3-4 Journal: Product Owner

CS 250

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This week I took on the role of Product Owner in the Agile team. I learned a lot about this role and how it fits into Agile. The Product Owner is basically the person that visualizes the product and communicates with the clients. He/She figures out what the client needs and then utilizes available resources to come up with “user stories” that will later become features of a program. An example of this would be the Product Owner setting up a focus group to see what features are most desired and needed. Once the user stories are acquired, they are set up in an organized fashion by type of feature and difficulty level. This helps the Product Owner plan during a sprint. Another tidbit that I found interesting this week was that the Product Owner is technically the only person in an Agile group that can ask for a task to get completed. Pretty neat!