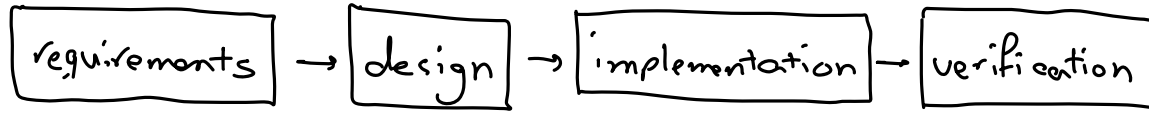


# Professional Scrum Product Owner 1 (PSPO I) Exam Prep

---

## ⚠ Waterfall



## ⚠ Minimum Viable Product

↳ a product or a service that has just enough core features to effectively deploy it to a select set of customers and early adopters who can give direct & valuable feedback while it's still early & inexpensive to make changes

## ⚠ Agile Manifesto

- ↳ individuals and interactions over processes & tools
- ↳ working software over comprehensive documentation
- ↳ customer collaboration over contract negotiation
- ↳ responding to change over following a plan

## ⚠ Agile principles

1

Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

2

Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

3

Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

4

Business people and developers must work together daily throughout the project.

5

Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

6

The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

7

Working software is the primary measure of progress.

8

Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

9

Continuous attention to technical excellence and good design enhances agility.

10

Simplicity--the art of maximizing the amount of work not done--is essential.

11

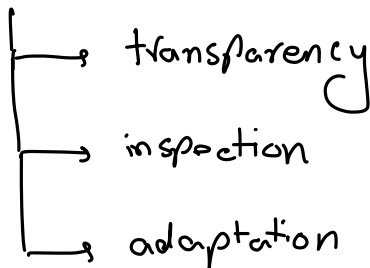
The best architectures, requirements, and designs emerge from self-organizing teams.

12

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

⚠ Scrum is a lightweight framework which helps people, teams and organizations generate value through adaptive solutions for complex problems

