

Course : Agile UX, bringing the UX approach and Agile cycles together

UX integration approach for Agile Scrum projects
Practical course - 2d - 14h00 - Ref. UXG
Price : 2790 CHF E.T.

★★★★★ 4,7 / 5

Ce cours vous présente les bonnes pratiques pour faire cohabiter la démarche UX et les cycles Agile en vue de maximiser la satisfaction des clients/utilisateurs. Vous découvrirez les comportements et l'organisation la mieux adaptée pour réussir à développer en Agile UX.

Teaching objectives

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

- ✓ Connaître les points de convergence de la démarche UX et des cycles itératifs Agile
- ✓ Understanding the risks of not integrating UX into the Agile development process
- ✓ Savoir comment Intégrer la démarche UX dans le processus de développement
- ✓ Understand the role of UX in the ceremonies and stages of an Agile Scrum project

Intended audience

Responsable UX, Designer UX/UI, Scrum Master, Product Owner, développeurs, tout membre d'équipe Agile ou de design team.

Prerequisites

Basic knowledge of Agile projects. Basic knowledge of ergonomics/UX.

Practical details

Teaching methods

A mix of basic theory, hands-on practice and exchanges between participants.

Course schedule

PARTICIPANTS

Responsable UX, Designer UX/UI, Scrum Master, Product Owner, développeurs, tout membre d'équipe Agile ou de design team.

PREREQUISITES

Basic knowledge of Agile projects.
Basic knowledge of ergonomics/UX.

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 Introduction: agility and the UX approach

- Reminder of the Design Thinking and UX approaches.
- A reminder of Agile values and principles.

Group discussion

Workshop: linking agile values/principles and the UX approach.

2 Scrum: the most widely used agile method

- Introduction.
- The roles.
- Events.
- Artifacts (Product backlog, Sprint backlog, Increment).

Role-playing

Workshop: "Agile game" based on Scrum cycles.

3 Integrating UX/UI into agile iterations

- Dedicated or shared resources.
- UX Researcher" role: integrating the collection of user feedback.
- UX/UI Designer's role: turning needs into reality.
- When should UX/UI be integrated into an Agile cycle?

Exercise

Workshop: quiz on preconceived ideas and role-playing around UX intervention in an Agile project.

4 Integrating UX/UI with Agile requirements

- Expressing needs in agile mode (backlog, user story).
- The relationship of UX/UI to the Backlog.
- Collecting feedback and creating new user stories: collection tools, formalizing feedback.
- Creation of models to enrich user stories: US content, Personae, Definition of Ready, acceptance criteria, Definition of Done.
- User value as a component of prioritization: indicators and prioritization model (user & business value).

Role-playing

Individual and group workshops: complete formalization of US (syntax, wireframes, acceptance criteria, business value), "Innovation Game" prioritization workshop.

5 Place of UX in Agile ceremonies

- Sprint Planning.
- Daily Scrum.
- Sprint Review.
- Sprint Retrospective.
- Backlog grooming.

Role-playing

Workshop: "Agile game" on agile teamwork / face-to-face communication.

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 Place de l'UX vis à vis des rôles d'une équipe agile

- Le rôle de l'UX par rapport au Product Owner.
- The UX role in relation to the Scrum Master.
- Integrate UX as a member of the development team.

Exercise

Workshop: role quiz.

7 Experience your first Scrum Sprint

- Team workshop: case study (mobile application): from need to first sprint.
- 1. Creation of the necessary epics / User Stories in the form of Story Mapping.
- 2. Estimation and prioritization of the various US.
- 3. Sprint execution (agile team dynamics and experimentation with key events).

Dates and locations

REMOTE CLASS

2026 : 8 June, 19 Oct.