

Scrum Product Owner Certified (SPOC™)

The Product Owner represents the interests of the stakeholder community to the Scrum Team. The Product Owner is responsible for ensuring clear communication of product or service functionality requirements to the Scrum Team, defining Acceptance Criteria, and ensuring those criteria are met. The Product Owner must always maintain a dual view. He or she must understand and support the needs and interests of all stakeholders, while also understanding the needs and workings of the Scrum Team.

Audience

This certification is for anyone who interfaces with stakeholders or works as a Product Owner in a Scrum Team.

Prerequisites

There is no formal prerequisite for this certification. However, SDC™ or SMC™ Certified professionals will be able to better understand the concepts required for this certification exam. It is also highly recommended to attend a 2-day SPOC™ classroom training provided by a SCRUMstudy approved Registered Education Provider (R.E.P.)

Exam Format

- Multiple Choice
- 140 questions per exam
- One mark awarded for every right answer
- No negative marks for wrong answers
- 180 minutes duration
- Proctored online exam

Certificate: Scrum Product Owner Certified (SPOC™)

Candidates will be awarded the Scrum Product Owner Certified (SPOC™) certificate by SCRUMstudy upon successfully passing the certification exam.

Course outline:

Agile and Scrum Overview

- What is Agile?
- Why use Agile?
- The Agile Manifesto
- Principles of the Agile Manifesto
- Agile Methods
- Other Agile Methods
- Scrum Overview
- Scrum Summary

Scrum Roles

- Scrum Roles
- Product Owner
- Scrum Master
- Scrum Team
- Advantages of Cross-functional Teams

Planning in Scrum

- Scrum Flow
- Requirements in Scrum
- Prioritizing the Product Backlog
- Adaptive Project Management
- Scrum Planning
- User Stories
- The Concept of Persona
- Acceptance Criteria
- Generic Done Criteria
- Criteria for a Good User Story
- Estimation
- Importance of Value
- Risk Burndown Graphics
- Scrum Board

Sprint Planning

- Sprints (from Product Owner's point of view)
- Sprint Planning Meeting
- Planning Game
- Task Estimation
- The Sprint Backlog

Implementation of Scrum

- Daily Stand-up Meeting
- Sprint Review Meeting
- Sprint Retrospective Meeting
- Product Backlog Grooming

Scrum for Large Projects

- Scrum for Large Projects
- The Chief Product Owner
- Distributed teams in Scrum
- Transition to Scrum
- Mapping Traditional Roles to Scrum
- Maintaining Stakeholder Involvement