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ABOUT US

OUR VISION

Create a global community where career help in digital is accessible across all verticals and tech domain

OUR MISSION

Accelerate career progression in the digital space by delivering relevant knowledge with commensurate work experience

OUR PURPOSE

To build a global community of digital experts that posses the digital skills that matter

OUR PILLARS

1

Collaborative Learning



- Cross-functional teams
- · Live Group work
- Brainstorm sessions

2

Practical work experience



- Industry standard tools
- Hands-on training
- Live projects
- Practice Sessions

3

Build an ecosystem



- Interactions with Alumni
- Mentorship
- Networking
- On-the-job support



BUSINESS ANALYSIS BOOTCAMP







1

Introduction to Business Analysis

Introduction to business analysis. You will learn what it means to be a business analyst (BA), the competencies of a BA, walk a day in a BA's shoes, understand strategy and how to justify a course of action, an idea or proposed business direction.

Project Methodologies & Management

Business analysts work on different projects. These projects are delivered using different methodologies and frameworks. Explore the different project methodologies and frameworks and how to collaborate with project stakeholders. Agile, SDLC, Waterfall etc

Requirement Engineering & UML Diagrams

One of the core responsibilities of a BA is ensuring that the direction, initiative, opportunity, idea is clearly defined. Here, we will learn several requirement elicitation techniques, documentation, UML diagramming, BPMN 2.0, Project deliverables and how to manage requirements throughout their life cycle.

BA Tools & Analytics

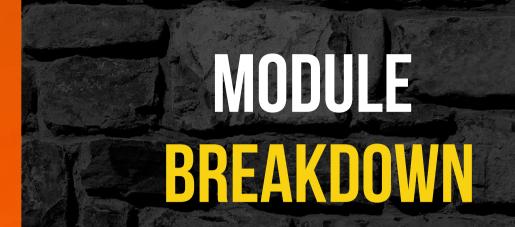
Learn how to use industry-standard tools such as Jira, Confluence, wireframing & diagramming tools and so on. Learn how to query data using SQL and how to use data to support your research, options analysis and recommendations.

Tech & Design for Business Analysts

5

Technology basics is essential. BAs need to have the vocabulary to speak to engineers, UX designers, and executives-and translate messages between these very different stakeholders. Understand how the internet works, how front end differs from back end, programming languages, and how web differs from mobile.









5

Introduction to **Business Analysis**

- · What is Business **Analysis**
- Who can be a business analyst
- Core responsibilities of a business analyst
- Secondary responsibilities of a business analyst
- Do you need to be techie?
- Stakeholder Management/Analysis
- · Competencies of a **Business Analyst**

& Management

- Software Development Life Cycle (SDLC)
- Waterfall
- Agile
- Scrum
- · Scrum roles, ceremonies and artifacts
- Kanban
- Software Development Environments

Project Methodologies Requirement Engineering & UML Diagrams

- · What is a requirement?
- Types of requirements
- Requirement Life Cycle
- · Requirement vs. Design
- Requirement Elicitation
- Requirement Analysis
- · Requirement Documentation
- Use Case
- Epics and Features
- User Stories
- Acceptance Criteria
- Test Case
- Business Case
- UML Diagramming (Use Case Diagram)
- Process Flows
- BPMN 2.0

BA Tools

- Jira Practical Walkthrough
- Confluence Practical Walkthrough
- Diagramming tools (Draw.io, Visio, LucidChart, Gliffy)
- Miro
- Balsamiq
- SQL Video Training (included for free in the self-paced course)

Tech & Design for **Business Analysts**

- · The Cloud
- · How the internet works
- Front-End Development
- Back-End Development
- APIs and Endpoints
- Programming Language
- · Responsive Design
- Static vs Dynamic Designs
- UX/UI Buzzwords





Seen job descriptions lately?

The Business analysis job function is 180 degree reflection of the product owner role with the exception that the product owner maximizes the value of the product by contributing to the product vision, strategy, roadmap, prioritization and validating the impacts of requirements on the product value.



The Product Owner maximizes the value of the product ...



Two for the price of one

You are empowered to apply for both business analyst and product related roles at the end of the program.

There are a lot of business analysis roles to be filled. Imagine the endless world of possibilities when you are poised to apply for business analysis and product related roles.

This is how to kill two birds with a stone

PRODUCT OWNER MODULE

BONUS MODULE

1

What is a Product?

