

- Gain a deep understanding of the Product Owner mindset and how to create great products by applying short learning loops.
- Apply a discovery based mindset, where you discover what to build instead of assuming you know the best thing to build.
- Learn how the Product Owner role fits with Product Management, Project Management, sponsor, the Scrum Team, and other stakeholders.
- Get practical takeaways that can help your team and organization immediately after training.

A common assumption has been that products are best developed only after deep research, to completely understand the problem space, and thus create an optimal solution. That approach may have been appropriate in some scenarios, but are less applicable in the new, post pandemic world. The best products are not known in advance, they are discovered over time.

As a Product Owner you lead the process of continual discovery where software is designed, built, and tested in small slices, and released to the market frequently, to feed a continual learning loop. Plans are continually modified based on learning, and delivering to specification is no longer considered a success, instead, success is measured by achieving positive business outcomes.

This course covers the use of Scrum, the most popular agile framework, to drive rapid learning loops to create an agile product development approach.

The session includes several hours of hands-on work where you exercise the theory and turn it into practice. After the virtual session, leave ready to advance your product, your company and your career.

Upon completion of the course, students will understand Product Owner necessities including:

- Roles: Working with the Scrum Team, Scrum Master, Product Management and other stakeholders
- Ceremonies: How to execute Backlog Refinement, Sprint Planning, and Sprint Reviews
- Artifacts: How to maintain a Product Backlog and build the ideal product
- Continual Discovery: How to go through continual learning loops to inspect your product and the vision for the product, based on evidence and data

Who Should Attend

The Certified Scrum Product Owner® (CSPO) is a base level course, so there are no pre-requirements to attend. Typical attendees include Business Stakeholders, Program Managers, Project Managers, Business Analysts, Developers, Quality Analysts, Product Managers, and those wanting to improve the way that new ideas are transformed into great products.

Pre and Post Work

The course comes with both pre and post work to help you get maximum course benefit. The pre and post work includes videos, reading material and quizzes.

Interactivity

The course is highly interactive with frequent break-out rooms, small group discussion, and several hours of team

based exercises.

About the Scrum Alliance®

Since 2001, the Scrum Alliance has supported the agile movement as the only member-driven nonprofit certifying body in the agile space. The Scrum Alliance was founded and funded by community for the community to nurture the agile movement by providing education, advocacy, research, community and connection.

Course Outline

Start

- What is agile
- Why use agile
- When to use agile

Scrum Framework

- Refinement and the Product Backlog
- Sprint Planning and the Sprint Backlog
- Daily Scrum, Boards and Burndowns
- Work and getting to Done
- Sprint Review
- Sprint Retrospective

Vision and Alignment

- Vision statement
- Functional decomposition
- High concept statements
- Measuring to outcomes (not outputs)
- Lean Business Model Canvas
- Various visioning tools

Hands on Exercise Session 1

- Brainstorm product ideas
- Create product teams
- Apply various tools from the Vision and Alignment section to create a draft vision

Agile Requirements & Specs

- Product backlog items
- Epics, features, stories and user stories
- Testable specifications
- Verification and validation

Hands on Exercise Session 2

- Continue visioning
- Begin creating stories and acceptance criteria using tools from Agile Requirements and Specs sections

Prioritization

Story Slicing

Hands on Exercise Session 3

- Re-evaluate vision
- Prioritize and slice stories using tools from the prioritization and story slicing sections
- Continue creating stories and acceptance criteria for high priority items
- Create test cases for high priority items using tools from the agile requirements and specs section

Product Owner and the agile team

- Scrum Team
- Day in the life of a Product Owner
- Product Owner and Product Manager
- Attributes of a great Product Owner

Invalidate and Pivot

Hands on Exercise Session 4

- Create tests against business outcome
- Re-evaluate work from prior breakout sessions

Close the Class