



## TRAINING COURSE OUTLINE

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### Certified Scrum Product Owner – 2 Days

The role of Product Owner is key to the success of any Scrum Team. The Product Owner is responsible for prioritising the work of the team in order to maximise return on investment and provides the vision and guidance to the team, bridging the potential gap with the customers and business.

This Course employs practical exercises, case studies and discussions to provide everything that a Scrum Product Owner needs to know to be able to drive a successful Scrum Project. Participants who complete the course successfully will be designated Certified Scrum Product Owner (CSPO). This Certification includes two years' membership of the Scrum Alliance, where additional materials and information is available to CSPO's.

#### Audience

This course will benefit Product Managers, Marketing and Sales people, Business Analysts, Project Managers or ScrumMasters who want to deepen their understanding of the Product Owner role. It is also suitable for those acting as coaches or consultants in transitioning an organisation to Scrum.

#### Content

- Agile Rationale and Benefits
- Scrum Development Process
  - Background; Origins; History
  - Scrum compared to other Agile approaches – XP, Lean, DSDM, Unified Process
  - Scrum Components: Roles; Artefacts and Activities
- Agile Requirements and Stories
  - Product backlog; Stories; INVEST; Definition of Done; Fixed price development
- Prioritisation
  - Prioritisation factors and Techniques: Benefit, Proportional Prioritisation; Minimum Marketable Feature Set; Kano Analysis; ROI, Risk, MoSCoW Prioritisation
- Planning
  - Collaborative Planning; Multi-level Planning; Release Planning; Sprint Planning;
- Scrum Teams and the PO Role
  - Effective Team Working; Self Organising Teams; Scrum Values
  - Scrum Roles: The Scrum Team; ScrumMaster; Product Owner; Pigs and Chickens
  - Product Owner: Vision; Day to Day; Interaction with ScrumMaster and Team; Pitfalls
- Estimating in Scrum Teams
  - Principles; Estimating Size; Velocity; Ideal Days; Story Points; Planning Poker
- Monitoring Progress and Accepting Stories
  - Defining Acceptance Criteria; Testing Responsibilities; Daily Scrum Meeting; Burn Down Charts; Information Radiators; Sprint Review; Retrospectives

#### Additional Details

**Duration** 2 days      **Maximum Number of Delegates:** 10-15, exceptionally up to 20  
**Setup** Laptop projection; flip charts; space for groups of three or four to work together in comfort