

## Advanced Certified Scrum Product Owner® (A-CSPO)

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### Course Summary

#### Description

Instructor: V. Lee Henson CST

You're a Certified Scrum Product Owner® (CSPO®) who's focused on maximizing business value and Product Backlog optimization to understand how to do the best possible job to satisfy key stakeholders.

The next step in your Agile journey is to achieve your Advanced Certified Scrum Product Owner (A-CSPO®) certification.

You may take the A-CSPO course at any time after completing your CSPO certification, and must have at least 12 months of Product Owner experience logged into your Scrum Alliance profile before you are eligible to receive your A-CSPO certification

#### Class Logistics:

- 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 3 CSP-PO Course

#### Topics

- Welcome & Agenda
- The Product Owner Role
- Product Owner Facilitation
- Working With Teams
- Agility Understood
- Importance of Limiting WIP
- Scaling Agile
- Developing Practical Product Strategies
- Customer Research & Product Discovery
- Course Closure

#### Audience

This course is 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

Level one CSPO & one year work experience required.

#### 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. Understanding Stakeholders & Personas
- III. *Product Owner Facilitation*
  - A. Divergent vs Convergent Thinking
  - B. Listening Techniques
  - C. Coming To Consensus
  - D. Defining Key Terms
  - E. Complete Agile Planning
- IV. *Working With Teams*
  - A. 7 Deadly Sins of Technical Debt
  - B. The Agile Umbrella
  - C. Technical Practices
  - D. Product Owner With Multiple Teams
  - E. Feature Vs. Component Teams
  - F. Managing Dependencies
- V. *Agility Understood*
  - A. Extreme Programming
  - B. Dynamic Systems Development Method
  - C. Feature Driven Development
  - D. Lean & Kanban
- VI. *Importance of Limiting WIP*
  - A. Project & Roadmap Level WIP
  - B. Team WIP Limits & Little's Law
  - C. Individual WIP & Kanban Boards
  - D. Day 1 Close & Homework
  - E. Day 1 Review
  - F. Homework & Dismissal
- VII. *Scaling Agile*
  - A. Scaled Agile Framework
  - B. Large Scale Scrum
  - C. Scrum At Scale
  - D. Enterprise Scrum
  - E. Disciplined Agile Delivery
- VIII. *Developing Practical Product Strategies*
  - A. The ART of The Agile Press Release
  - B. Business Model, Value Proposition Canvas
  - C. Lean Canvas
  - D. Story Points & Estimation
  - E. Roadmapping & Rapid Release Planning
- IX. *Customer Research & Product Discovery*
  - A. Product Discovery Techniques
  - B. User Story Mapping
  - C. Cognitive Bias
  - D. Assumption vs Hypothesis
  - E. Outcome Over Output
  - F. Defining Value
- X. *Course Closure*
  - A. Enhanced Backlog Creation
  - B. Advanced Product Backlog Refinement
  - C. Personal & Professional Development
  - D. Final Thoughts