- What a product is
- · Types of products
- B2B vs B2C



2

Product Management

- How to build a product
- Product roles and responsibilities
- Product Manager (PM)
- Product Owner (PO)
- Difference between the PM and the PO



3

Product Life Cycle

- Product development
- Product Introduction
- Product Growth
- Product Maturity
- Product Decline





4

Product Vision & Strategy

- Product Vision
- Product Strategy
- Product Prioritization
- Product Roadmapping
- Product Backlog



5

Product roadmapping & Feature Prioritization

- Prioritization techniques
- Roadmapping tools
- How to prioritize product features



6

Personas & User Journey Maps

- What are personas
- Anatomy of a persona
- What are user journey maps
- Anatomy of user journey maps



WHAT YOU



Training

Business Analysis Hands-on Project Experience

Our online live classes are delivered by seasoned industry experts with experience working in several industries: Retail (B2B/B2C), Health, Telecommunication, Real Estate, Financial Services etc.



This training is 100% hands-on. Be part of a small team where you contribute and put to practice all you learned in the the live classes. Take part in live projects: E-commerce, Real-Estate, Education, Agency etc.



3

Résumé Refinement Clinic

No previous work experience? No worries . Sit with your assigned student coach to get your Résumé put together. An expert will sit to listen to your previous experience and apply it accordingly on your résumé.



Interview Preparation

You will get access to personal and group interview preparation sessions as well as the recordings. You will learn how to ace your interviews and get premium support from your career coach.



5

On-the-Job **Assistance**

We never let our candidates walk alone. We have a ready set of experienced alumni community willing to help you with any challenge faced on the job. We will help you deliver excellence on the job.



6

Alumni Networking

Access the hidden job market through our ever-growing alumni network. Ask questions and get answers from industry experts. Access to our repertoire of recordings lasts a life-time.

HANDS-ON WORK EXPERIENCE

We acknowledge that excessive head knowledge and theories, without corresponding experience,

is not enough to get the job done.

At TheSkillGarage, we are aware that the application of knowledge is power. So, our promise is to always place you on a project where you can gain the much needed business analysis work experience. No excessive theories only the skills that matter.

No excessive theories only the skills that matter.

We literally rid you of excuses to fail and arm you with all that you require for sure-fire success.

Work with stakeholders from industry and gain the experience of working with a dynamic crossfunctional team while using industry standard tools.







SCHEDULE

JUNE COHORT [US/CAN]

Business Analysis Training
Starts 6th June 2023

WEEK 1

WEEK 2 - 10

MODE OF DELIVERY

Tuesday, Thursday & Saturday

Thursday & Saturday

Live and Online

8 - 10 PM EST

7 - 9:30 PM EST

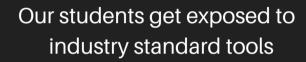
DURATION

10 Weeks (6th June - 12th Aug. 2023)



INDUSTRY STANDARD

TOOLS





























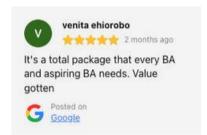






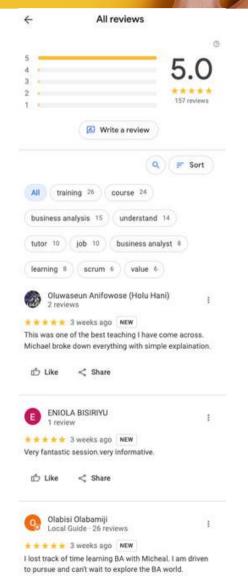
5.0 Theskillgarage

REVIEWS











READ MORE >





WEEK 1 - GET STARTED

Free Week

- Understand the training structure through our robust Onboarding process.
- Introduce you to business analysis in in the simplest, non-technical way possible.
- Show you how your past experience relates to business analysis.
- Discuss the competencies of a business analyst, the role of a BA and Stakeholder Management.

GOAL

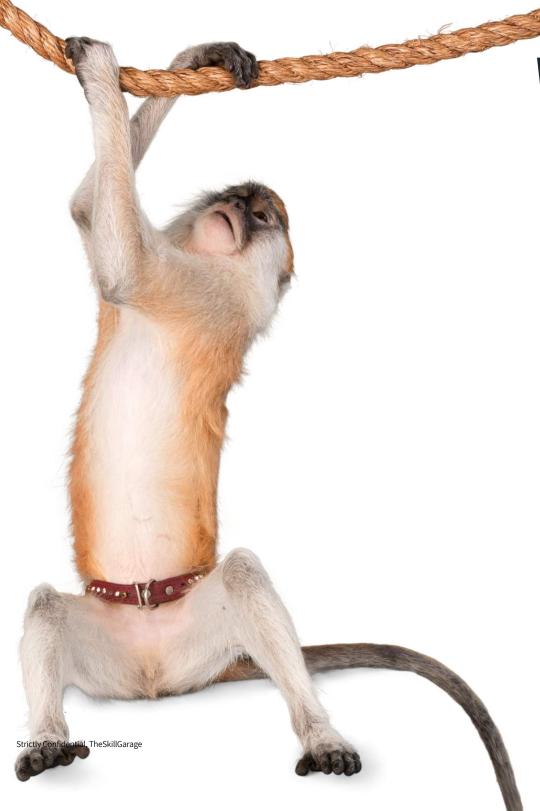
 This week is free and open to all. It is to help you make up your mind if the training is for you.

