

Certified Scrum Product Owner® (CSPO)

Course Summary

Description

Instructor: V. Lee Henson CST

This workshop promises to be like no other you have ever attended. 1) While this class is based on the Scrum Framework and Agile Concepts, the teachings are not bound or limited to theory. We dig deep in class and help people solve pressing problems and issues they are facing. 2) If your only goal for taking the class is to pass the test, this class is not for you. While my class average test score sits near the very top of all trainers, this is not our primary goal. 3) Scrum is not all about software anymore, nor is it an all or nothing prospect. This class will point out real world examples of how well known organizations from startup to enterprise have adopted Scrum and witnessed dramatic incremental improvements.

Class Logistics:

- Eligibility to Take Scrum Alliance Online Practice Test and Test
- 2-Day Online or In-Person Workshop
- Class Eligible For 16 PDU's or SEU's
- Two Year Scrum Alliance Membership
- Reference Workbook Included
- Qualify for Level 2 A-CSPO® Certification

Topics

- Welcome & Agenda
- The Product Owner Role
- Working With Stakeholders
- Product Strategy
- The Agile Meetings Playbook
- Importance of Limiting WIP
- Day 1 Close & Homework
- Customer Research & Product Discovery
- Testing Product Assumptions
- Product Backlog Design
- Course Closure

Audience

This workshop is perfect and recommended to all levels and roles including Product Managers, Product Designers, Developers, Testers, Analysts, Executives, Project Managers, IT Professionals, or any role attempting to implement Scrum Product Ownership.

Prerequisites

There are no prerequisites for pursuing the CSPO® certification. Any professional interested in getting Scrum certified can attend the CSPO training course.

Duration

Two days
16 PDU's or SEU's

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Course Outline

- I. *Welcome & Agenda*
 - A. Meet Your Instructor
 - B. Meet Your Team
 - C. Course Agenda & Goals
- II. *The Product Owner Role*
 - A. Product Owner Anti-Patterns
 - B. Product Owner Skills /Qualities/ Attributes
 - C. Product Owner In The Real World
 - D. Agile Analysts - POBAFATA
 - E. The Product Owner Conundrum
- III. *Working With Stakeholders*
 - A. Defining Stakeholder Groups
 - B. Decision Making Approaches
 - C. Facilitator Defined
 - D. Coming To Consensus
 - E. Product Owner Collaboration
- IV. *Product Strategy*
 - A. Vision & Strategy
 - B. ART Of The Agile Press Release
 - C. Agile Estimation
 - D. Roadmapping & Rapid Release Planning
 - E. Determining Velocity
 - F. Initial Estimates From The PO/TA
- V. *The Agile Meetings Playbook*
 - A. Total Meeting Overview
 - B. Product Owner As a Facilitator
 - C. Meeting Optimization
 - D. Calling In The RATS
- VI. *Importance of Limiting WIP*
 - A. Project & Roadmap Level WIP
 - B. Team WIP Limits & Little's Law
 - C. Individual WIP & Kanban Boards
- VII. *Day 1 Close & Homework*
 - A. Day 1 Review
 - B. Homework & Dismissal
- VIII. *Customer Research & Product Discovery*
 - A. Understanding Roles & Personas
 - B. Product Discovery Techniques
 - C. Product & Feature Ideas
 - D. Product Discovery
 - E. Communicating Ideas
 - F. Morning Break
- IX. *Testing Product Assumptions*
 - A. Sprint Review Meeting
 - B. Advanced Product Discovery
 - C. Assumption vs Hypothesis
 - D. Outcome Over Output
 - E. Defining Value
- X. *Product Backlog Design*
 - A. Strategic Business Priority
 - B. Time vs. Relative Complexity
 - C. Understanding MOSCOW
 - D. Acceptance Criteria
 - E. Objective Stack Ranking
 - F. Sprint Backlog
- XI. *Course Closure*
 - A. Backlog Refinement
 - B. Understanding Communication
 - C. Reading List
 - D. Final Thoughts