

Course: Scrum Product Owner

ID: 1384-SCRM5

CDUs/Contact Hrs / PDU: 14

Course Length: 2 Days

Course Description: This three-day intensive and highly interactive course focuses on the processes, tools and techniques necessary to be a successful Product Owner. This course has been designed from the ground up to be focused on the perspective of the business. It employs practical exercises, case studies and discussions to provide everything that a Product Owner needs to know to ensure real business value is delivered. The real-world experience we have allows us to incorporate practical advice and time-tested techniques into this hands-on workshop.

Course Objectives:

- Gain a strong foundation in the Scrum framework and Agile principles
- Gain a full understanding of the role and responsibilities of the Product Owner
- Learn the tools and techniques of Scrum from Vision to Release planning
- Understand the differences between Scrum and other methodologies

Target Audience: This course has been designed for business leaders, product owners, and other non-technical members of the organization.

Prerequisites: A basic understanding of the business

Provided Material:

- Course Binder
- Agile Project Management with Scrum (Book)

Course Outline:

- **Lesson 1:** A Basic Overview
 - A brief history lesson
 - Real world performance
 - Methodology, methodology, everywhere a methodology...
 - Understanding WIP & Throughput
 - Agile Principles and the Agile Manifesto
 - Why Scrum?
- **Lesson 2:** Scrum Basics
 - Foundations of Scrum
 - Scrum roles & responsibilities
 - The Scrum process & your day
 - Working software to tasks & back
 - The role of the Product Owner
 - A day in the life of a Product Owner
 - It's the sprint...
 - Understanding Sprint progress
 - Sprint zero
 - Themes, Epics, & Releases
 - The PO as the voice of the customer & value stream manager
 - The agile team environment
- **Lesson 3:** Requirements:
 - Understanding the Customer
 - The Product Vision
 - The Product Backlog
 - Determining the Release Scope
 - Story Mapping and User Stories on the Product Backlog
 - Prioritizing the Product Backlog
 - Refining the Product Backlog
- **Lesson 4:** Release Management:
 - Sustainable Pace
 - Defining and Communicating Project Success
 - Release Management Strategies
 - Estimating Product Backlog Items Using Story Points and Planning Poker
 - Choosing the Sprint Length and Determining Velocity
 - Creating the Release Plan
 - Tracking the Project Progress
 - Kickoff Planning
- **Lesson 5:** Portfolio Management:
 - The Planning Onion
 - Why Portfolio Management Matters
 - Leveling the Demand
 - Portfolio Management Steps
 - The Portfolio Bubble Chart
- **Lesson 6:** Large and Distributed Scrum Projects:
 - Brook's Law
 - Organic Growth and Conway's Law
 - Master Product Backlog and the Product Owner Team
 - Team Set-up
 - Multi-team Planning and Coordination
 - Shared Norms and Assets
 - Distributed Scrum Project Tips



Looking Glass Development, LLC

P.O. Box 630516 Littleton, Colorado 80163-0516 303 663.5402 888 338.7447
www.lookingglassdev.com information@lookingglassdev.com



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