WEEK 2 - GET ACQUAINTED

Week of Firsts

- Get you into groups. This will be your "new family", exercise and brainstorm group for the rest of the training.
- Jump on your first in-class problem solving
 exercise with your team. Introduce you to Software
 development Life Cycle (SDLC) and Development
 Environments.
- Understand how a project is run using different methodologies: Agile, Waterfall
- Attend your first UX/UI brainstorm session, your first live Project Session, and first live Scrum Event.
- Attempt your first Quiz.
- Immerse yourself in the concept of Agile Scrum,
 Kanban, and MVP.

- Team work
- Problem-solving
- Communication
- Project Management



WEEK 3 - GET THE HANG OF THINGS

Grit Week

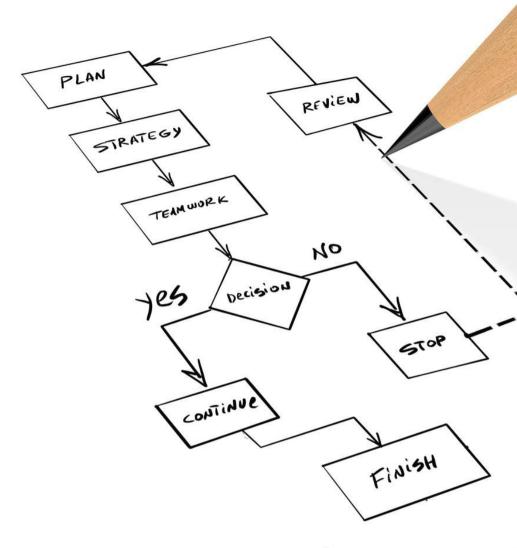
- Introduce you to Requirement Engineering
- Help you understand the concept of requirements and design
- Learn to translate requirements to solutions
- Explain common requirement elicitation techniques
- Select a requirement elicitation technique per group and perform a practical demonstration.
- Listen to a requirement elicitation excerpt between a business analyst and stakeholder and attempt exercise
- Understand types of requirements

- Build a requirement-solution mindset
- Introduction to practical business analysis

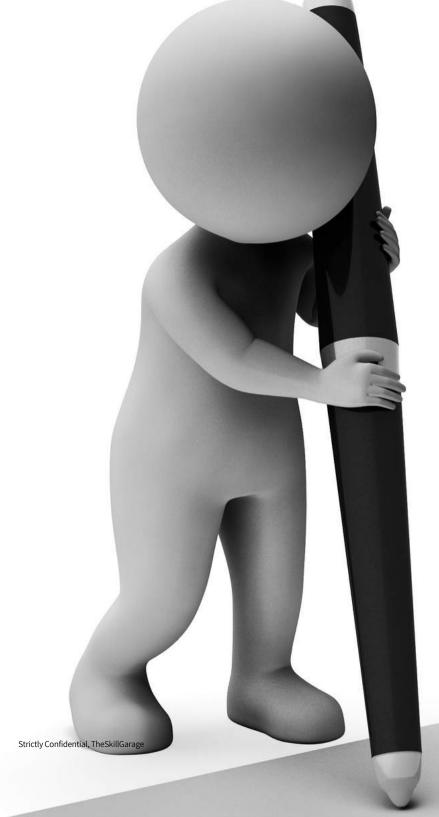
WEEK 4 - GET IN THE FLOW

Morph Week

- Get ready to analyze requirements and processes using gap analysis, as-is to-be, and process flowcharts
- Experience Visio and Draw.io in action
- Create your first process flow as an individual
- Create a second process flow with your group
- Introduce you to Business Process Modelling Notations (BPMN 2.0)
- Attempt more process flow exercises
- Recommend and present process improvement for one of our process examples to gain stakeholder buy-in. Illustrate as-is and to-be with process flows created on Visio or Draw.io



