

Course : Agile Scrum method, advanced

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

Price : 2150 CHF E.T.

 4,3 / 5

Teaching objectives

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

- ✓ Explore the Scrum roles and artifacts
- ✓ Clarify a statement of needs and define "business value"
- ✓ Have good practices for building and sustaining the product backlog
- ✓ Improve your daily sprint management
- ✓ Identify and correct common anti-pattern cases
- ✓ Adopt tools and best practices to better estimate workloads and monitor project progress in Scrum mode

Course schedule

1 Reminders on Scrum and Agility

- Agility, another vision.
- Roles and artifacts. Ceremonies.
- Additional contributions (Lean, XP, etc.).

Group discussion

Exchange and sharing of experiences.

2 Product Owner activities

- Clarify the statement of needs.
- Plan based on business value.
- Accept or reject the product.

Case study

Analysis of Product Owner activities.

PARTICIPANTS

PREREQUISITES

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

3 Statement of needs

- Develop a vision. Themes, roles.
- User Story quality and calibration.
- Maturity level of a User Story ("Ready" User Story).
- Product backlog: defects and technical stories. How to prevent bugs from accumulating?
- Backlog ordered first. Emerging specifications. Automate acceptance tests.

Role-playing

Innovation Games: 10/10 vision, Buy a feature...

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 Organisation and collaboration in a Sprint

- Iteration planning. Fixed content, change.
- Carefully prepare and lead the Scrum Meeting so that it is effective. Iteration management by Kanban.
- Self-organisation review, role of the Scrum Master.
- Developments aligned with technologies rather than use cases: difference between a task and a story.
- Presence of the business representative, demo at the end of each iteration. Role of the Product Owner.
- Improve the retrospective, make better use of sprint debriefs.

Role-playing

Exercises on several cases of anti-patterns observed.

5 Agile planning

- The four levels (roadmap, version plan, etc.).
- Basic principles. From the infernal triangle to the virtuous square. Establish a sustainable pace for all.
- How to react if the prioritisation of User Stories does not take development constraints into account?

Role-playing

Planning Game between the Product Owner and developer roles.

6 Other advanced points

- Effort points versus person-days. Planning Poker, estimate based on similarity. Estimate stories and features.
- Tools for statements of needs, planning and visual management.
- Reporting: burndown charts, burnup charts, other indicators.
- The application does not pass the tests. Organisation to fix bugs (Stop the line).
- The four rules of simple design. Test-Driven Development.

Role-playing

Agile tools and practices.

Dates and locations

REMOTE CLASS

2026: 23 Mar., 15 June, 15 June, 28 Oct., 28 Oct.