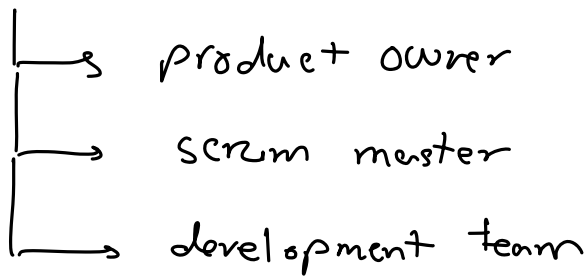
⚠ pillars of empirical process control



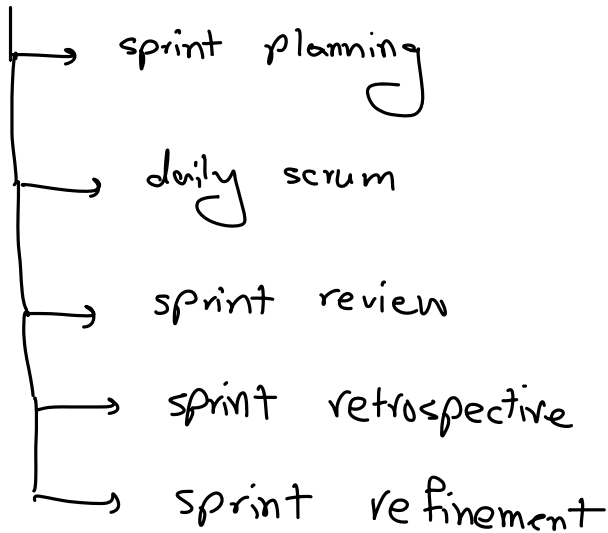
⚠ Scrum Five values

↳ courage, focus, commitment, respect, openness

## ⚠ Scrum roles

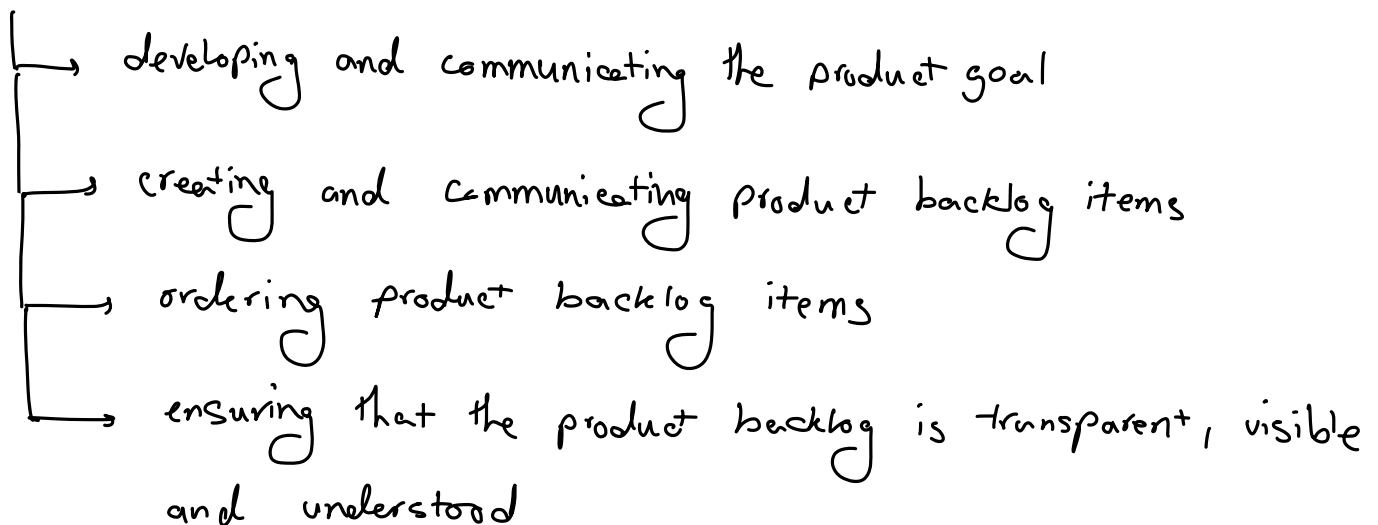


## ⚠ Scrum Events



⚠ Scrum is founded on empiricism & lean thinking

## ⚠ Product Owner Accountability



⚠ Product Owner is a single person, not a committee

## ⚠ product backlog

- list of what is needed to improve the product
- ordered list of items based on ROI, risk, ...
- transparent
- minimal but sufficient

## ⚠ One Product has

- one product owner
  - one product goal at any given time
  - one product backlog
- is a commitment

⚠ product owner is accountable for creating & communicating the PG

## ⚠ Sprint backlog consist of

- the sprint goal (Why)
- selected product backlog items (What)
- a plan (How) for delivering the increment

## ⚠ The Increment

- stepping stone to product goal
- building on prior increments
- ensuring cohesion & quality
- delivering usable value

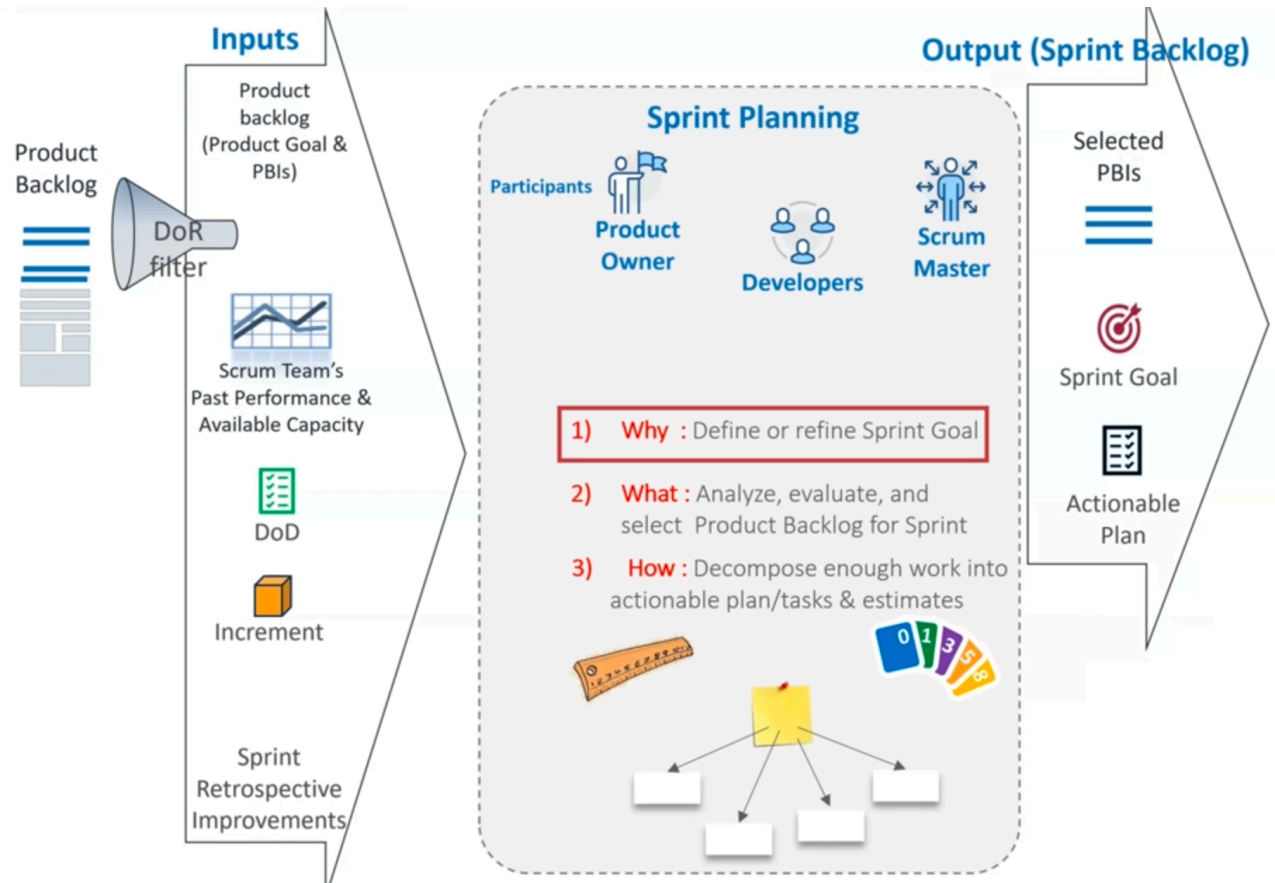
- Presenting at sprint review
- releasing value continuously
- meeting the definition of done

