

Course : Collective Intelligence Facilitation, PDGO-F certification

ProductDesignGuides.org RS 6636 certification
Practical course - 3d - 21h00 - Ref. GFE
Price : 2050 € E.T.



4,8 / 5

Nouvelle édition

The facilitation skill enables the team to use its collective intelligence to develop more precise and faster solutions, aligned with the sponsor's objectives and expectations, thanks to an adaptive process integrating various tools and techniques.

Teaching objectives

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

- ✓ Gather information about/with users (empathy)
- ✓ Formulating critical requirements
- ✓ Brainstorming ideas
- ✓ Rapid prototyping
- ✓ Testing a prototype
- ✓ Iterating the process

Intended audience

Anyone wishing to facilitate workshops or sprints: marketing, human resources, innovation, product managers, UX and UI designers, scrum masters, product owners, HR managers, CSR managers, etc.

Prerequisites

Etre acculturé à l'innovation.
Aisance avec les outils bureautiques.

PARTICIPANTS

Anyone wishing to facilitate workshops or sprints: marketing, human resources, innovation, product managers, UX and UI designers, scrum masters, product owners, HR managers, CSR managers, etc.

PREREQUISITES

Etre acculturé à l'innovation.
Aisance avec les outils bureautiques.

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.

Certification

Cette formation prépare à la certification : « Innover et transformer un produit, un service, un parcours, un processus ou une organisation, PDGO-F, Facilitation ». La certification Product Design Guides inclut un QCM de 30 minutes pour valider les compétences, un dossier projet à soutenir devant un jury de professionnels, et 6 heures d'e-learning pour renforcer les acquis et appliquer la méthode sur un projet de facilitation.

Practical details

Storyboarding workshops

Methodological input and experimentation with animations, followed by structured group debriefings.

Teaching methods

Experiential teaching. Tools: an electronic design desk with over 30 cards for designing your design thinking sprints; a kit of documents for preparing your workshops.

Course schedule

1 Introduction

- Discover the studio design process

Hands-on work

Warm-up exercises on the facilitation model. In sub-groups, work to formalize a sponsor's request and design a facilitation device in sprint or workshop mode.

2 Framing the need

- Ice breaker practice.
- Establish a framework for cooperation.
- Analyze facilitation with key learnings.
- Get to grips with the framing framework.
- Choose a collaborative workshop to prepare.
- Briefing with a sponsor.
- Identify intent, deliverables and result criteria.
- Formulate the challenge of this workshop.

Exercise

Warm-up exercises on the facilitation model. In sub-groups, work to formalize a sponsor's request and design a facilitation device in sprint or workshop mode.

3 Testing a prototype

- Discover design methods.
- Discover collaborative practices.

Hands-on work

Training in the facilitation of one or more sequences in different contexts, alone or in pairs. Application of different feedback methods. Individual behavioral analysis.

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.

4 Brainstormer

- Practice letting go.
- Become aware of your posture.
- Test sequences.
- Discover how a workshop is structured.

5 Designing a workshop

- Design each sequence: instructions, support, logistics.
- Discover how to set up a collaborative room and a whiteboard.
- Mobilize relevant resources: methods, tools, locations, expertise, etc.
- Discover facilitation materials.

6 Facilitating sequences

- Managing dysfunctional behavior.
- Energize the team by managing individuals.
- Produce deliverables measurable by results criteria that meet the sponsor's intention.
- Learn different feedback methods.

Group discussion

Application of different feedback methods. Individual behavioral analysis.

7 Iterate and adapt

- Identify improvements (posture, workshop).
- Discover the 3 rules of facilitation
- Discover the development phases of a facilitation action.
- Find your facilitation style.

Role-playing

Training to facilitate one or more sequences in different contexts, alone or in pairs. Individual behavioral analysis.

8 Consolidate workshop phases

- Workshop follow-up.
- Building a workshop system.

Dates and locations

REMOTE CLASS

2026 : 22 June, 9 Dec.