- Understand Process improvement
- Carry out Gap analysis
- Communicate process improvement recommendations
- Presentation and Gaining buy-in



WEEKS 5 AND 6 - GET IT DOCUMENTED

Weeks of the Scribe

- Introduce you to Requirement Documentation
- Understand the purpose of documentation in business analysis
- Comprehend the difference between high level requirements and detailed level requirements
- Expose you to the different types of documentation
 - Business requirements document (BRD)
 - Use Case Document
 - UML Use Case Diagram, Sequence Flow
 - Feature Value Matrix
 - Functional Requirement Document (FRD)
 - Test Cases
 - o Business Case
 - o RFI, RFP, RFQs
 - o Epics, User Stories, Acceptance Criteria
 - Backlog Creation
- Introduce you to group project
- Create your group project documentation

GOAL

 Learn one of the core skills of a Business analyst -Requirement Documentation

WEEK 7 - GET MORE HANDS-ON

Practice Week

- Group exercises
- Group project presentations
- Practice! Practice!! Practice
- Get Feedback from Instructors

- Consolidate the learnings from week 1-6
- Reinforce the business analysis techniques and concepts learned so far
- Build confidence and soar



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WEEK 8 - GET ARMED WITH THE TOOLS

Walk Week

- Practical Confluence Walkthrough
- Create your first wiki on confluence.
- Practical Jira Walkthrough
- Transfer your Backlog to Jira
- Practice Planning Poker with your group
- Create a Product Backlog on Jira for your group Case study

- Learn industry standard tools for the job
- Use industry standard tools
- Gain confidence

WEEKS 9 - GET THE EXTRAS

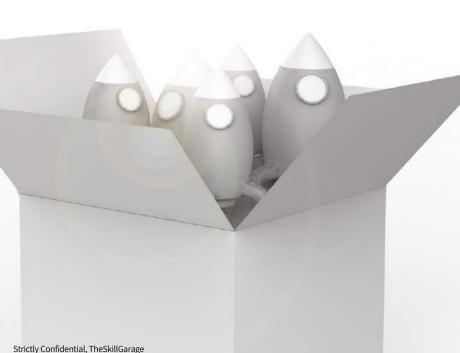
Product Week

- Introduce you to Figma and Balsamiq
- Create your first wireframe
- Create wireframe for your group project
- Understand Product Ownership, Product Life Cycle, Product Vision, Product Strategy, Product Roadmapping and Feature Prioritization techniques
- Prioritize your backlog
- Create a product roadmap

- Double up your skillset Business analysis plus product ownership
- Become confident to own products from initiation to delivery







WEEK 10 - GET LAUNCHED

Wrap Week

- · Understand technology and design in the workplace
- Become knowledgeable about front-end, back-end,
 APIs, the cloud and software environments
- Practical tech and design demonstration
- General CV Clinic
- Hear from our Alumni how they made it
- Pep talk to motivate you for the future
- Introduce you to our in-house accelerator live projects

- Bring everything together
- Launch you into the job market
- Prepare you for the live projects

WEEK 10 + PRACTICUM + CAREER COACHING

- Students will select from a list of available active projects. Minimum of one and maximum of two projects
- Attend Live Scrum meetings
- Work with UX/UI, Developers and other candidates
- Create and deliver presentations
- Create and submit deliverables
- Book a 1-on-1 with your mentor and career coach for personalized CV clinic

- Create a winning CV
- Become fully equipped for the work place and well rounded
- Build a portfolio you can defend
- Build Confidence
- Make mistakes, Get corrected, Practice the theory



GROUP PROJECT

- We will identify a problem in our groups and solve them using the business analysis techniques taught in class
- Group-based (Week 2-10)

GOAL

- Focused on helping you put to practice what you learned in class
- Help you form team working habits with the rest of your team mates
- Foster communication and meaningful working relationships among candidates

GROUP 1

Project Brief: Mobile App Development for Local Charity Organization

Company Name: "Help the Homeless"

Industry: Non-profit

Target Audience: Community member local homeless population by making i resources and information about the

Project Objective:

To develop a mobile app that allows a events and volunteer opportunities, a organization, and track their donat GROUP 2

Project Brief: Website Redesign for a Cantil Reserven

Company Name: "Green Garden" Lands

Industry: Landscaping and Garden Ce

Target Audience: Homeowners, propert customers who are interested in lands

Project Objective:

To redesign the current website for Gr Center, making it more user-friendly, v scarch engines. The website chould be products, and portfolio.

