

# Course : Ag'ile: 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**

### **PARTICIPANTS**

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.

### **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.

## 1 Ag'ile: 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.

## 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](mailto:psh-accueil@orsys.fr) to review your request and its feasibility.