

CSPO: Certified Scrum Product Owner

Course Code: CSPO

Duration: 2 days

Instructor-led Training (ILT) | Virtual Instructor-led Training (VILT)

OVERVIEW

Scrum Alliance has adopted the Scrum Guide, The Definitive Guide to Scrum: The Rules of the Game, co-authored and updated (most recently in 2017) by the co-creators of the Scrum framework, as the guiding curriculum for this offering. With help of CSPO Certification Training in Singapore, candidates are expected to build a body of knowledge of the Scrum framework, including its roles, events, and artifacts. Incorporating Scrum principles and practices takes diligence, patience, and a commitment to continuous improvement. Scrum is a framework, not a prescriptive methodology.

Participants in a CSPO offering should expect that each Learning Objective identified in this document will be covered. Students should also expect that the Scrum Foundations Learning Objectives are covered either before or during the offering.

This document describes the Learning Objectives (LOs) that must be covered in a Certified Scrum Product Owner (CSPO) offering. These Learning Objectives take the following into consideration:

Every implementation of Scrum is different. Teams and organizations apply Scrum within their context, but the fundamental framework always remains the same

SKILLS COVERED

- Product Owner Core Competencies.
- Describing Purpose and Strategy.

- Understanding Customers and Users.
- Validating Product Assumptions.
- Working with the Product Backlog.

WHO SHOULD ATTEND?

If you're someone who is comfortable with the "business side" of projects, you are probably the right person to become a Certified Scrum Product Owner® (CSPO®). While the Scrum Master helps the Scrum Team work together to learn and implement Scrum, as a CSPO Certification Training in Singapore, you create the product vision, order the Product Backlog, and make sure the best possible job is done to delight the customer.

PREREQUISITES

There is no prerequisites required to attend this course.

MODULES

Module 1: Product Owner Core Competencies

- **Fundamentals of the Product Owner Role**
 1. Describe at least three distinct responsibilities of the Product Owner and at least two benefits of mastering the role.
 2. Identify the impact on a Scrum Team and organization of at least three anti-patterns that might exist for Product Owners.
 3. Discuss at least three types of organizational contexts that affect the approach to the Product Owner role.
- **Working with Stakeholders**
 1. Use at least one technique to provide transparency to stakeholders on progress toward goals.

2. List at least three techniques to engage stakeholders to gather information or insights.
 3. List at least three different decision-making approaches a Product Owner might use.
 4. Discuss at least two situations where the Product Owner might act as a neutral facilitator and when they might use a different engagement approach.
- **Working with the Development Team**
 1. Describe how the Product Owner collaborates with the Development Team for activities such as defining “Done” and backlog creation, refinement, and ordering.
 - **Product Ownership with Multiple Teams**
 1. List at least three challenges of being a Product Owner with multiple teams.

Module 2: Describing Purpose and Strategy

- **Product Strategy**
 1. Describe vision and practice the creation of a product vision.
 2. Describe strategy and relate it to mission and goals.
- **Product Planning and Forecasting**
 1. Describe at least three different strategies for the incremental delivery of a product.
 2. Explain at least three techniques to plan product delivery over time.

Module 3: Understanding Customers and Users

- Describe why a Product Owner performs discovery and validation work.
- Illustrate at least one approach for segmenting customers and users.

- Practice at least one technique to prioritize between conflicting customer (or user) needs.
- Describe at least three aspects of product discovery and identify how each contributes to successful product outcomes.
- Use one technique to describe users and customers, their jobs, activities, pains, and gains.
- List at least three ways to connect the Development Team directly to customers and users, and describe at least three benefits of Development Team direct interactions.

Module 4: Validating Product Assumptions

- Describe how Scrum supports validating product assumptions.
- List at least three approaches to validating assumptions by their cost and the quality of learning.
- Describe at least one approach to choosing which assumption should be validated first.

Module 5: Working with the Product Backlog

1. Differentiating Outcome and Output
 2. Describe the relationship between outcome and output.
 3. Describe at least three attributes of a Product Backlog item that help assess maximizing outcome.
- **Defining Value**
 1. Define value and list at least two techniques to measure value.
 2. Describe value from the perspective of at least three different stakeholder groups.
 3. List at least five terms and definitions related to product

economics that contribute to financial success.

- **Ordering Items**
 1. Describe at least three criteria for ordering the Product Backlog.
- **Creating and Refining Items**
 1. Identify at least three sources of Product Backlog items.
 2. Describe at least three techniques for generating new Product Backlog items and create at least one Product Backlog item that includes description of desired outcome and value.
 3. List at least three techniques to enhance customer or user contribution to creating Product Backlog items.
 4. Describe at least one approach to Product Backlog refinement.

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