

Scrum Product Owner Certified (SPOC™) Course Outline

- Agile and Scrum Overview
 - O What is Agile?
 - O Why use Agile?
 - o The Agile Manifesto
 - Principles of the Agile Manifesto
 - o Agile Methods
 - O Other Agile Methods
 - o Scrum Overview
 - Scrum Summary
- Scrum Roles
 - Scrum Roles
 - The Product Owner
 - o The Scrum Team
 - The Scrum Master
 - Advantages of Cross-functional Teams
- Planning in Scrum
 - o Scrum Flow
 - Requirements in Scrum
 - Prioritizing the Product Backlog
 - Adaptive Project Management
 - Scrum Planning
 - User Stories
 - The Concept of Persona
 - Acceptance Criteria
 - o Generic Done Criteria
 - Criteria for a Good User Story
 - o Estimation
 - o Importance of Value
 - O Risk Burndown Graphics
 - o Scrum Board

- Sprint Planning
 - Sprints (from Product Owner's point of view)
 - Sprint Planning Meeting
 - o 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
 - o The Chief Product Owner
 - o Distributed teams in Scrum
 - o Transition to Scrum
 - Mapping Traditional Roles to Scrum
 - Maintaining Stakeholder Involvement