**Journal: Product Owner**

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This week, we have been asked to reflect on our work as a Product Owner for the SNHU travel booking software, currently about to begin development. Before development actually begins, an essential meeting takes place involving the product owner and can include business stakeholders and even users/customers. It is essential to have this meeting because valuable information will be gathered about the vision of the product, which can be learned in an invaluable way. The presence of actual users who will be using the product gives the opportunity to learn about the why this product is important and what key benefits creating the software will provide. This is an excellent opportunity to ask questions for clarification if there is any uncertainty about how a feature should function. It is vital to the outcome of the product that the product owner learns as much about the user requirements as possible. Yes, some details may not yet be realized, but that is what makes agile methodology so great, it affords flexibility and adaptability.

User stories will be helpful to the scrum team because it is essentially the instructions for the current sprint. It details where on the product backlog the user story is, what the priority level is, its name, how large the user story is expected to be, along with its value statement and acceptance criteria. All of the information is useful as it ensures the scrum team is working toward goals that have been defined as the current sprint’s “done” state. The acceptance criteria can be used as a valuable tool for keeping the team within the scope of the current sprint. One great aspect of the agile methodology and the way a scrum team works is that there are some pre-defined characteristics of each role, but when needed, a product owner or scrum master can step in to help keep the development of the product on the right track.

When considering the interviews/user meetings and how they were helpful in writing the user stories, again, it was an excellent opportunity for users/stakeholders to voice their opinion of the vision of the product (Southern New Hampshire University, n.d.). By hearing what they would like to see as features of the product, the product backlog could easily be developed to define each of the user stories. Without this kind of meeting, it would be hard for not only the product owner but the entire scrum team to have the same vision for the product being developed. Essentially the scrum team would likely make a very generalized product with minimum features implemented because the team would have to make up their own vision. Unless the scrum team is already aware of similar products on the market, meeting the expectations of users and stakeholders would likely prove to be quite challenging.

**References**

Southern New Hampshire University. (n.d.). *Product Owner and User Focus Group*. [http://snhu-](http://snhu-media.snhu.edu/files/course_repository/undergraduate/cs/cs250/storyline/mod3/story_html5.html)

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