



PRODUCT OWNER SCHOOL

A multi-module development program for product managers and product owners with practicing skills in the context of your current work.

PRODUCT OWNER SCHOOL

Product Owner School is an expansion of the Certified Scrum Product Owner® course into a multi-module hands-on training.

The program includes intensive practical work on real product challenges of your organization under the supervision of our trainers.

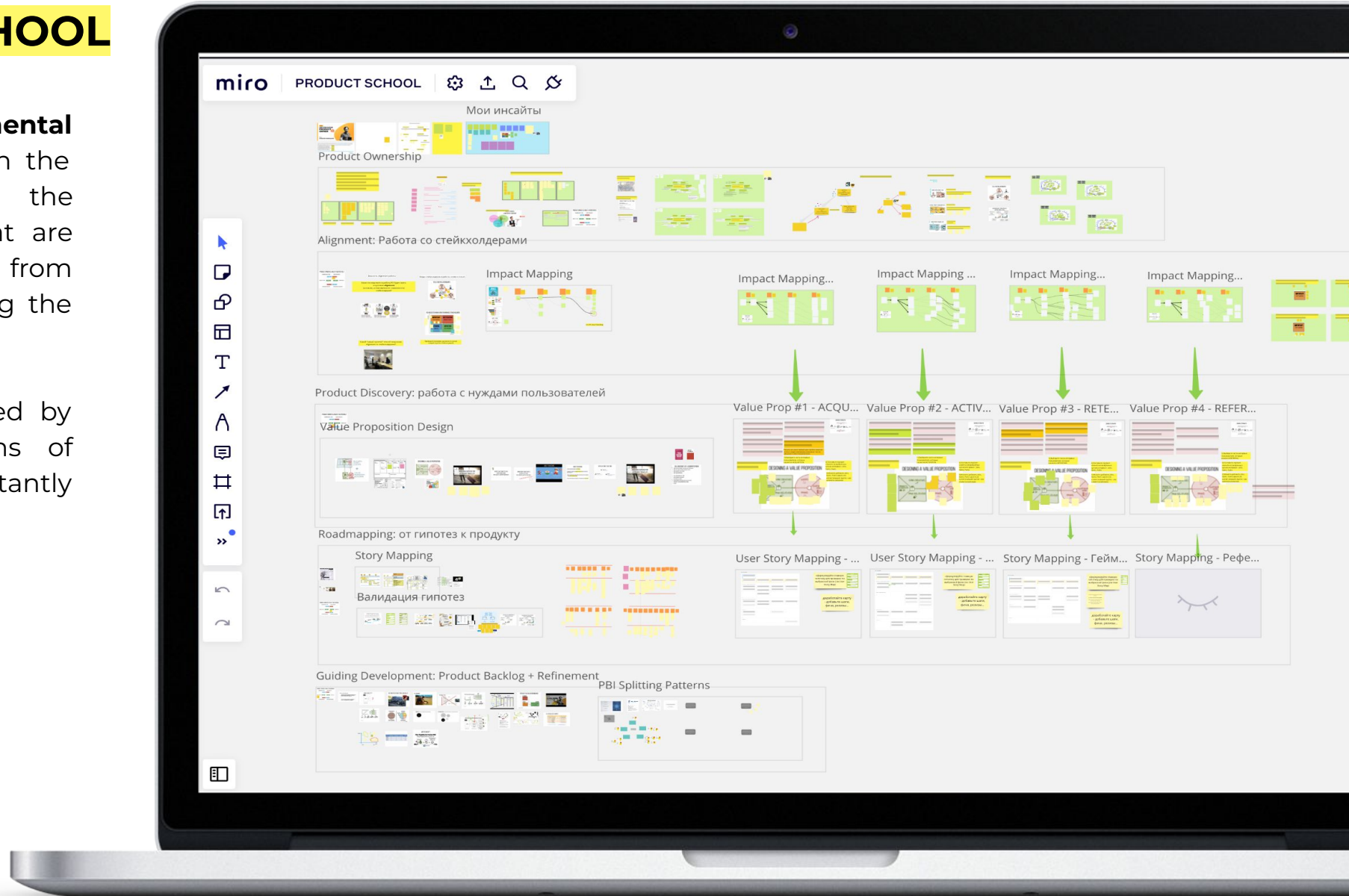
The training concept is “usefulness for customers and business from the very first hours” because the practical tasks of the modules are inextricably linked to the daily duties of product managers and product owners.



