



EXIN Agile Scrum Product Owner Bridge

Preparation Guide

Edition 201811



AGILE SCRUM

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1. Overview

EXIN Agile Scrum Product Owner Bridge [ASPOB.EN]

Scope

An Agile Scrum Product Owner certificate ensures that a candidate can successfully lead Agile Scrum projects in the context of an overall Service and Product Lifecycle, in a way that adds the most value possible for the customer.

In order to do this, the Product Owner provides direction, makes final decisions, and ensures that the Team is aimed at the right goals. The Product Owner is actively engaged with, communicates well with, and listens carefully to arguments from the Team. Within the context of the organization's larger business objectives, the Product Owner provides the vision, but also the boundaries within which this vision must be realized. This is achieved by creating, maintaining and prioritizing the business value-driven Product Backlog. It is the Product Owner's responsibility to make sure the project earns a good Return on Investment.

A good Product Owner understands the business and the market, is the Voice of the Customer (internal or external), manages the product or service lifecycle and balances the need for both functional and non-functional requirements.

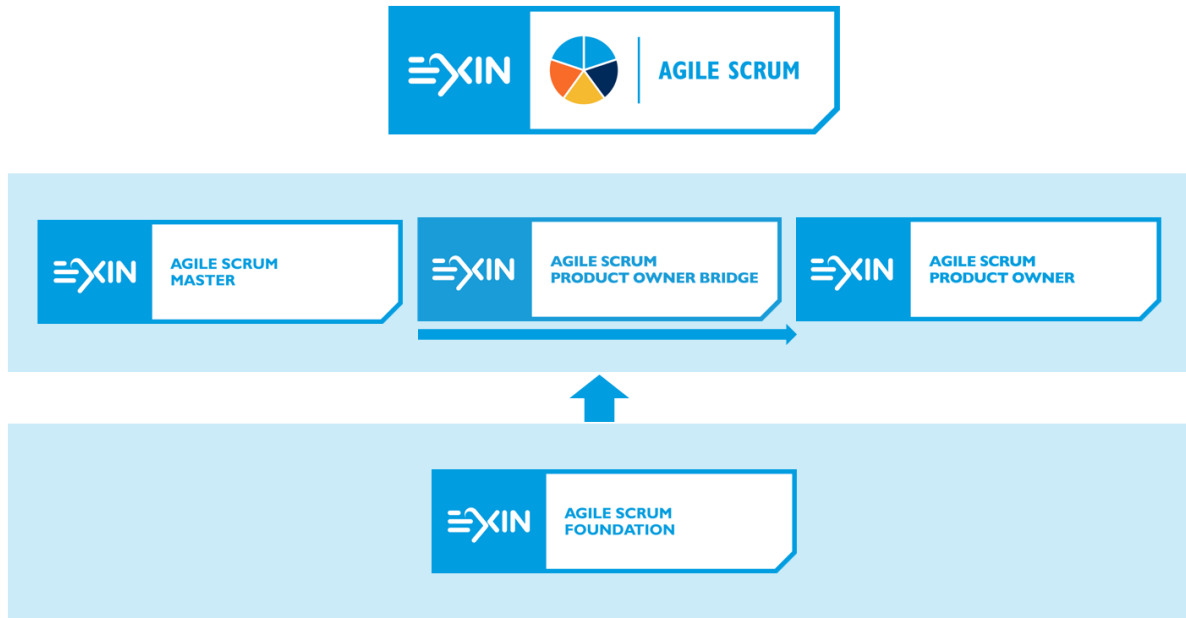
Summary

The EXIN Agile Scrum Product Owner Bridge is a certification developed specifically for candidates that hold the EXIN Agile Scrum Master certificate. Where the regular EXIN Agile Scrum Product Owner certification has overlap with the EXIN Agile Scrum Master, the Bridge contains only new content for these candidates. The EXIN Agile Scrum Product Owner Bridge certification looks to confirm both skills and knowledge of the Agile framework and Scrum methodology, specifically with the Product Owner role in mind.

