Updated on 07/10/2025

Sign up

Product Owner Training

3 days (21 hours)

Presentation

What is the role of the Product Owner in the digital age? What is the role of the Product Owner within Agile and Scrum teams? This training course has been designed to give you a better understanding of the activities, responsibilities and skills of the Product Owner, and to provide you with a first level of knowledge of Agile and Scrum project management. You will then be more at ease with the concepts specific to these approaches.

Delivered in French, this course is divided between theoretical presentations (50%) to help you better grasp the basic concepts, and practical workshops (50%) organized around real-life cases. Participants will be provided with a digital course material in French, including practical sheets, bibliographical references and web links to additional content. During these sessions, we organize exchanges between participants on their feedback.

Assessment of learning is carried out throughout the sessions, through workshops and summaries with the trainer. At the end of the course, participants will be asked to fill in an evaluation form to help us improve. Participants will receive a certificate stating the title and duration of the course, as well as the new skills acquired.

Objectives

- Understand the role of the Product Owner/Scrum Masters and Agile coaches
- How to lead an Agile/Scrum project
- Better understand the role of the Product Owner

Target audience

- Future Product Owners, Scrum Masters and Agile coaches

- Methods / Quality managers
- Project Managers, Project Directors
- Anyone in the company wishing to learn about the Agile culture and method.

Prerequisites

Previous project management experience is desirable.

Our Product Owner training program

Introduction

- Agenda
- Tour de table

Product Owner in general

- The role of the Product Owner
- The Product Owner with Agile
- The Product Owner with Scrum

Product Owner: Theory and practice

Scrum & Agile

- Definition of SCRUM
- SCRUM values
- The SCRUM team
- SCRUM events
- SCRUM artifacts
- SCRUM & Gaming
- AGILE: Principles and values
- SCRUM vs AGILE (Similarities and differences)

Skateholders and communication

- Product Owner and stakeholders
- Product vision
- Product Owner and the development team
- Product Owner & Scrum Master & Agile Coach
- Communication
- Decision Making and Cognitive Bias
- WORKSHOP - Product Owner and stakeholder communication

BACKLOG & User Stories

- Product BACKLOG
- BACKLOG management
- User Stories
- Customer value
- WORKSHOP - BACKLOG management

RoadMap - Creation & Follow-up

- Product RoadMap
- Short vision vs. long vision
- Risk management (Business, social, technical, cost)
- CPM (Critical Path Management)
- Scaling (CPO)
- WORKSHOP - Product RoadMap

KANBAN

- LEAN
- KANBAN Board
- KPI
- Forecasting
  - Burn up diagram
  - CFD
  - Monte Carlo simulation
- WORKSHOP - KANBAN & KPI

Product Owner & DevOps

- Product lifecycle
- Automation
- Provisioning
- Tools
- Bottlenecks
- WORKSHOP - Modeling and optimizing the product lifecycle

Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced IT technology, or to acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives with regard to the training to come, within the limits imposed by the format selected. This

questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) that could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical training: 60% hands-on, 40% theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Certification

A certificate will be awarded to each trainee who has completed the entire course.