Project Deliverables: • Do some resear

- Do some research this could include competitor analysis or brainstorm within the group to help suppest High Level Requirements (HLRs).
- · Create an Interview Guide / Carry out requirement

Project Deliverables

 Do some research - this could include competitor analysis or brainstorm within the group to help suggest High Level Requirements (HLRs).

GROUP 3

Project Brief: Developing an Online Learning Platform for a Canquage School

Company Name: "Lingua Fluent"

Industry: Education, Language Learning

Target Autience: Language learners of all ages and levels.

Project Objective

To develop an unline hearning platform for "Lingua/Fuent" that will provide students with a convenient and naturation way it learn a new language. The platform should include features such as video bessen, interactive assertions published in cliencests, and a virtual observation for the steeres. The platform should also have a propersy tracking system and periode students with perconalized exerumentations for further harming based on their strengths and sendowses.

Project Deliverables

 Do some research - this could include competitor analysis or brainsterm within the group to help suggest High Level Requirements (HLRs).

GROUP 4

Project Brief: Developing a Business Case for a Mobile App Start-up

Company Name: "FitTrack"

Industry: Health and Fitness, Mobile App Development

Target Audience: Fitness enthusiasts and individuals looking to track and improve their health and wellness.

ject Objective

To develop a comprehencive business plan for TitTrack," a mobile app that will allow users to brank their fitness properes and set personalized upols. The business plan fould included market research, competitive analysis. Enamcial projections, and a go-to-market strategy. The team should also consider patential reviews streams and partnessings that will support the growth of the stompany. Project Delin • Do some

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GROUP QUIZZES

- Multi-choice
 Questions
- Questions based on topics discussed during the week



 Product Owners must create clear and unambiguous acceptance criteria for each Product Backlog item before it may be selected in Sprint Planning.

A. False B. True





- 2. Which of the following is an appropriate topic for discussion during a Sprint Retrospective?
- A. Documenting acceptance criteria for items in the next Sprint.
- B. Inspecting the work done in the sprint
- C. Identifying high priority process improvements for the next Sprint.
- D. The order of items in the Product Backlog.

Question 1 of 2

Which of these is not a core BA responsibility?

- O Create wireframes
- O Analyze requirements
- O Spend 30 mins on a call with the client to understand the project requirements
- O Document requirements

Next Question

Question 2 of 2

The Business Analyst can be seen as one who manages requirements and stakeholders.

O True

O False

Previous Question

Review Answers

RECORDINGS

Will be uploaded within 24-48 hrs after Class.

Recordings are posted on **Samcart**







Software Development Life Cycle (SDLC)

Module 2 Class 1A - Software Development Lifecycle (SDLC)



RESUMÉ CLINIC

- General CV session (Week 10)
- 1-on-1 CV Clinic sessions (after week 10)
- 2 sessions







FREE SQL VIDEO TRAINING

 Access to our SQL Video Training within the free self-paced course





VALUE

| TOTAL | \$CAD 11400 |
|-------------------------------|-------------|
| ON-THE-JOB SUPPORT | ??? |
| SQL + TABLEAU CLASS | \$CAD 1500 |
| INTERVIEW PREP SESSION (X 4) | \$CAD 600 |
| PERSONALIZED CV SESSION (X 2) | \$CAD 300 |
| CAREER COACHING | |
| PRACTICUM/ACCELERATOR | \$CAD 3000 |
| SCRUM TRAINING | \$CAD 2000 |
| PRODUCT OWNER TRAINING | \$CAD 2000 |
| BUSINESS ANALYSIS TRAINING | \$CAD 2000 |



SCAD 11400

\$CAD 1890



We reward blind faith: Make payment before the course begins and get additional discounts.

Let's reward you for believing in us. Make payment by 5th June 2023 to enjoy the Early-Bird discounts.

ONE-TIME PAYMENT

\$1650 CAD (1230 USD)

Get a \$240 CAD discount when you make a one-time payment by June 5th 2023.



SUPER FLEXIBLE

3-time payment **\$580/month**

(431 USD/month)

Get a total of \$150 CAD discount when you make the first instalment of a three-time payment by June 5th 2023.



STANDARD TRAINING

FEES

We want to equip you for less. The most affordable, well thought-through training you can get at this price.

It's all about the student. It's all about **the skills that matter.**Fees for any payment made after early bird expires

ONE-TIME PAYMENT

\$1740 CAD (1292 USD)

\$1800 CAD

Get a \$150 discount when you make a one-time payment

SUPER FLEXIBLE

3-time payment \$630CAD/month

(468 USD/month)

Standard payment can be remitted in three-time instalments spread over the training duration.

