

Agile Product Owner Enablement

Agile software development employs certain principles and practices that enable development teams to quickly build and deploy high quality software products. An example of one Agile practice is to establish the Scrum Product Owner role. The Agile philosophy is to approach the system under development as a holistic product, not a series of disparate projects. This course explores the responsibilities and expectations of the Product Owner role. Students will learn how a Product Owner can infuse business priorities, goals, and vision, into a development team and thereby build highly functional systems.

Objectives:

- < Understand the basics of Agile development using Scrum
- < Learn the role of the Product Owner
- < Become familiar with the concept of User Stories
- < Explore the practice of using a product backlog for overall scope
- < Explore the practice of using a Sprint backlog for Sprint scope
- < Understand how completed stories factor into release and Sprint planning
- < Be aware of several ways to manage across multiple related Scrum teams

Audience:

This course is designed for product managers and business managers who are subject matter experts and are involved in the planning and execution of Agile projects. Other project stakeholders who will provide input to and work with the Product Owner will also benefit from the course.

Prerequisites:

Applying Scrum course or familiarity with general Agile and Scrum practices and principles

Duration:

2 days

Related courses:

Students who take this course will benefit from the following courses:

- < Agile Estimating & Planning
- < Agile Boot Camp or Agile Enablement Workshop

Outline:

1. Agile Basics
 - Reasons for doing Agile software development
 - Characteristics of an Agile project
 - How Agile delivery differs from traditional project delivery systems
2. Scrum Basics
 - Three Scrum Roles
 - Scrum Practices
3. The Product Owner: A deeper look
 - Why do you need a Product Owner?
 - Primary responsibilities
 - Recommended skill-set
 - Issues in the real world
 - Multiple Product Owners
 - Missing or proxy Product Owners
4. User Stories
 - User Stories as requirements
 - Writing Acceptance Criteria
 - The role of the PO in identifying user stories
 - Writing good user stories
 - Examples of user story issues/problems
5. The Product Backlog
 - Creating the product backlog
 - Product Backlog Prioritization
 - Story Point Estimation
 - Potentially Shippable software
6. Managing the Product Backlog
 - Backlog grooming
 - Types of changes
 - Managing changes
7. Release Planning
 - What is Agile release planning?
 - Creating the release plan
 - Estimation "cone of confidence"
 - Managing expectations
8. Planning a Sprint
 - Sprint Planning Meetings
 - Role of the Product Owner in Sprint Planning
9. Running a Sprint
 - Managing Sprint Scope
 - Adding Functionality
 - Removing Functionality
 - Terminating a Sprint
10. Techniques for Scaling Agile
 - Scrum of Scrums
 - Scaled Agile processes
 - Product Owner in the Enterprise
 - Role of Program and Portfolio Management
11. Course summary
 - Review course objectives
 - Summarize the course's most important points