Agile Scrum is about working together to successfully reach a goal. Agile methodologies are popular approaches in software development and are increasingly being used in other areas. Scrum practices include establishing cross-functional and self-managed teams, producing a working deliverable at the end of each iteration or Sprint. This certification focuses on adopting Agile or Scrum in the workplace and taking on the role of Product Owner.

Context

The EXIN Agile Scrum Product Owner Bridge certification is part of the EXIN qualification program and has been developed in cooperation with international experts in the field. The candidate needs to be familiar with all Basic Concepts from the EXIN Agile Scrum Foundation course. Please refer to the Preparation Guide of the EXIN Agile Scrum Foundation for details. This Preparation Guide is freely available on the website www.exin.com.



Target group

The Agile way of thinking is best known in the field of software development, but the principles are increasingly being applied in other types of projects and it is fast becoming a regular project management technique. Scrum is the most used Agile methodology and is suitable for all professionals looking to keep their knowledge up to date with the latest developments in the fields of IT and Project Management, particularly those leading or participating in projects. The Product Owner role focuses on bringing Value for the Customer and Value for the Business, through Project Management techniques.

In particular, the certification is suitable for professionals working in the areas of: Project Management, Software development, IT Service Management and Business Management.

Requirements for certification

- EXIN Agile Scrum Master certificate, or Professional Scrum Master (PSM), or Advanced Certified ScrumMaster™ (A-CSM).
- Successful completion of the EXIN Agile Scrum Product Owner Bridge exam.
- Knowledge of Scrum terminology, for instance through the EXIN Agile Scrum Foundation exam, is strongly recommended.

Examination details

Examination type:	Multiple-choice questions
Number of questions:	20
Pass mark:	65%
Open book/notes:	No
Electronic equipment/aides permitted:	No
Time allotted for examination:	45 minutes

The Rules and Regulations for EXIN's examinations apply to this exam.

Bloom level

The EXIN Agile Scrum Product Owner Bridge certification tests candidates at Bloom Level 2, 3 and 4 according to Bloom's Revised Taxonomy:

- Bloom Level 2: Understanding – a step beyond remembering (Level 1). Understanding shows that candidates can comprehend what is presented and can evaluate how the learning material may be applied in their own environment.
This type of questions aims to demonstrate that the candidate is able to organize, compare, interpret and choose the correct description of facts and ideas.
- Bloom Level 3: Applying – shows that candidates have the ability to make use of information in a context different from the one in which it was learned.
This type of questions aims to demonstrate that the candidate is able to solve problems in new situations by applying acquired knowledge, facts, techniques and rules in a different, or new way. The question usually contains a short scenario.
- Bloom level 4: Analyzing – shows that candidates have the ability to break learned information into its parts to understand it. This Bloom level is mainly tested in the Practical Assignments. The Practical Assignments aim to demonstrate that the candidate is able to examine and break information into parts by identifying motives or causes, make inferences and find evidence to support generalizations.

Training

Contact hours

The recommended number of contact hours for the course is 8. This number includes group assignments, exam preparation, and short coffee breaks. Not included are: homework, the logistics related to the exam session, the exam session and lunch breaks.

Indication study effort

60 hours, depending on existing knowledge.

Training provider

You can find a list of our accredited training organizations at www.exin.com.

2. Exam Requirements

The exam requirements are specified in the exam specifications. The following table lists the topics of the module (exam requirements) and the subtopics (exam specifications).

(Please note that the specifications shown in grey are part of the full EXIN Agile Scrum Product Owner exam and are not part of this Bridge exam.)

