

Course : Professional Scrum Master and Product Owner (PSMPO)

Scrum.org Official Training

Practical course - 3d - 21h00 - Ref. SM1

With this training course, you will gain a shared understanding of the issues and responsibilities of the Scrum master and product owner roles. You will also develop and consolidate fundamental Scrum knowledge.

Teaching objectives

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

- ✓ Developing an agile mindset
- ✓ Experiment with incremental value creation techniques for the benefit of customers
- ✓ Understanding the role of Scrum master and product owner
- ✓ Explore approaches that align execution and strategy through vision and product goals
- ✓ Understand how the Scrum master and product owner jointly serve the team, customers and the entire organization.
- ✓ Understand why Scrum values and principles are the key to success
- ✓ Learn how to identify, measure and develop value
- ✓ Practicing product backlog management
- ✓ Identifying "Done" with Scrum and its link to product transparency
- ✓ Discover self-managed teams and their ability to solve complex problems

Intended audience

Anyone wishing to experience working with Scrum through practice. Candidates for PSM™ and PSPO™ certifications.

Prerequisites

Notions of agility and agile product development recommended.

Certification

This course prepares you for the "Professional Scrum Master™ (PSM)" and "Professional Scrum Product Owner™ (PSPO)" certifications.

[Comment passer votre examen ?](#)

PARTICIPANTS

Anyone wishing to experience working with Scrum through practice. Candidates for PSM™ and PSPO™ certifications.

PREREQUISITES

Notions of agility and agile product development recommended.

TRAINER QUALIFICATIONS

The experts who lead the training courses are specialists in the subjects covered. They are approved by the publisher and certified for the course. They have also been validated by our teaching teams in terms of both professional knowledge and teaching skills for each course they teach. They have at least three to ten years of experience in their field and hold or have held positions of responsibility in companies.

ASSESSMENT TERMS

Assessment of targeted skills prior to training.

Assessment by the participant, at the end of the training course, of the skills acquired during the training course.

Validation by the trainer of the participant's learning outcomes, specifying the tools used: multiple-choice questions, role-playing exercises, etc.

At the end of each training course, ITTCERT provides participants with a course evaluation questionnaire, which is then analysed by our teaching teams. Participants also complete an official evaluation of the publisher.

An attendance sheet for each half-day of attendance is provided at the end of the training course, along with a certificate of completion if the participant has attended the entire session.

Practical details

Teaching methods

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

Course schedule

1 Scrum theory and principles

- Complex environments, identification and specific features.
- Improving predictability and controlling risk through empiricism.
- What agility is, where Scrum fits in and its applications.

2 The Scrum framework

- Responsibilities, artifacts, events and the rules that bind them.
- The sprint flow, the agreement between customers and the Scrum team.
- Relating elements to theory and principles, and exposing waste.

3 Agile product management

- Differences between project and product mindsets. The need to adapt to the volatility of business success.
- The components of a business model.
- The driving force behind a high-impact vision.
- Postures and evolution of the product owner.
- Agility, a competitive advantage for the organization.

4 Development through value

- Product value and ROI.
- Value delivery and releases.
- Types of agile metrics and Evidence Based Management (EBM).
- The case of negative value.
- Agile release strategies.

5 Quality with "Done"

- The "Done" and its impact on feature delivery.
- Technical debt and work "Undone".
- Increment transparency.

6 Product backlog management

- Emerging architectures and business value.
- Interaction with different types of stakeholders.
- The purpose of the product backlog, the notion of ready and story mapping.
- PBI granularity. Techniques for scheduling, estimating and organizing the product backlog.

7 Releases and product planning with Scrum

- The product backlog, how it is organized, the stages involved in building it and how it is managed.
- Scheduling, re-scheduling, reporting and delivery planning.
- Practical tools, costing and value. Agile planning.

TEACHING AIDS AND TECHNICAL RESOURCES

The teaching resources used are the publisher's official materials and practical exercises.

TERMS AND DEADLINES

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

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you have specific accessibility requirements? Contact Ms FOSSE, disability advisor, at the following address: psh-accueil@orsys.fr so that we can assess your request and its feasibility.

8 Individuals and teams

- The emergence of self-management and multidisciplinary.
- Scrum team building, the value of collaboration.
- Stages of team evolution, the impact of values, creativity and productivity.

9 The Scrum master

- Leadership and responsibility within the team and the organization.
- Scrum master challenges, skills and behaviors.
- Postures and situations with regard to empiricism.