

Scrum Product Owner Certified (SPOC™)

Delivery Method : Classroom

Code : SPOC

Duration : 2 Days



What you will learn

Scrum Product Owner Certified (SPOC™) certification exam is designed to confirm applicants practical and working knowledge of Scrum that equips them to handle the business aspects and stakeholders in a Scrum environment.

Product Owner represents the interests of the stakeholders in the Scrum Team. Commonly called 'the voice of the customer', the Product Owner is responsible for ensuring clear communication of product or service functionality requirements. The Product Owner also prioritizes the requirements from the point of view of an end user, for maximum business benefit, defines the Acceptance Criteria, and ensuring those criteria are met.

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

Examination

- 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

Audience Profile

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 SCRUM study approved Registered Education Provider (R.E.P.)

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

- Core Roles
- Non-core Roles
- Product Owner
- Scrum Master
- Scrum Team

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 Burn down Graphics
- Scrum Board

Sprint Planning

- Sprints (from Product Owner 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