

Course : Become an Agile product manager

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

Price : 1550 € E.T.

★★★★☆ 4,6 / 5

BEST

The Product Owner is a key player in the success of a project. Alternating theory and exercises, this training course will provide you with all the knowledge you need to apply Scrum to maximize the value of a product.

Teaching objectives

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

- ✓ Applying the Scrum method in a product manager role
- ✓ Position yourself as a member of the agile team
- ✓ Plan and prioritize Product Owner activities to optimize project success
- ✓ Prepare for certification "Scrum Product Owner" (optional) Professional Scrum Product Owner® I (PSPO I) from Scrum.org

Intended audience

Product managers, project managers, project owners, managers, quality-methods managers...

Prerequisites

Experience in Agile project management. Have a sufficient level of English to understand the terms used and pass the certification.

Practical details

Hands-on work

This highly interactive course is supported by numerous exercises.

Teaching methods

Self-positioning test at the start of the course. Assessment of acquired skills is carried out throughout the session through a number of exercises (role-playing, discussions, case studies, etc.). Post-training validation test.

Course schedule

PARTICIPANTS

Product managers, project managers, project owners, managers, quality-methods managers...

PREREQUISITES

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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.

1 Scrum organization

- Scrum theory: empirical process, pillars, Scrum values.
- Artifacts: Increment, Product Backlog, Sprint Backlog, Definition of Done.
- Global view of events and the notion of a sprint.
- Events: sprint planning, daily sprint, sprint review, sprint retrospective.
- Roles: Scrum team, Product Backlog, Scrum Master, development team.

2 Identifying the role and activities of the agile product manager (Product Owner)

- Qualities and skills.
- Stakeholder relations.
- The accumulation of "mandates".
- Choosing the right Product Owner.

Exercise

Analysis and reflection on roles.

3 Identifying the activities of the agile product manager (Product Owner)

- Define and maintain the vision.
- Release planning: different levels of planning, cone of uncertainty, story map, roadmap.
- Managing the Product Backlog: different models for user stories and acceptance tests, refinement.
- Technical debt.
- Participate in sprint planning.
- During the sprint: being available, managing anomalies, monitoring progress, etc.
- Conducting sprint reviews: inspection, adaptation and feedback.
- Communicate progress.

Exercise

Reflection on activities, backlog management.

4 ROI and business value

- What is value? Factors to consider, ROI and TCO (Total Cost of Ownership).
- The Kano model: categories, questions to ask.
- Defining the vision: a model for formalizing the vision, the Minimum Viable Product.
- Tools for defining value: brainstorming, Product Box, "souviens toi du futur", personas, "Prune the tree", etc.
- The Product Backlog.
- Requirements management: where to find them? Traceability.

5 Scaling

- A few rules.
- Scrum from scrum.
- Nexus.
- SAFe.

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.

6 Review

- Tips for the exam.
- Mock exam with annotated correction.
- Practice test under exam conditions.
- Providing access to the Scrum.org Professional Scrum Product Owner® I (PSPO I®) exam.

Options

Certification : 250€ HT

Scrum.org® Professional Scrum Product Owner® I (PSPO I®) exam. At the end of the training module, certification is optional: possible but not compulsory. The exam (in English) will be taken at a later date: you will be provided with a voucher for the official exam. It takes place online and lasts an average of 1 hour, with 80 single- and multiple-choice questions: 85% correct answers are required to obtain certification. The diploma can be downloaded from the Scrum.org website. This course is the exclusive property of ORSYS. Although it prepares students for Scrum.org® certification, its content does not constitute an endorsement by Scrum.org®. This course is the exclusive property of ORSYS. Although it prepares students for Scrum.org® certification, its content does not constitute an endorsement by Scrum.org®.

Dates and locations

REMOTE CLASS

2026 : 9 Apr., 21 May, 11 June, 9 July, 13 Aug., 24 Sep., 15 Oct., 2 Nov., 30 Nov.

PARIS LA DÉFENSE

2026 : 21 May, 11 June, 9 July, 13 Aug., 24 Sep., 15 Oct., 2 Nov., 30 Nov.

LUXEMBOURG

2026 : 21 May, 24 Sep., 30 Nov.