

Applying Professional Scrum™

Scrum.org Official Training

Hands-on course of 2 days - 14h
Ref.: PSL - Price 2026: CHF2 150 (excl. taxes)

This is a hands-on course providing the knowledge needed to work with Scrum. Together, participants will experiment with building a product with Scrum, and working in agile. This course is designed to be industry agnostic. Participants in this course are eligible to take the Professional Scrum Master™ (PSM) certification.

EDUCATIONAL OBJECTIVES

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

Learn what agility is and how Scrum differs from traditional methods

Assimilate (or review) the fundamentals of Scrum and how to use them

Developing a clear vision of day-to-day work with Scrum

Evaluate the concrete benefits that Scrum will bring to your team

Exploring the challenges and different responsibilities within a Scrum team

Identify and avoid common pitfalls

TEACHING METHODS

Training in French. Official course material in digital format and in English. Good understanding of written English.

CERTIFICATION

Participants in Applying Professional Scrum™ training will receive a password to take the PSM™ certification. Recognized by the industry, Scrum.org certifications are rigorous assessments requiring a minimum score of 85%. A second chance to pass the certification is given to participants who have made their attempt within 14 days of the training. Participation in the training course entitles the participant to 14 PDU credits from PMI.

THE PROGRAMME

last updated: 11/2025

1) Sprint 1: kick off

- What is a complex product? Why a timebox?
- The basics of self-management. The concept of Done.
- Team training and standardization. Sprint Retrospective.

2) The foundations of Scrum

- The origins of Scrum. Lean and Rugby. The links between empiricism and complexity.
- The pillars of empiricism. The Scrum framework and product development.
- Comparison between traditional methods and Scrum. Scrum's areas of application.

3) Sprint 2: exploring the Scrum framework

- Events, responsibilities and artifacts. Scrum mechanics.
- Product backlog, Sprint backlog and artifacts and associated objectives. The notion of transparency.
- Practical visualization of the Product backlog and Sprint backlog. Defining Done.

4) Deepening the Scrum framework

- Reconnecting Scrum elements to principles and theory. Impact on teams.

PARTICIPANTS

Any team or individual wishing to experience working with Scrum through practice. Candidates for Professional Scrum Master™ (PSM) certification.

PREREQUISITES

Internet skills and notions of agility and Scrum 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.

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.

- Sprint review and Sprint retrospective. Commitments.
- Scrum team collaboration and efficiency. Multidisciplinarity and self-management.

5) Sprint 3: planning with Scrum

- Product owner responsibilities. Planning poker. Impact of ScrumBut.
- Scrum practice. Measuring progress. Multiple views of the product backlog.
- Experimenting with effective Sprint planning and daily Scrum. Continuous refinement and estimation techniques.

6) Sprint 4: getting started with Scrum

- Practical use of Scrum. The challenges of scaling up. Integrated environments.
- Les prérequis organisationnels et au niveau de l'équipe. Les responsabilités des uns et des autres.
- Experimenting with planning poker.

DATES

Contact us