



REGISTERED PRODUCT OWNER (RPO)

Nature of the Course: Theory + Practical

Total Hours per Day: 1 Hour

Course Duration: 16 Days

Course Summary

The focus of the Registered Product Owner by Scrum Inc. course is on the application of knowledge and skills within and beyond the context of the course. The learning outcomes are designed to offer instructors an opportunity for reflection on the course content, to set standards by which the success of the course will be evaluated, and to provide useful methods for assessing students' learning. Instructors should create an interactive and meaningful learning experience that incorporates their own real-world examples and practical knowledge.

Completion Criteria

After fulfilling all of the following criteria, the student will be deemed to have finished the Module:

- Has attended 90% of all classes held.
- Has received an average grade of 80% on all assignments
- Has received an average of 60% in assessments.
- The tutor believes the student has grasped all of the concepts and is ready to go on to the next module.

Prerequisites

- The candidate must have experience working in Scrum Teams.
- Training in Scrum Team Member or Scrum Master Course is a plus.

Course Details

Core Scrum

- The Scrum Framework
- The Origins of Scrum (Optional)
- The Scrum Team
 - Developers
 - Scrum Master
 - Product Owner
 - Prioritization
 - Leadership/Management
- Scrum Events
 - The Sprint
 - Product Backlog Refinement
 - Estimation
 - Sprint Planning
 - Sprint Review
 - Sprint Retrospective
 - Daily Scrum
- Scrum Artifacts

Lean Principles

Agile Manifesto

Patterns Of High Performing Teams

- Yesterday's Weather
- Happiness Metric
- Teams that Finish Early Accelerate Faster
- Stable Teams
- Swarming
- Interrupt Buffer
- Good Housekeeping (formerly Daily Clean Code)
- Scrum Emergency Procedure

Scrum @ Scale

- Descaling
- Scaling the Product Owner

Registered Product Owner Credential

Labs

Lab assignments will focus on the practice and mastery of contents covered in the lectures; and introduce critical and fundamental problem-solving techniques to the students.

Learning Outcomes

By the end of this course, students will be able to:

- State that the fundamental unit of Scrum is the Scrum Team, which consists of one Scrum Master, one Product Owner, and Developers.
- Explain that the Scrum Team is a cross-functional, cohesive unit of professionals focused on the Product Goal, and is self-managing, meaning they internally decide who does what, when, and how
- Distinguish the three Scrum roles, identify what each is accountable for, and explain how they work together to balance quality, sustainability, and the creation of business value with a focus on the customer.
- Describe the benefits of cross-functional teams over siloed teams.
- Explain the value of T-shaped Team Members and identify techniques for encouraging T-shaped growth and development.
- Discuss why Scrum Teams should be small & stable, collaborative, self-managing and self-organizing.
- Recognize that the Scrum Master and Product Owner are part of the Scrum Team, not apart from it.