



## Agile

### AGL250: Agile Scrum Product Owner

Applied learning intended for product owners and business SMEs working with agile teams that use scrum. This course will teach the new product owner how to envision a product and drive out good requirements that can be prioritized to reduce project risk and maximize return on investment. This live class is available virtually with [RemoteLive™](#) or locally at our Phoenix, AZ location.

\$1,595.00

- 2 Days
- Envision a product and drive good requirements
- Reduce project risk and maximize ROI
- Learn the techniques to avoid common pitfalls
- Credits: 14 PDUs
- Replay recordings not included due to content licensing

## Upcoming Dates

### Course Description

The course will start from the beginning of a business need and derive the project and backlog of work starting from scratch. This course will teach you how to envision a product and drive out good requirements that can be prioritized to reduce project risk and maximize return on investment. The course will start from the beginning of a business need and derive the project vision, roadmap, release plan, and sprint-ready requirements in the form of user stories. Vertical slicing, prioritization, estimation and right-sizing requirements will be thoroughly practiced through a series of exercises. Common pitfalls and techniques to avoid those pitfalls will be thoroughly explored with multiple hands on exercises. The objective of this class is to train you to be effective and maximize ROI for an agile Scrum project.

The use of agile as an approach to managing projects has been increasing dramatically over the last several years. Agile is an incremental, iterative framework for project management and software development – where requirements and solutions evolve through collaboration between self-organizing cross-functional teams. This disciplined project management process involves:

- A leadership philosophy that encourages teamwork, self-organization and accountability
- A set of engineering best practices intended to allow for rapid delivery of high-quality software
- A business approach that aligns development with customer needs and company goals.

The Product Owner role as defined by Scrum as a key role that acts as the single voice to drive development of the product. They must possess certain skills and characteristics in order to be effective and to optimize the business' return on investment (ROI). If the Product Owner is ineffective then the Scrum team will be too.

### Course Outline

#### Section 1: Theory and Foundation of Agile

- Predictive versus empirical approaches
- How empiricism can apply to product development
- Agile approaches and their integration: Lean, Extreme Programming, Scrum, and Kanban

## **Section 2: Product Management**

- What is product management versus project management
- How empiricism can help product development
- Metrics for product value
- The role of product management in value management

## **Section 3: Scrum Framework Tuneup**

- Detailed Scrum framework review
- Scrum roles and responsibilities
- Reasons for and optimization of each Scrum activities
- Continuum of Scrum Product Owner effectiveness

## **Section 4: Identify Product Vision**

- Differentiating product ownership from product management and project ownership
- Create a product vision using the elevator pitch template
- Identify top strategies that will enact the vision using risk and uncertainty
- Create business model canvas for the top strategy
- Determine acceptable tactics and release goals

## **Section 5: Identify Large Grained Stories and Their Value**

- Create a product road map
- Identify top large grained stories
- Lecture on use of MoSCoW, value points, metrics, trees, personas, dependencies
- Value stories using value points and other mechanisms
- Create story map and identify walking skeleton
- Simplification of product (Picasso's bull) to grow the product

## **Section 6: Break down sprints stories**

- Definition of Done
- Estimating
- Story identification and breakdown working session (grooming)
- Backlog refinement with acceptance criteria
- Story tasking

## **Section 7: Techniques to Address Backlog Creation and Refinement Impediments**

- Backlog coordination with other agile and non-agile teams
- Dealing with maintenance
- Common mistakes in writing user stories
- Story sizing, when it's too soon or too much
- Backlog refinement – too little and too much

## **Audience**

This course is suitable for both novice and experienced professionals who need to manage and implement a project. It is recommended that participants have a basic understanding of project management and business processes and business analysis.

## **Prerequisites**

There are no prerequisites for this beginner Agile course.

## **What You Will Learn**

- The learner will understand the reasons behind Scrum ceremonies, removing common misunderstandings of the Scrum framework.
- The learner will be able to apply multiple techniques to develop backlogs and requirements that encourage an emergent approach to product development.
- The learner will understand the role of the Scrum Master in enabling self organizing, cross functional, high performance teams and be able to see signs of ineffective teams.
- The learner will understand the basis for techniques to address difficulties in working with non-agile groups and encourage more emergence within these groups.
- The learner will understand the implications of scaling and some of the mechanisms to coordinate and track scrum in the large.
- The learner will differentiate between direct metrics of customer value versus indirect metrics of customer value.