## **Certified Scrum Product Owner (CSPO):**



Course ID#: 2200-810-ZZ-Z 14 Hrs

# **Course Content**

### **Course Description:**

Scrum increases the emphasis on assessing and driving business value through close collaboration with the delivery team. The Scrum Product Owner establishes the crucial interaction between the business and the delivery team that improves productivity within an Agile organization. Product Owners who assume this critical role have the ability to guide the team to gain the full benefit of Agile delivery. This training is interactive and highly experiential. Participants gain practical tools and techniques for engaging with software delivery teams.

When the capabilities of the Product Owner are optimized, an Agile team will experience immediate benefits that lead to improved effectiveness and customer satisfaction as well as increased return on investment (ROI).

Benefits:

- Boost Product Owner capabilities
- Optimize Agile Teams
- Use Scrum to its fullest
- Enhance planning and scheduling
- Gain practical, proven techniques

- Improve estimating skills and results
- Maximize delivery capabilities
- Reduce risk
- Improve ROI
- Leverage proven experience

## **Prerequisites:**

A portion of the course will be spent introducing Scrum, therefore, there is no prerequisite to this course.

## **Topics:**

#### Module 1:

#### Scrum Agile Overview-Product Owner Responsibilities

- The Product Backlog
- Building and Maintaining the Backlog
- Sprint Planning
- Acceptance Criteria and DONEness
- The Dangers of Forcing Commitment
- During the Sprint
- Refining Stories
- Sprint Review
- Checking against DONEness

#### Module 2: Agile Analysis

- User Stories-what are they and why do they work?
- Analysis Stories

- Story slicing (Epics vs. Right-sized stories)
- Story Point estimation
- Capabilities, Features, Backbones, and
- Connective Stories
- Non-functional requirements

#### Module 3:

#### **Release Planning and Management**

- Value vs. Cost-Real Earned Business Value (ROI)
- Velocity and Maintaining the release plan
- The story point budget
- Correcting
- Predicting
- Managing distributed teams