Certified Scrum Product Owner (CSPO) Training

Duration	Delivery Methods
2 Days	VILT, Private Group , In-Person

Scrum is a framework that relies on cross-functional teams to deliver valuable products and services in short cycles or "increments" that enable continuous improvement, fast incorporation of end-user feedback, and accelerated delivery. Product Owners have a unique and demanding role in a Scrum environment. They decide what the Scrum team will create next in order to deliver more value to the customer and maximize the return on investment (ROI) for an organization. This comprehensive workshop prepares you for the Certified Scrum Product Owner (CSPO) certification and fulfills the requirement of a two-day CSPO training course taught by a Certified Scrum Trainer®. Upon active participation throughout the course, students will be eligible for the Certified Scrum Product Owner (CSPO) certification (there's no exam) and will receive a 2-Year Scrum Alliance Membership.

Who Should Attend

This workshop-style class is intended for those practicing or looking to serve as a Product Owner. It is also highly valuable for anyone involved in Agile-based projects within their organizations including Scrum Masters, Product Owners, Cross-Functional Team Members, Project Managers, Product Managers, etc.

Course Objectives

- Understand the responsibilities and the core competencies of an effective Scrum Product Owner
- Identify Product Owner (PO) challenges, techniques, and best practices for working with stakeholders, customers, users, and Scrum teams
- Learn the PO's role in developing a product vision and delivery strategy
- Understand the role of the PO in defining product value
- Test and validate product assumptions
- Learn tools and techniques effective POs use to develop, order, and refine the product backlog

Agenda

1 - FUNDAMENTALS OF THE PRODUCT OWNER

- Overview of Scrum
- Role and Responsibilities
- Common Product Owner Anti-Patterns
- Scrum Based Work Environments
- Product Owner Contexts

2 - WORKING WITH STAKEHOLDERS

- Stakeholders, Customers and Users
- Types of Decisions
- Product Owner Facilitation
- Managing Dependencies
- Monitoring Progress
- Monitoring Progress toward a Goal

3 - PRODUCT STRATEGY

- The Importance of the Product Vision
- Visioning Techniques

4 - ROADMAPS AND RELEASE PLANNING

- Product Delivery Strategies
- Answering the Core Questions for
- Product Development

5 - CUSTOMER RESEARCH AND PRODUCT DISCOVERY

- Customer Segmentation
- Gaining Customer Perspective
- Designing the User Experience
- Generating New Ideas
- Developing Personas

6 - TESTING PRODUCT ASSUMPTIONS

- Assumptions and Hypotheses
- Why Test?
- Testing Methods

7 - WORKING WITH THE PRODUCT BACKLOG

- What makes a Product Backlog?
- Backlog refinement

8 - DEFINING VALUE

- Output, Outcome, Value

9 - USER STORIES

- Foundation, Attributes
- What if They are Too Big?

10 - ORDERING THE PRODUCT BACKLOG

- Factors
- Ordering Techniques

11 - IDENTIFYING RELEASES

- Minimum Viable Product (MVP)
- User Story Mapping

12 - THE PRODUCT OWNER AND THE SPRINT

- Selecting and Sprint Duration
- The Sprint Events