

Certified Scrum Product Owner



The majority of software projects fail or fall short of expectations. The Scrum agile development process is popular because it increases a project's chance of success by emphasizing periodic guidance, frequent inspections, and the ability to make changes as the project progresses. If you are in charge of a complex business project, do yourself and your project a favor: learn the basics of Scrum and how to be a Scrum product owner, the Scrum role tasked with ensuring that the end product meets customer needs.

Participants will learn to use a prioritized list of features called a product backlog to drive a Scrum project. In addition, participants will be taught proven ways to work as a liaison between the project team and the customer or users, as well as how to plan and make customer commitments, even on fixed-price projects.

Following successful completion of this course, participants will be designated as Certified Scrum Product Owners. This Scrum Alliance certification includes a one-year membership in the Scrum Alliance. For PMPs, this course offers 15 PDUs.

ABOUT THE INSTRUCTOR

Mike Cohn is the author of *User Stories Applied for Agile Software Development*, *Agile Estimating and Planning*, and *Succeeding with Agile: Software Development Using Scrum*. With more than 25 years of experience, Mike has been a technology executive in companies of various sizes, from startup to Fortune 40. A frequent magazine contributor and conference speaker, Mike is a founding member of both the Agile Alliance and the Scrum Alliance.



YOU WILL LEARN



- Practical, project-proven practices
- How to write and maintain a highly useful product backlog
- Proven techniques for prioritizing the product backlog
- How to use velocity to predict delivery dates of features and projects
- Tips and tricks from the instructor's fifteen years of using Scrum in a wide variety of environments

FOR MORE INFORMATION

Contact Mike Cohn at (720) 890-6110 or mike@mountaingoatsoftware.com or visit mountaingoatsoftware.com



AGENDA

Overview of Scrum

Scrum is empirical
The Scrum project community

Roles and Responsibilities

Team / ScrumMaster / Product Owner
Your role in the four Scrum meetings
Things that are not your job

Chartering the Project

Creating an "Igniting Purpose"
Five techniques

Estimating

Estimating the size of work
Planning Poker®

The Product Backlog

Emergent requirements
User stories on the product backlog
The product backlog iceberg
User stories in a formal contract

Sprints

What is potentially shippable?
Changes during the sprint
Sustainable pace & overcommitment
Abnormal termination

Tracking Progress

Burndown charts
Taskboards

Prioritizing

The proper level for prioritizing
Four factors to consider
Kano analysis
Theme screening and scoring
Relative weighting

Release Planning

Extrapolating end dates
Fixed-scope and fixed-price projects

Scaling the Product Owner

Sharing one product backlog
Visualizing a large product backlog
The scrum of scrums meeting
The chief product owner