PRODUCT OWNER SCHOOL

This program covers all the fundamental skills and cutting-edge approaches in the work of product managers in the development of digital products, that are necessary for their successful work from ideas to releases, including performing the role of Product Owner.

The course program has been verified by hundreds of specialists and dozens of organizations trained by us, and is constantly updated.

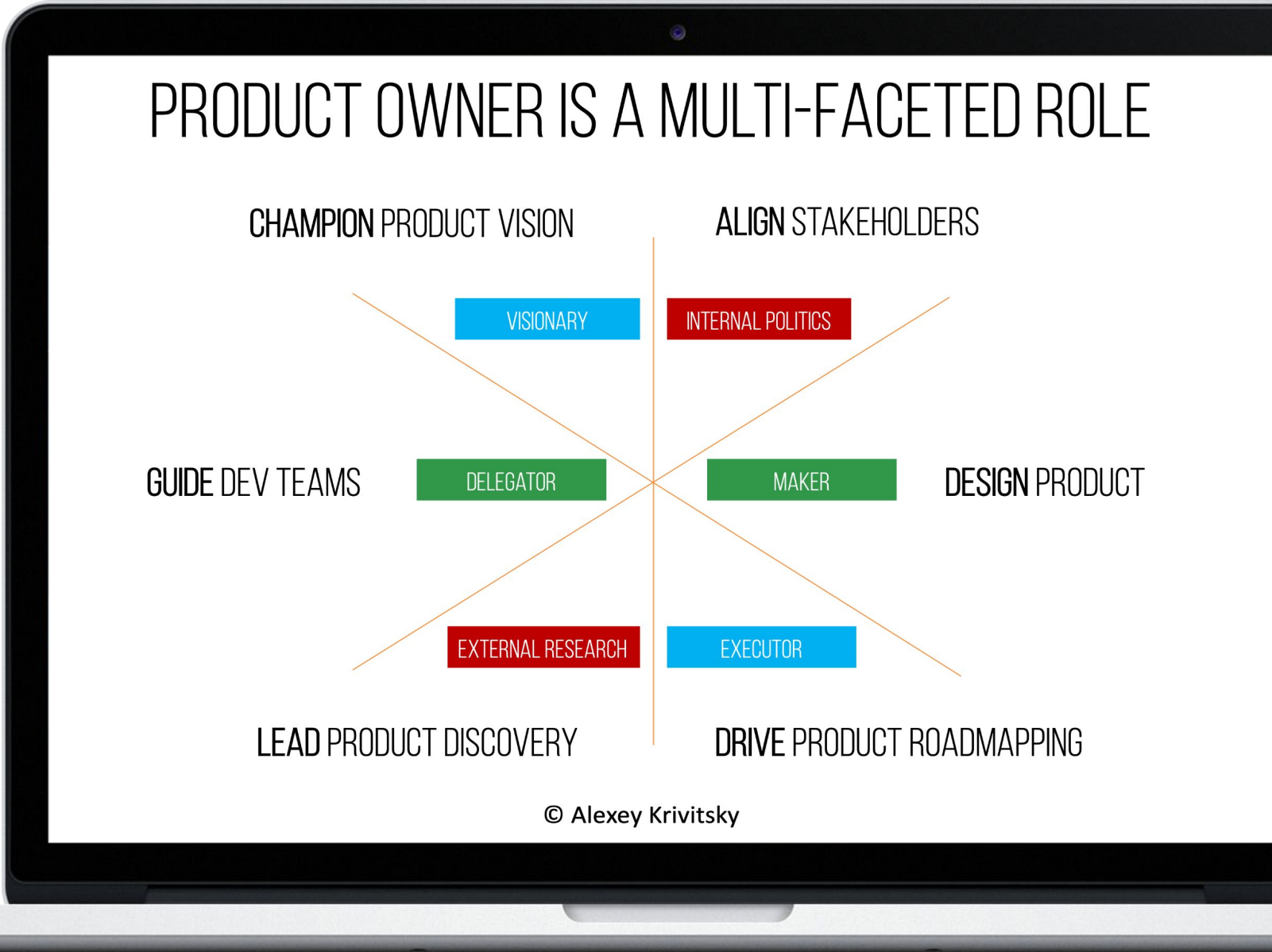


PRODUCT OWNER SCHOOL

The course is based on the author's model of Alexey Krivitsky (the image on the right) and works on the key skills of six areas of digital product management.