⚠ the definition of done is a formal description of the state of the increment when it meets the quality measures required for the product

⚠ Agile Product development using Scrum

- ① new ideas for product
  - ② define product vision
  - ③ product environment analysis
  - ④ identify and define product strategic options
  - ⑤ features identification and prioritization
  - ⑥ product backlog
    - ↑
    - DoR
  - ⑦ sprint planning
  - ⑧ PRD in sprint backlog
    - ↑
    - Daily Scrum
  - ⑨ Increment
    - ↑
    - DoD
  - ⑩ Sprint review
  - ⑪ releasable increment
-

## ⚠ Sprint planning



## ⚠ Daily Scrum

- Maximum 15 minutes timebox daily event



- Participants:

- Developers (Mandatory)
- Scrum Master & PO (Optional)



Developers



Scrum Master



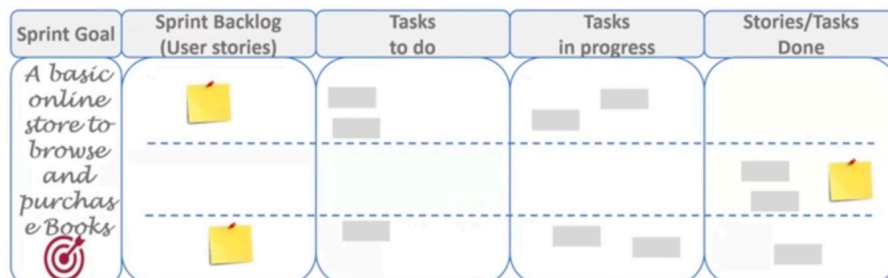
Product Owner

- Objectives

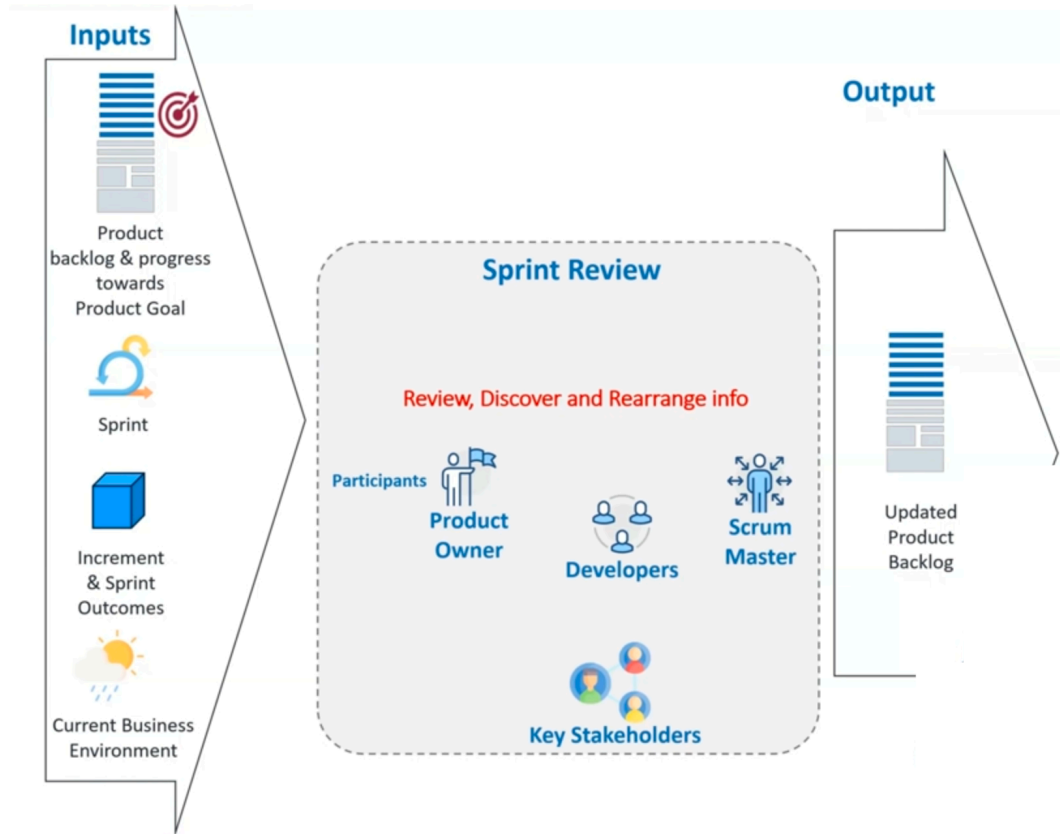
- Inspect progress towards the Sprint Goal
- Create a plan for the next working day.



Sprint Goal



## ! Sprint review



## ! Sprint retrospective

