

Course : Become a Scrum Product Owner

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

Price : 1610 CHF E.T.

★★★★☆ 4,7 / 5

The Product Owner plays a key role in Scrum. Responsible for building the vision of the product to be developed, he/she manages the project requirements and is accountable for the value created and the ROI on the project. This course will introduce you to the best practices to adopt, as a Product Owner, at every stage of the project's life.

Teaching objectives

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

- ✓ Understanding the Product Owner role
- ✓ Building the product vision
- ✓ Gathering and formalizing needs
- ✓ Prioritizing User Stories
- ✓ Writing agile test cases
- ✓ Validating solutions

Intended audience

Future product owners, project managers, functional and business managers, marketing managers, product managers.

Prerequisites

No special knowledge required.

Practical details

Role-playing

Agile games and a case study.

Teaching methods

Agile games (edutainment) to understand the agile approach. A case study to put the concepts presented into practice.

Course schedule

PARTICIPANTS

Future product owners, project managers, functional and business managers, marketing managers, product managers.

PREREQUISITES

No special knowledge required.

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 Agile overview

- Agile and project management.
- Background and origins.
- The Agile manifesto.
- Agile values and principles.

Role-playing

Agile game: discover how to express requirements using an iterative approach.

2 Scrum overview

- Scrum principles.
- The different roles. Ceremonies.
- Follow-up and progress.

3 Product Owner

- Its roles and responsibilities.
- The Product Owner and the other players.
- The delegated Product Owner.

Role-playing

Agile game: Product Owner roles and responsibilities. Case study: project presentation.

4 Define an initial backlog

- Establish the product vision, the initial backlog.
- Building the roadmap.
- Product Backlog elements.
- Techniques for gathering business requirements.
- User stories, features, epics.

Role-playing

Case study: determining the project scope, analyzing a context diagram. Identify features, Users Stories. Agile game: building a project's product box.

5 Formalizing requirements

- Writing features and User Stories.
- Structured description of User Stories.
- Prioritizing requirements, prioritization techniques.
- The Kano model.
- The notion of Business Value in story point.
- Organize and update the Product Backlog.
- Refine the Product Backlog.

Role-playing

Agile game: learning to prioritize. Case study: free and structured description of Users Stories, classification of requirements, calculation of customer value.

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 Validating solutions

- When can I take the tests?
- Write acceptance tests.
- Test management. Test results.

Role-playing

Case study: drafting conditions of acceptance.

7 The Product Owner and agile ceremonies

- The basics of a ceremony.
- Planning sessions.
- The Product Owner and the sprint review.
- Daily Scrum.
- Sprint retrospective.

Role-playing

Case study: planning releases, preparing Scrum ceremonies. Agile game : "Keep Drop Start" : map Agile concepts by interest, identify areas for improvement.

Dates and locations

REMOTE CLASS

2026 : 28 May, 28 May, 15 Oct., 15 Oct., 10 Dec., 10 Dec.