BCS PROFESSIONAL CERTIFICATE IN AGILE BUSINESS ANALYSIS

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Introduction

The BCS Professional Certificate in Agile Business Analysis assesses competence with regard to the philosophy, methods, principles and techniques of the Agile approach and its relevance to business analysis.

Assessment Objectives

The examination leading to the BCS Professional Certificate in Agile Business Analysis has the following assessment objectives. Candidates must be able to demonstrate that they can:

- Describe the philosophy underpinning Agile approaches
- State the core Agile values in the agile manifesto
- Interpret the key Agile principles
- The application of Agile in the wider business context
- Describe a range of agile methods (process, roles, principles)
- Evaluate the applicability of an agile method for a given situation
- Analyse the stakeholders in Agile projects
- Apply the eight wastes of Lean
- Describe the FMM
- Illustrate the use of Agile analysis, modelling and documentation techniques
- Analyse business goals and their decomposition
- · Identify and analyse user roles
- Analyse the application of the user story technique
- Explain the role and management of the solution backlog
- Explain techniques and meetings used to plan, estimate and manage an iteration
- Describe the role of the business analyst when using an Agile approach
- Apply the POPIT model and the system of interest model during Agile adoption

Target Audience

This certification is relevant for anyone wishing to understand the Agile approach from a business perspective. This includes business architects, business analysts, project managers and business managers.

Eligibility for the Examination

There are no pre-requisites for entry to the examination, although candidates should be prepared to be assessed in line with the objectives listed in the previous section. Candidates can study for the certificate by:

- Using our self-study material (approximately 20 hours)
- Attending our instructor-led BCS accredited training course (3-days)

Candidates should also understand the following techniques: CATWOE, Business Activity Model and Use Case Diagrams prior to attending an accredited course or sitting the examination.

Duration and Format of the Examination

The format for the examination is a supervised 90-minute multiple choice assessment. The examination is closed book i.e. no materials can be taken into the examination room. The pass mark is 26/40 (65%).





Additional time for Candidates Requiring Reasonable Adjustments

Candidates may request additional time if they require reasonable adjustments. Please refer to the reasonable adjustments policy for detailed information on how and when to apply.

Additional time for Candidates Whose Native Language is not that of the Examination

If the examination is taken in a language that is not the candidate's native / official language then they are entitled to 25% extra time.

If the examination is taken in a language that is not the candidate's native / official language then they are entitled to use their own paper language dictionary (whose purpose is translation between the examination language and another national language) during the examination. Electronic versions of dictionaries will not be allowed into the examination room.

Syllabus

For each top-level area of the syllabus a percentage and K level is identified. The percentage is the exam coverage of that area, and the K level identifies the maximum level of knowledge that may be examined for that area.

1. Agile Philosophy (10%, K4)

- 1.1 The rationale for adopting an Agile approach
 - 1.1.1 Definition of Agile
 - 1.1.2 3 pillars of Agile
- 1.2 The Agile manifesto
- 1.3 The three overarching aspects of Agile
 - 1.3.1 Principles
 - 1.3.2 Methods
 - 1.3.3 Techniques
- 1.4 Business Analysis thinking and how it is relevant in Agile business
 - 1.4.1 Systems thinking
 - 1.4.2 Service thinking
 - 1.4.3 Lean business analysis
 - 1.4.3.1 Lean thinking
 - 1.4.3.2 8 wastes of Lean
 - 1.4.3.3 Value proposition
 - 1.4.4 The POPIT model

2. Agile Principles (5%, K3)

- 2.1 The 12 core principles
- 2.2 Key principle collaborative working
- 2.3 Key principle self organising teams
 - 2.3.1 Tuckman & Jenson theory of group development
- 2.4 Key principle continuous improvement
 - 2.4.1 Kaizen
 - 2.4.2 DMAIC (from Lean)
- 2.5 Key principle iterative development and incremental delivery
- 2.6 Key principle building in change





3. Agile Methods (10%, K3)

- 3.1 Elements of a method
- 3.2 Defined V empirical methods
- 3.3 Characteristics of Agile methods
 - 3.3.1 Product development methods
 - 3.3.1.1 SCRUM
 - 3.3.1.2 XP
 - 3.3.1.3 Lean software
 - 3.3.2 Scaled methods
 - 3.3.2.1 DSDM
 - 3.3.2.2 SAFe
- 3.4 Advantages and disadvantages of Agile methods

