software delivery course?

The agile project manager course applies iteration to projects with physical, service and policy deliverables, and it focuses on hybrid gates, supplier contracts and sponsor forecasts. A software delivery course centres on code releases and product teams instead.

### What do you bring back from the agile project manager course?

You bring back a charter for one live project that sets out its backlog, cycle plan, governance gates, risk handling and forecast. It gives your sponsor and team one shared reference for how the project will run.

## Agile Project Manager: The Way Forward

The iterative delivery charter sets out how one project will run in short cycles: its backlog, gates, risk handling and forecast. Its first use is to agree with the sponsor which decisions move to the team and which stay with the board. Project teams, clients and assurance staff all work from it. After the first few cycles, revisit the gate criteria and forecast ranges against real throughput.