Updated 07/26/2023

Sign up

Product Owner Training
3 days (21 hours)

Presentation

What is the role of the Product Owner in the digital age? What is the role of the Product Owner in Agile and Scrum teams? This training course has been designed to give you a better understanding of the activities, responsibilities and skills of the Product Owner, and to provide you with a first level of knowledge of Agile and Scrum project management. You will then be more at ease with the concepts specific to these approaches.

Delivered in French, this course is divided between theoretical presentations (50%) to help you grasp the basic concepts, and practical workshops (50%) organized around real-life cases.
A French-language course material in digital format, including practical fact sheets, bibliographical references and web links to additional content, will be made available to participants. During these sessions, we organize exchanges between participants on their feedback.

Assessment is carried out throughout the sessions, through workshops and debriefing sessions with the trainer. At the end of the course, participants will be asked to fill in an evaluation form to help us improve. Participants will receive a certificate stating the title and location of the course, and the new skills acquired.

Objectives

- Understanding the role of the Product Owner/Scrum Masters and Agile coaches
- How to run an Agile/Scrum project
- Better understand the role of the Product Owner

Target audience

- Future Product Owners, Scrum Masters and Agile coaches

- Methods / Quality Managers
- Project Managers, Project Directors
- Anyone in the company wishing to learn about the Agile culture and method

Prerequisites

Previous project management experience is desirable.

Product Owner training program

Introduction

- Agenda
- Tour de table

Product Owner in general

- The role of the Product Owner
- The Product Owner with Agile
- The Product Owner with Scrum

Product Owner: Theory and practice

Scrum & Agile

- Definition of SCRUM
- SCRUM values
- The SCRUM team
- SCRUM events
- SCRUM artifacts
- SCRUM & Gaming
- AGILE: Principles and values
- SCRUM vs AGILE (Similarities and differences)

Stakeholders (Skateholders) and communication

- Product Owner and stakeholders
- Product vision
- Product Owner and development team
- Product Owner & Scrum Master & Agile Coach
- Communication
- Decision Making and cognitive bias
- WORKSHOP - Product Owner and stakeholder communication

BACKLOG & User Stories

- Product BACKLOG
- BACKLOG management
- User Stories
- Customer value
- WORKSHOP - BACKLOG management

RoadMap - Creation & Follow-up

- Product RoadMap
- Short vision vs. long vision
- Risk management (business, social, technical, cost)
- CPM (Critical Path Management)
- Scaling (CPO)
- WORKSHOP - Product RoadMap

KANBAN

- LEAN
- KANBAN Board
- KPI
- Forecasting
  - Burn up diagram
  - CFD
  - Monte Carlo simulation
- WORKSHOP - KANBAN & KPI

Product Owner & DevOps

- Product life cycle
- Automation
- Provisioning
- Tools
- Bottlenecks
- WORKSHOP - Modeling and optimizing the product life cycle

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.

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.