

# Professional Scrum with User Experience

## Duration

2 days

## Summary

Professional Scrum with User Experience™ (PSU) is a 2-day hands-on course where students who already have a fundamental understanding of Scrum and some experience using it will learn how to integrate modern UX practices, (UX is more than UI) into the way they are working in Scrum and how to work most effectively within Scrum Teams.

Design work can sometimes feel slow, and not well suited to quick agile cadences and Scrum events, but that isn't the case. Learn UX techniques that fit beautifully into Scrum, and practice these techniques with cross-functional teams in class. The course also includes a free attempt at the globally recognized Professional Scrum with User Experience I certification assessment (PSU I).

## Target Audience

Professional Scrum with User Experience is an excellent training for everyone who works on a product team (engineers, product managers, etc): technology teams work better when they're collaborating across disciplines and specialties. But different priorities, types of work, and the specific working rhythms of each discipline can create silos on teams and inside organizations. Learn how to use the Scrum framework and UX techniques to align your team, focus on value, and foster collaboration.

## Objectives

- Understand how cross functional Scrum Teams can include UX specialists
- Explore how to balance discovery and delivery within a Scrum Team
- Ensure customer insight is included in Scrum events and decision-making
- Learn to account for, manage, prioritize and include UX work in the Product Backlog
- Know how Scrum Teams create customer feedback loops within a Sprint
- Communicate the Definition of "Done" in a world of continuous learning

## What you will learn

Over the 2 days, students will learn UX techniques that work most effectively with Scrum Teams. In addition, you will learn practical tools and practices to best work with customers and their feedback to deliver higher value in the customer's eyes without changing Scrum.

Students will leave the class understanding how to reconcile UX work with Scrum essentials like the Definition of "Done", Backlog prioritization and delivering "Done" Increments every Sprint. You will learn how to handle design work that may extend beyond a single Sprint, continuing to deliver value each and every Sprint using Scrum.