

# Course : Professional Scrum™ with User Experience (PSU)

Scrum.org Official Training

*Practical course - 2d - 14h00 - Ref. SUU*

*Price : 2000 € E.T.*

★★★★★ 5 / 5

Using the Scrum framework effectively means more than just delivering a product. To satisfy users, the Scrum team must learn to discover what the user really needs using the Lean UX approach, and designers to manage work in Sprints and visualize it in the Backlog.

## Teaching objectives

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

- ✓ Comprendre comment une équipe Scrum pluridisciplinaire inclut des experts UX
- ✓ Apprendre comment gérer, prioriser, inclure les travaux UX dans le Product Backlog
- ✓ Discover how to balance exploration and manufacturing work in the Scrum team
- ✓ Understand how the Scrum team creates feedback loops with users
- ✓ Ensure that the user's vision is taken into account in Scrum events and decision-making.
- ✓ Communicating a "Definition of Done" in a continuous learning context

## Intended audience

Designer or UX expert. Anyone involved in product or service development using Scrum, including product owners and Scrum masters.

## Prerequisites

Significant experience in Scrum or UX recommended.

## PARTICIPANTS

Designer or UX expert. Anyone involved in product or service development using Scrum, including product owners and Scrum masters.

## PREREQUISITES

Significant experience in Scrum or UX 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.

## Certification

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

[Comment passer votre examen ?](#)

## 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 and UX fundamentals on a case study

- Illustration of a real-life case of Lean UX in an agile team.
- Scrum and UX fundamentals and continuous learning.
- The common foundations of Scrum and Lean UX, "Validated Learning" and "Done".

### 2 Organize work as a problem to be solved

- Elaboration of decision making and problem solving with the Lean UX Canvas.
- Application of the Lean UX Canvas to a case study.
- Understand Scrum team responsibilities and the place of UX expertise in Scrum elements

### 3 Focus on user benefits rather than deliverables

- Understand the difference between activities, deliverables, benefits and impacts.
- Develop a global vision of the benefits for all stakeholders.
- Development of user behavior-oriented indicators with "[Pirate Metrics]".

### 4 Managing UX work in Scrum

- Dual Track Agile : mythes et réalités.
- Organization of UX work as a Backlog item or within Backlog items.
- Track work with a Risk Dashboard.

### 5 Keeping the focus on the user

- Understand the differences between Marketing-Personas and Proto-Personas.
- Learning with Proto-Personas.
- Benefits and impacts for the user.

## 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](mailto:psh-accueil@orsys.fr) so that we can assess your request and its feasibility.

## 6 Experiment

- The Lean UX Canvas. Solutions and assumptions.
- The Truth Curve and experiment sizing.
- Prototyping, Wizard of Oz, Concierge MVP in life-size.

### Dates and locations

#### REMOTE CLASS

2026 : 18 June, 10 Dec.

#### PARIS LA DÉFENSE

2026 : 18 June, 10 Dec.