# PROFESSIONAL SCRUM
# WITH USER EXPERIENCE

**PSU**

A Professional Scrum training course created by
Ken Schwaber, Scrum.org, the Professional Scrum Trainer Community
along with Jeff Gothelf and Josh Seiden (authors of the book "Lean UX")

**The Scrum.org mission is to Improve the Profession of Software Delivery.**

As part of our mission, Scrum.org provides the highest quality Scrum training, including the most advanced training materials and certified Professional Scrum Trainers (PSTs) to deliver it. The curriculum and courseware are highly-tuned and standardized.

Training materials are created and maintained by Scrum co-creator Ken Schwaber with the Scrum.org PST community, helping to ensure that they are always in tune with what's happening in software development organizations and always up-to-date with the latest practices.

Courses are provided around the world. Our PSTs can work with you to plan a private course to meet your organization's specific needs. For globally distributed organizations, our PSTs work together to provide training for your staff wherever they reside, ensuring that they are all learning the same thing. Consistent training is critical for large scale efforts where many teams are working together on the same products.

Our trainers bring their own style and experience to courses, but all trainers use the same materials around the world so that students are learning from the same content regardless of where the course is taught and who is teaching it.

## Course Objectives

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.

- 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

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## Course Description

In this 2-day hands-on course students with some Scrum experience 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.

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 with Scrum Teams without changing Scrum.

This 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.

## Who Should Attend?

Scrum Masters, Product Owners and anyone involved in the delivering the product (engineers, product managers, etc) as technology teams work better when they're collaborating across disciplines and specialties. People who know UX will learn how to work more effectively inside Scrum, managing work in Sprints and visualizing it in the Product Backlog.

## Course Topics

- Scrum with UX enhances continuous learning
- Framing work as problems to solve
- Outcomes over outputs
- Managing UX work in Scrum
- Focus on users
- Experimentation

## Assessment Certification

All participants completing the Professional Scrum with User Experience course will receive a password to attempt the Professional Scrum with User Experience I (PSU I) assessment. Class participants who attempt the PSU I assessment within 14 days of receiving their free password and do not score at least 85% will be granted a 2nd attempt at no additional cost.

## Additional Course Offerings

Scrum.org offers the following additional training courses, which are available publicly and privately.

- Professional Scrum Foundations
- Professional Scrum Master
- Professional Scrum Master II
- Professional Scrum Product Owner
- Professional Scrum Developer
- Scaled Professional Scrum with Nexus
- Professional Agile Leadership - Essentials
- Professional Scrum with Kanban

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