



TRAINING COURSE OUTLINE

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Scrum Product Owner – 2 Days

Scrum is an established Agile process that can be used to manage and control complex software and product development using iterative, incremental practices. It has become the most popular of all Agile methods and is often paired with eXtreme Programming (XP)

The role of Product Owner is key to the success of any Scrum project: The Product Owner provides the vision and guidance to the Project Team, bridging the potential gap with the customers and business. With overall responsibility for Return on Investment (ROI), the Product Owner combines the traditional roles of the project and product manager into one.

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.

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.

Content

- Agile Principles and the Agile Manifesto
- The Case for Scrum
- The Scrum Process
- The Product Owner Role and Responsibilities
- Other Scrum Roles – ScrumMaster and Scrum Project Team
- Mastering Scrum Ceremonies
 - Sprint Planning
 - Sprint Review
 - Daily Scrum Meetings
- Mastering Scrum Artefacts
 - Product Backlog
 - Sprint Backlog
 - Burndown Chart
- Advanced Scrum
 - Scaling Scrum
 - Scrum and Distributed Development
 - Agile Development and Testing practices within Scrum
- Transitioning to Scrum – Transition strategies and organisational/people issues

Additional Details

Duration 2 days

Setup Laptop projection; flip charts; space for groups of three or four to work together in comfort.