Exam requirement	Exam specification	Weight %
1. Agile Way of Thinking		5
	1.1 Agile concepts	
	1.2 Applying Agile principles to IT Service Management	5
2. Product Owner role		15
	2.1 Tasks and responsibilities of the Product Owner role	15
	2.2 Other roles (Scrum Master, Development Team)	
3. Managing the Product Backlog		45
	3.1 From Vision to Product Backlog	20
	3.2 User Stories (including Epics, non-functional and functional requirements)	15
	3.3 Creating Sprint Backlogs	5
	3.4 Tracking and communicating progress	
	3.5 Staying in control and delivering	5
4. Complex Projects		15
	4.1 Scaling Agile Projects	5
	4.2 Suitability of Agile for different types of projects	
	4.3 Managing complex Product or Service Backlogs	10
5. Adding Value		20
	5.1 Adding Business Value to the project	15
	5.2 Acting as the Voice of the Customer	5
Total		100

Exam specifications

1. Agile Way of Thinking

1.1 Agile concepts

- 1.1.1 Explain the Agile way of thinking
- 1.1.2 Explain how Agility brings predictability and flexibility
- 1.1.3 Describe how to establish continuous improvement
- 1.1.4 Differentiate other frameworks and methodologies: Waterfall, Crystal, Lean, XP, DevOps

1.2 Applying Agile principles to IT Service Management

5%

- 1.2.1 Explain how to apply Agile principles within IT Service Management
- 1.2.2 Analyze the application of Agile principles in an IT Service Management environment for potential issues

2. Product Owner role

2.1 Tasks and responsibilities of the Product Owner role

15%

- 2.1.1 Explain which tasks and responsibilities belong to the Product Owner role
- 2.1.2 Explain which solutions are suitable for solving issues
- 2.1.3 Explain the role of the Product Owner in the different Scrum events
- 2.1.4 Analyze a scenario for the best way to transition into the Product Owner role

2.2 Other roles (Scrum Master, Development Team)

- 2.2.1 Explain all roles within the Scrum Framework

3. Managing the Product Backlog

3.1 From Vision to Product Backlog

20%

- 3.1.1 Explain how to create the Product Vision for either a Service or a Product
- 3.1.2 Explain how to create a Product Road Map for either a Service or a Product
- 3.1.3 Analyze a scenario for common mistakes when creating the Product vision
- 3.1.4 Explain why a good Definition of Done is so important

3.2	User Stories (including Epics, non-functional and functional requirements)	15%
3.2.1	Explain how to write good User Stories for Services or Products	
3.2.2	Analyze a Product Backlog to identify Epic Stories (large, unrefined items)	
3.2.3	Analyze a scenario for non-functional requirements of Services and Products	
3.2.4	Explain how to manage non-functional requirements of Services and Products	
3.3	Creating Sprint Backlogs	5%
3.3.1	Explain how to create a Sprint Backlog	
3.4	Tracking and communicating progress	
3.4.1	Identify impediments, deviations, roadblocks and other obstacles that influence the progress	
3.4.2	Explain how to read Information Radiators, how to interpret them and how to act on the results	
3.4.3	Explain how to interpret commonly used tracking methods (Burn-Down Chart, Velocity, et cetera)	
3.5	Staying in control and delivering	5%
3.5.1	Explain how to manage issues and bugs and how to inform stakeholders	
3.5.2	Explain how to establish Continuous Delivery	
4. Complex Projects		
4.1	Scaling Agile Projects	5%
4.1.1	Explain how to use the Product Backlog in a scaled environment	
4.1.2	Explain how to scale to larger teams using Scrum-of-Scrums	
4.1.3	Explain how to scale the Product Owner function	
4.2	Suitability of Agile for different types of projects	
4.2.1	Explain in which cases it is not possible to use Agile	
4.2.2	Identify the limits of a Scrum Team	
4.3	Managing complex Product or Service Backlogs	10%
4.3.1	Explain different ways to manage complex Product or Service Backlogs	
4.3.2	Propose a way to manage a complex Product or Service Backlog in a given scenario	

