

Course : Learning Agility through instructive game workshops

Practical course - 2d - 14h00 - Ref. AGB

Price : 1370 € E.T.

★★★★☆ 4,6 / 5

Regardless of age, human beings never learn better than through play. As a participant in this course, you will review the values of the agile manifesto in a playful and active way. By taking part in a playful course, you will discover agile rituals and principles, from self-organization to planning, from visual management to retrospection, and will be able to reuse these games within your team.

Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Become aware of the two key principles of agility: simplicity and face-to-face conversation.
- ✓ Adopt the agile principle of continuous improvement: regularly adjust behavior and processes.
- ✓ Trust the team's ability to self-organize
- ✓ Understand the principle of permanent cooperation between customer and project team and the need to overcome silos
- ✓ Assimilate the agile principle of building projects around motivated individuals (the Scrum Master, a facilitator, etc.).
- ✓ Discover visual agile management practices and tools: Product Backlog, Scrum Board, Kanban board

Intended audience

Project managers, analysts, quality managers, methods managers, developers. Anyone wishing to learn about the Agile culture through real, fun hands-on experience.

Prerequisites

Basic knowledge of project management.

PARTICIPANTS

Project managers, analysts, quality managers, methods managers, developers. Anyone wishing to learn about the Agile culture through real, fun hands-on experience.

PREREQUISITES

Basic knowledge of project management.

TRAINER QUALIFICATIONS

The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS

The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more. Participants also complete a placement test before and after the course to measure the skills they've developed.

Practical details

Hands-on work

Informative games and workshops.

Teaching methods

"Tell me and I'll forget, show me and I'll remember, involve me and I'll understand" returnchariot Confucius, 450 B.C.

Course schedule

1 Introduction

- Discovering the group.
- Presentation of the edutainment approach.
- Discovering the program: interest and objectives of games and workshops.

Role-playing

Workshop/game: constellation (discovering the group).

2 Agile culture approach

- Discover a modern culture through a fun trail (maps, stages, tests, treasures).
- How do you communicate within your teams?
- How do you build a project or a product?
- What kind of trust is needed to successfully complete a project?
- Why break down corporate silos? Why avoid multitasking?

3 Agile tools proposal

- Presentation of workshops and games for the second phase, enabling the implementation of tools.
- How can the tools used in this phase be reused in the company?
- Know what communication to adopt and what decision to make, depending on the context.
- Best practices for estimating and planning.
- The notion of retrospection: how can we constantly question ourselves in order to improve?
- The notion of responsibility in Agile projects.

TEACHING AIDS AND TECHNICAL RESOURCES

- The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.
- At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.
- A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at psh-accueil@orsys.fr to review your request and its feasibility.

4 Game workshops, role-playing

- Workshop/game: oral or written expression. Which one to use, in what context, why?
- Workshop/game: emergent design. What is emergent design and what is its purpose?
- Workshop/game: modern team life. Continuous improvement, self-organization.
- Workshop/game: trust. How much trust is enough and why?
- Workshop/game: the pitfalls of multitasking. How and why is multitasking harmful?
- Workshop/game: do we need to break down corporate silos? Why or why not?
- Workshop/game: help and guide for decision-making in different contexts.
- Workshop/game: load estimation and lean planning.
- Workshop/game: visual and cognitive management. Why choose it?
- Workshop/game: retrospective, discovering how to question yourself repeatedly in order to improve.
- Workshop/game: what type of leadership should be promoted, why empower teams?

Dates and locations

REMOTE CLASS

2026 : 25 June, 24 Sep., 14 Dec.

PARIS LA DÉFENSE

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