

Certified Scrum Product Owner

Course Summary

Description

The Product Owner role is the most difficult in Scrum to do well. This course solves that problem by giving you real practical techniques that you can apply immediately!

Objectives

At the end of this course, students will be able to:

- Create a Product Backlog that puts business priorities first.
- Work with a team to enable business and technical innovation.
- Leverage the business benefits of Scrum to maximize ROI.
- Fulfill the requirements of the Certified Scrum Product Owner program

Topics

- Introductions
- Agile and the Scrum Process
- The Product Owner Role
- In-Depth Simulation Exercise
- Advanced Topics
- Wrap-Up

Audience

This course is designed for those who care about the business success of their products and projects: product managers, project managers, business unit leaders and business analysts.

Prerequisites

Some basic knowledge of Scrum is recommended prior to attending this course.

Duration

Two days

Certified Scrum Product Owner

Course Outline

I. Introductions

- A. Facilitation: Welcome and Introductions (Sign-up Sheet, Name Tent Cards)
- B. Lecture: Classroom Expectations
- C. Handout: Needs Assessment
- D. Exercise: Generating Questions

II. Agile and the Scrum Process

- A. Lecture: History of Agile
- B. Handout: The Agile Manifesto
- C. Exercise: Agile at Your Organization
- D. Discussion: Agile Culture and Mindset
- E. Lecture: Agile and the Enterprise (SAFe, DAD, RAP and LeSS)
- F. Handout: The Scrum Process
- G. Lecture: The Scrum Process
- H. Exercise: Explaining Scrum
- I. Lecture: What is Scrum? High Performance Teams
- J. Exercise: Scrum and the Product Owner (Scrum Meetings)
- K. Handout: The Definition of "Done"
- L. Lecture: The Definition of "Done"
- M. Lecture: Quality and Agile Engineering

III. The Product Owner Role

- A. Lecture: Review of the Product Owner Role
- B. Exercise: The Product Owner and Stakeholders
- C. Exercise: The Product Owner and the Team
- D. Discussion: Truthfulness and the Product Owner
- E. Exercise: Qualities of a Product Owner
- F. Discussion: Review of the Product Owner Role
- G. Handout: The Product Owner – Self-Evaluation
- H. Exercise: The Product Owner – Self-Evaluation
- I. Discussion: Clarifications
- J. Exercise: Mapping the Product Owner Role to Traditional Roles
- K. Discussion: Review of the Mapping

IV. In-Depth Simulation Exercise

- A. Lecture: Simulation Overview, Backlog Preparation and Refinement
- B. Discussion: Choosing a Product for the Simulation

C. Part 1: Product Vision

- 1. Lecture: Innovation Games – Product Box
- 2. Exercise: Building Your Product
- 3. Exercise: Presenting Your Product
- 4. Discussion: Debrief

D. Part 2: Product Users

- 1. Lecture: User Categories
- 2. Exercise: Identifying Users
- 3. Lecture: Personas, Usability and Empathy

E. Part 3: User Stories

- 1. Handout: user Stories and Splitting
- 2. Lecture: Writing Effective User Stories
- 3. Exercise: Create User Stories
- 4. Discussion: Review User Stories
- 5. Lecture: Splitting User Stories
- 6. Exercise: Split Some
- 7. Discussion: Review Splitting

F. Part 4: Estimation and Financial Modelling

- 1. Lecture: Effort, Value and ROI
 - 2. Handout: The Bucket System
 - 3. Lecture: The Bucket System
 - 4. Exercise: Estimating Business Value
 - 5. Discussion: Debrief the Bucket System
 - 6. Handout: The Planning Game
 - 7. Lecture: The Planning Game
 - 8. Exercise: Estimating Effort
 - 9. Discussion: Debrief the Planning Game
 - 10. Handout: Methods of Ordering the Product Backlog
 - 11. Lecture: Ordering a Product Backlog
 - 12. Exercise: Calculating ROI and Ordering
- G. Lecture: Simulation Wrap-Up - Where Does this Fit?

V. Advanced Topics (Depending on Time)

- A. Scaling and Dependencies
- B. Product Owner Pitfalls
- C. Kano Analysis
- D. Open Q&A

VI. Wrap-Up

- A. What Did You Learn?
- B. Planning Game Cards
- C. Feedback Forms, Next Steps