Program modules:

1. **Intro to Agile Product Management**
basic principles and duties
2. **Continuous Stakeholder Alignment**
including impact mapping and product metrics
3. **Leading Product Discovery**
including value proposition design and “custdev”
4. **Product Visioning**
practicing presentation and story telling
5. **Driving Product Roadmapping**
we practice user story mapping
6. **Guiding Product Development**
for iterative and incremental work
with requirements



PRODUCT OWNER SCHOOL

Program modules cover

360 degrees

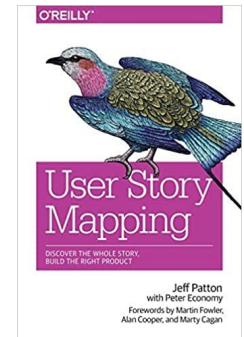
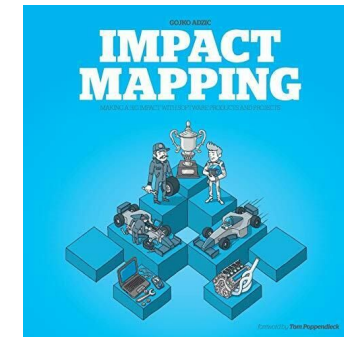
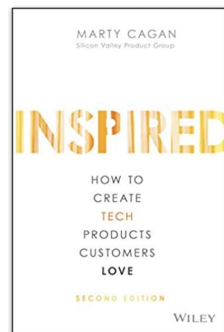
of work in the role of
Product Owners

The School program consists of four modules and takes six weeks.

During this time, participants gain an integrated understanding, skills and tools, which they work on to combat practical cases within their companies.

Participants will go from seeking of a problem through its validation, design, planning, and release of a solution. And they will spend enough time in each of these three areas of product manager:

1. Work with business stakeholders
2. Work with the market and users.
3. Work with development teams.



PRODUCT OWNER SCHOOL

During this training, participants do a practical task in the context of their organization.

They practice the skills they acquire and get real benefits to their clients and business from the very first module.

The School program consists of four modules and takes six weeks.

Each of the 4 modules includes:

- 5-hour of live training with Alexey Krivitsky and other Scrum.ua trainers online
- two guest lectures with industry experts
- additional materials for in-depth training
- a practical task with an estimate of 3–5 hour work per week

Certificate:
Certified
Scrum Product
Owner (CSPO)

Scrum
Education
Units
(SEUs)



All participants of the program who were not absent at any module and participated in supervision calls obtain the international CSPO certificate.

Advantages of online training

- During training, participants discover new tools for interaction in their teams in remote work conditions. In particular, many students start using Miro-boards and breakout rooms in Zoom right after the training.
- Participants receive more materials in comparison with offline training, including interactive and multimedia materials.
- You can participate from any city/country.
- All recordings and summaries of training sessions are publicly available and readable on individual devices.
- Participants receive visual examples of how to use online facilitation tools effectively in the mode of distributed work and working from home.
- Participants have lifetime access to the video recordings of the training and the digital artifacts that are created throughout the courses, which increases learning effectiveness due to the possibility to review and reuse the materials.



The trainer

Alexey Krivitsky



Alexey is an expert in large-scale product development, advises and trains product and service organizations in Ukraine and Europe.

- An expert in the field of large-scale product development. As a full-time Scrum Master and an external consultant, he worked with numerous service organizations, including: Fleurop, XING, BMW, Flixbus, Boehringer Ingelheim, PrivatBank, SkyUp, Comfy and many more.
- An author of one of the most popular educational business simulations: lego4scrum