4. Understanding Stakeholders (10%, K3)

- 4.1 Stakeholder groups
 - 4.1.1 Business Stakeholders: Project sponsor; Business Managers; Business Architect
 - 4.1.2 Project Stakeholders: Project Manager; Programme Manager
 - 4.1.3 Technical Stakeholders: Technical Architect
 - 4.1.4 Development Team: Subject Matter Expert; End-users; Business Analyst; Designer; Team Leader; Solution Developer; Solution Tester

5. Agile Modelling (20%, K4)

- 5.1 Rationale and principles for Agile modelling
 - 5.1.1 Levels of definition: Black box and White box
- 5.2 Hierarchy of models using the Functional Model Map (FMM)
 - 5.2.1 Enterprise view:Business activity models: Business use case diagrams and Business context diagrams
 - 5.2.2 System level view: Systems context diagrams and System use case diagrams
 - 5.2.3 System component view: Component designs
- 5.3 MoSCoW prioritisation

6. Decomposing and organising business goals (5%, K4)

- 6.1 Goal decomposition and Functional decomposition
- 6.2 Benefits of a goal decomposition approach when using Agile
- 6.3 Iterations, releases and goals

7. Agile requirements (20%, K4)

- 7.1 Hierarchy of requirements and how this relates to agile projects
 - 7.1.1 General
 - 7.1.2 Technical
 - 7.1.3 Functional
 - 7.1.4 Non-functional
- 7.2 User roles:
 - 7.2.1 Identifying and documenting user roles
 - 7.2.2 Personas and extreme characters





7. Agile requirements (20%, K4) (Continued)

7.3 User stories

7.3.13 Cs

7.3.2 INVEST

7.3.3 Techniques to elicit user stories:

7.3.3.1 Interviews

7.3.3.2 Surveys

7.3.3.3 Observation

7.3.3.4 Story-writing workshops

7.3.3.5 scenario analysis

7.4 Defining user stories

7.5 Hierarchy of user stories: Themes, Epics and User story

7.6 Patterns for splitting epics: compound and complex

7.7 Documenting non-functional requirements

8. Managing requirements (2.5%, K3)

8.1 The solution backlog

8.2 Managing the backlog

8.3 Estimation techniques: Wideband Delphi, Relative sizing and Planning poker

9. Managing the iteration (15%, K4)

9.1 Planning the iteration

9.1.1 Iteration planning meeting

9.2 Calculating and utilising velocity

9.3 Techniques to manage the iteration:

9.3.1 Daily stand-ups

9.3.2 Agile boards

9.3.2.1 Kanban

9.3.3 Burn down charts

9.3.4 Iteration reviews

9.3.4.1 Show and tell

9.3.4.2 Retrospectives

10. BA role in Agile projects (2.5%, K3)

10.1 Agile business analysis

10.1.1 The business view

10.1.2 The system view

10.1.3 Transition between the views

10.1.4 Exploring the system view: Scenarios; Storyboards; Wireframes; Prototyping

10.2 The Generalising Specialist Agile adoption

10.3 Agile adoption

10.3.1 The POPIT model

10.3.2 The system of interest





Levels of Knowledge / SFIA Levels / Blooms

This course will provide candidates with the levels of difficulty / knowledge skill highlighted within the following table, enabling them to develop the skills to operate at the levels of responsibility indicated. The levels of knowledge and SFIA levels are explained in on the website www.bcs.org/levels. The levels of knowledge above will enable candidates to develop the following levels of skill to be able to operate at the following levels of responsibility (as defined within the SFIA framework) within their workplace:

Levels	Levels of Knowledge	Levels of Skill and Responsibility (SFIA)
K7		Set strategy, inspire and mobilise
К6	Evaluate	Initiate and influence
K5	Synthesise	Ensure and advise
K4	Analyse	Enable
КЗ	Apply	Apply
K2	Understand	Assist
K1	Remember	Follow





Question Weighting

Syllabus Area	Target number of questions (weighting)
1 – Agile Philosophy	4 (10%)
2 – Agile Principles	2 (5%)
3 – Agile Methods	4 (10%)
4 – Understanding Stakeholders	4 (10%)
5 – Agile Modelling	8 (20%)
6 – Decomposing and Organising Business Goals	2 (5%)
7 – Agile Requirements	8 (20%)
8 – Managing Requirements	1 (2.5%)
9 – Managing the Iteration	6 (15%)
10 – BA Role in Projects	1 (2.5%)
Total	40 (100%)

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