5. Adding Value

- | | | |
|------------|--|-----|
| 5.1 | Adding Business Value to the project | 15% |
| 5.1.1 | Explain what Business Value is | |
| 5.1.2 | Explain how to add Business Value to an Agile project | |
| 5.1.3 | Analyze a scenario for the most Business Value added features | |
| 5.2 | Acting as the Voice of the Customer | 5% |
| 5.2.1 | Explain how to work with customers, users and other stakeholders | |

3. Literature

Exam literature

- A. Pichler, Roman
Agile Product Management with Scrum: Creating Products That Customers Love
Addison-Wesley Professional (2010)
ISBN-13: 978-0321605788
ISBN-10: 0321605780
<https://www.amazon.com/Agile-Product-Management-Scrum-Addison-Wesley/dp/0321605780>

- B. Cohn, Mike
Succeeding with Agile: Software Development Using Scrum
Pearson Education (2009)
ISBN-13: 978-0321579362
ISBN-10: 0321579364
<http://www.amazon.com/Succeeding-Agile-Software-Development-Using/dp/0321579364>

- C. Schwaber, Ken & Sutherland, Jeff
The Scrum Guide™
Scrum.Org and ScrumInc. (most recent version)
<http://www.scrumguides.org>

- D. Schwartz, Mark & Kim, Gene
The Art of Business Value
IT Revolution Press (2016)
ISBN-10: 1942788045
ISBN-13: 978-1942788041
<https://www.amazon.com/Art-Business-Value-Mark-Schwartz/dp/1942788045>

- E. Ken Schwaber
Nexus guide
Scrum.Org (August 2015)
<https://www.scrum.org/Portals/0/NexusGuide%20v1.1.pdf>

- F. Peter Measey
Agile and ITIL® and how they integrate
British Computer Society
http://bit.ly/agile_and_itil

Additional literature

- G. Mitch Lacey
The Scrum Field Guide: Agile Advice for Your First Year and Beyond (2nd Edition)
Addison-Wesley (January 2016)
ISBN-13: 978-0133853629
ISBN-10: 0133853624
<https://www.amazon.com/Scrum-Field-Guide-Addison-Wesley-Signature/dp/0133853624>
- H. Robert Galen
Scrum Product Ownership: Balancing Value from the Inside Out
RGCG, LLC (March 2013)
ISBN-10: 0988502623
ISBN-13: 978-0988502628
<https://www.amazon.com/Scrum-Product-Ownership-Balancing-Inside/dp/0988502623>

Comment

Additional literature is for reference and depth of knowledge only.

Literature reference

Exam requirement and specification		Literature reference	Size %
1. Agile Way of Thinking			5
1.1	Agile concepts		
1.2	Applying Agile principles to IT Service Management	B (Part 3), F	5
2. Product Owner role			15
2.1	Tasks and responsibilities of the Product Owner role	A (Ch. 1, 6), B (Part 2) C	15
2.2	Other roles (Scrum Master, Development Team)		
3. Managing the Product Backlog			45
3.1	From Vision to Product Backlog	A (Ch. 2, 5), B (Part 3), C	20
3.2	User Stories (including Epics, non-functional and functional requirements)	A (Ch. 3), B (Part 3)	15
3.3	Creating Sprint Backlogs	A (Ch. 5)	5
3.4	Tracking and communicating progress		
3.5	Staying in control and delivering	A (Ch. 4), B (Part 3), D (Ch. 7)	5
4. Complex Projects			15
4.1	Scaling Agile Projects	A (Ch. 1, 2, 3), B (Part 4), E	5
4.2	Suitability of Agile for different types of projects		
4.3	Managing complex product or service Backlogs	A (Ch. 1, 3)	10
5. Adding Value			20
5.1	Adding Business Value to the project	C, D (Ch. 6, 7)	15
5.2	Acting as the Voice of the Customer	A (Ch. 1)	5
Total			100

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