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| Jeff Patton & Associates, www.jpattonassociates.com  Role & Responsibility Cards  Page 1 of 4  Product Ownership | Delivery Team |
| Design Team |  |
| 1  Accountable for leading from and communicating a clear product vision | 2  Collaboratively create a delivery plan that reduces risk and maximizes quality and predictability |
| 3  Create a product strategy that supports organization and product vision | 4  Communicate strategy, plans, and progress to business executives and leadership |
| 5  Identify product success metrics and use those metrics to evaluate product success and course correct product decisions | 6  Identify team health and performance metrics and use those metrics to evaluate team performance and help the team improve |
| 7  Create, organize, and prioritize the product backlog  Jeff Patton & Associates, www.jpattonassociates.com  Role & Responsibility Cards  Page 2 of 4 | 8  Decompose feature or product improvement ideas to identify the smallest, most valuable, product delivery |
| 9  Analyze and mitigate delivery risks | 10  Eliminate or mange team and work dependencies |
| 11  Decide on and impliment the teams process rules and strategies | 12  Drive the team’s continuous improvement |
| 13  Lead finances (cost, forcasting, return on investment) | 14  Lead staffing [onboarding, transfers, headcount, etc.] |
| 15  Lead contracting and procurement [vendors, contractors, etc.] | 18  Collaborate productively and effectively with other team members |
| 17  Facilitate team processes and activities [standups, planning meetings, etc..]  Jeff Patton & Associates, www.jpattonassociates.com  Role & Responsibility Cards  Page 3 of 4 | 18  Remove team and task blockers |
| 19  Interview customers and users to understand how they do things today, and evaluate prospective solutions with them | 20  Create prototypes to evaluate prospective solutions |
| 21  Decide when it’s most appropriate to prototype and validate ideas or when its best to proceed with building a production quality product | 22  Identify the most cost effective and fastest way to validate product solutions |
| 23  Develop high quality software predictably | 24  Verify that software functions well |
| 25  Design usable and deligtful user experiences | 26  Mentor and improve the skills of any individual team member |
| 27  Keep the team’s work and progress visible  Jeff Patton & Associates, www.jpattonassociates.com  Role & Responsibility Cards  Page 4 of 4 | 28  Sustain and improve team health and performance |
| 29  Keep current with imrpovements in technology and technical practice | 30  Keep current in product design practice and process |
| 31  Propose and facillitate team building activities | 32  Automate tests that verify the product runs as expected |
| 33  Accountable for successful product outcomes and ultimate business impact | 34  Accountable for team health and effectiveness |
| 35  Break down backlog items to the smallest buildable, testable, and demonstrable parts possible | 36  Build deep understanding of the industry and domain the product will be released into |