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Sign up

Developer Experience (DevEx) training

2 days (14 hours)

Presentation

Our Developer Experience (DevEx) training course will enable you to improve the overall experience of your developer teams when using tools and designing web applications or software. You'll learn how to streamline workflows, reduce friction and improve overall developer productivity.

Our program is based on techniques that have proved their worth in improving [development experience](#) in large companies. You'll learn the concept of [flow](#) state and the techniques for achieving and maintaining it within your teams.

Our training will also teach you how to use development containers and co-drivers to improve the quality and speed of your teams' work. You'll also learn techniques for measuring the overall DevEx of your teams and organization, so that you can identify the measures you need to take.

As with all our training courses, you will have the opportunity to carry out practical exercises to validate the skills you have learned.

Objectives

- Understanding DevEx concepts
- Measure your organization's DevEx and identify needs
- Implement techniques and tools to improve it

Target audience

- **Project managers**
- Developers

Prerequisites

- Familiarity with application development concepts

OUR Developer TRAINING PROGRAM Experience (DevEx)

INTRODUCTION TO DEVELOPER EXPERIENCE (DEVEX)

- Defining development experience and why it's crucial
- Impact of development experience on productivity and well-being
- Presentation of the main objectives of the DevEx training course
- Discussion of participants' needs and expectations
- Introduction to the tools and resources to be used during training

FLOW STATE AND PRODUCTIVITY

- Explanation of flow state and its importance for developers
- Techniques for achieving and maintaining a state of flow
- How can your workspace interrupt the flow state?
- Practical exercises to identify flow-generating activities
- Personal and professional routines to promote a state of flow

USE OF IA WIZARDS AND DEVELOPMENT CONTAINERS

- Introduction to development containers
- Configuring and implementing a development container environment
- Use of code co-drivers to improve development quality and speed
- Practical workshops on setting up and using AI assistants in real-life projects
- Discussion of best practices and pitfalls to avoid with development containers

DUMMY SERVICES AND INTERNAL DEVELOPMENT LOOPS

- Understanding the importance of dummy services in testing and development
- Creating and integrating dummy services into the development loop
- Techniques for optimizing internal development loops
- Practical examples of setting up fictitious services in different development environments
- Feedback and sharing of best practices

MEASURING AND IMPROVING THE DEVELOPER EXPERIENCE

- Measuring DevEx
- Analysis of results and identification of areas for improvement
- Case studies on how companies have improved their DevEx
- Interactive workshop to build a customized action plan to improve the developer experience
- Using AI to automate and improve development processes

DEPLOYMENT STRATEGIES AND ENVIRONMENT MANAGEMENT

- Techniques for switching between development and production environments
- Efficient management of virtual networks (VNet) for repetitive tasks
- Discussion of CI/CD tools for a better developer experience
- Practical case study on the implementation of these strategies in a real work environment

Companies concerned

This training 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.