Course : Ag'île: Discovering Agility through play

Practical course - 1d - 7h00 - Ref. AGY
Price : 930 CHF E.T.

L'Agilité est un mode d'organisation et de fonctionnement couramment adopté pour réaliser projets et produits de manière plus efficace. Cette formation ludique et pratique autour d'un jeu collaboratif vous permet de découvrir l'Agilité et les piliers sur lesquels repose ce changement de paradigme.

Teaching objectives

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

- Understanding the foundations of Agility
- Finding your way in an Agile organization
- Understand the key roles in an Agile operation and how to interact effectively with them
- Discover Agile tools for everyday use

Intended audience

Toute personne souhaitant découvrir l'Agilité dans une optique de sensibilisation et d'acculturation. Tout collaborateur métier des fonctions support de l'entreprise : SI, Marketing, RH, Achats...

Prerequisites

No special knowledge required.

Practical details

Hands-on work

Serious game that lets you experiment with Agility in several iterations. Participative exchanges, feedback.

Teaching methods

An edutainment approach in the morning to gradually introduce participants to Agility through practice. Reverse pedagogy in the afternoon, theory and exchanges on the key concepts encountered.

Course schedule

1 Ag'île: my first Agile experience

- Understand and prioritize needs.
- Organize actions to achieve the objective.
- Gather customer feedback and measure the value generated.
- Collectively analyze the team's operating methods and commit to a cycle of continuous improvement.

Hands-on work
Play in several iterations to introduce new concepts and integrate best practices, followed by a debriefing.

2 Why Agility?

- Understand the concepts of value and customer satisfaction.
- Dealing with complexity and uncertainty.
- Working together, giving each other visibility, understanding each other.

Storyboarding workshops
Presentation and illustration by situations encountered in the game.

3 Les rôles, postures et interactions

- The product owner: the customer's ambassador.
- The Scrum master: a leader at the service of the team.
- Stakeholders: those for whom the project or product is carried out.
- Rituals to set the whole "to music".

Storyboarding workshops
Présentation et illustration par les situations rencontrées dans le jeu.

4 Some tools you can use tomorrow

- The empathy card, to better understand the user.
- Kanban, for better tracking of task progress.
- Delegation poker, to gradually lead the team towards greater autonomy.

Storyboarding workshops
Presentation and illustration by situations encountered in the game.