

# Professional Scrum Product Owner Training

ALL-IN-ONE: EXAMINATION INCLUDED IN PRICE

2 days (14 hours)

## Presentation

Under the banner of agility and its Manifesto, Scrum provides a framework for product development. Within teams, Scrum proposes a specific role, that of Product Owner. Give your career a boost by obtaining a PSPO certification recognized by companies.

The Product Owner is the person in charge of steering the manufacture of a product with the aim of optimizing value for the company and its users. He or she is responsible for user-centered product content, while managing budget and deadline constraints.

Alternating theory and exercises, this Product Owner training course provides participants with the basics of how to apply Scrum, and prepares them to take the PSPO I certification from SCRUM.ORG.

## Objectives

- Understanding agility and the framework
- Discover and implement the Product Owner role within the organization and within a project
- Obtain PSPO 1 certification

## Target audience

- Product managers
- Project owner
- Project managers, project actors
- All stakeholders in an Agile project.

## Prerequisites

- Having read the [Scrum](#) Guide beforehand is a plus that facilitates exchanges.
- Written knowledge of English is imperative, as the exam is in English.
- [Test My Knowledge](#)

## Pre-course reading recommendations

- A guide to putting [agility into practice](#)
- Discover the benefits of [agility certification](#)
- An article to help you understand the [difference between PSPO and CSPO](#)
- A complementary article to help you [pass the exam](#) ;)

Ambient-it is not the owner of the Scrum Product Owner PSPO ® certification, it is the property of Scrum.org™

## Our Scrum Product Owner training program with PSPO Certification

The schedule below is left to the discretion of the trainer, who adapts it according to the context and the students present. Each activity is debriefed, an essential source of learning.

### Day 1 - Introduction

- From group to team
- Debriefing on what has been learned
- Group reflection on the reasons and framework for change

### Agility overview & Project flow :

- What are Agile Methods?
- History of agility
- Workshop presentation Project flow & Spider Web (Innovation Games) case N°1.
- History of Scrum
- Value stream management (Devops): Kanban & Jira
- Roles (Scrum Master/Agile Coach, Development Team, Stakeholders, Product Owner,)
- Project workshop Speed Boat under Miro case N°2.
- Events or rituals (Sprint planning, Sprint, Sprint Review, Sprint Retrospective, Daily Scrum)

### Project flow with SCRUM :

- Events or rituals (Sprint planning, Sprint, Sprint Review, Sprint Retrospective, Daily Scrum)

- Project workshop: Product Goal & UX Design case N°3.
- Artifacts (Product Backlog, Sprint Backlog, functional increment)
- Project fil rouge workshop: Creating a Product Backlog (Story Mapping Overview): case 4.
- Release Planning & Project Vision
- Workshop: Planning Poker project case N°5.
- Scrum of Scrum & Agility at scale
- Related questions

## Day 2 - Exam preparation :

- Activity report & Technical debt.
- Mock exam / Correction & course review.

## Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

## Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

## Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

## Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

## Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

## Sanction

A certificate will be issued to each trainee who completes the course.