



EXIN Agile Scrum Product Owner

Preparation Guide

Edition 201804



AGILE SCRUM

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1. Overview

EXIN Agile Scrum Product Owner [ASPO.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.

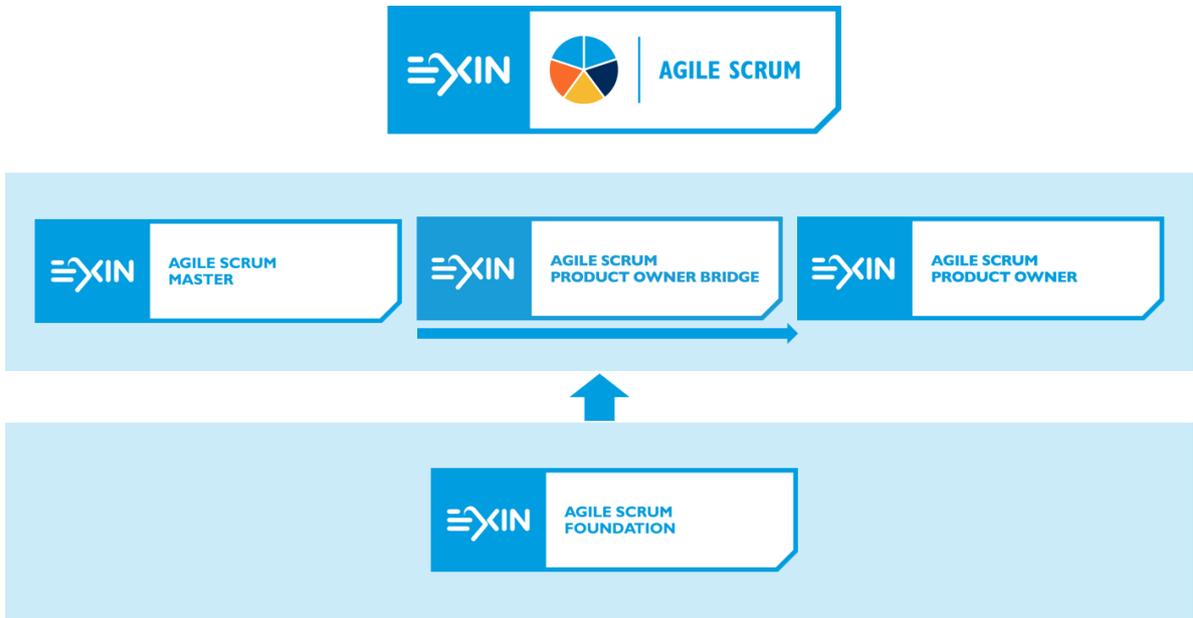
Summary

EXIN Agile Scrum Product Owner is a certification that 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 exam EXIN Agile Scrum Product Owner 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

- Successful completion of the EXIN Agile Scrum Product Owner exam.
- Successful completion of an EXIN Accredited EXIN Agile Scrum Product Owner Training including Practical Assignments.
- Knowledge of Scrum terminology, for instance through the EXIN Agile Scrum Foundation exam, is strongly recommended.

Examination details

Examination type:	Computer-based or paper-based multiple-choice questions
Number of questions:	40
Pass mark:	65%
Open book/notes:	No
Electronic equipment/aides permitted:	No
Time allotted for examination:	90 minutes

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

Training

Training is a mandatory part of the certification.

Contact hours

The recommended number of contact hours for this training course is 16. 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

120 hours, depending on existing knowledge.

Training provider

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

2. Exam Requirements and Specifications

The exam requirements are specified in the exam specifications. The following table lists the topics of the module (exam requirements), the subtopics (exam specifications), the number of questions of each subtopic in the exam and the weight given to the module.

Exam requirement	Exam specification		Weight %
1. Agile Way of Thinking			10
	1.1	Agile concepts	5
	1.2	Applying Agile principles to IT Service Management	5
2. Product Owner role			20
	2.1	Tasks and responsibilities of the Product Owner role	15
	2.2	Other roles (Scrum Master, Development Team)	5
3. Managing the Product Backlog			40
	3.1	From Vision to Product Backlog	12,5
	3.2	User Stories (including Epics, non-functional and functional requirements)	10
	3.3	Creating Sprint Backlogs	2,5
	3.4	Tracking and communicating progress	7,5
	3.5	Staying in control and delivering	7,5
4. Complex Projects			17,5
	4.1	Scaling Agile Projects	7,5
	4.2	Suitability of Agile for different types of projects	5
	4.3	Managing complex Product or Service Backlogs	5
5. Adding Value			12,5
	5.1	Adding Business Value to the project	7,5
	5.2	Acting as the Voice of the Customer	5
Total			100

Exam specifications

1. Agile Way of Thinking

1.1 Agile concepts 5%

- 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) 5%

- 2.2.1 Explain all roles within the Scrum Framework

3. Managing the Product Backlog

3.1 From Vision to Product Backlog 12,5%

- 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)	10%
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	2,5%
3.3.1	Explain how to create a Sprint Backlog	
3.4	Tracking and communicating progress	7,5%
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	7,5%
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	7,5%
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	5%
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	5%
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** 7,5%
 - 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. 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 (recommended, but not mandatory reading)

- 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>

Literature Matrix

Exam requirement		Literature	Size %
1. Agile Way of Thinking			10
1.1	Agile concepts	B (Part 1, 3, 4, 5), C	5
1.2	Applying Agile principles to IT Service Management	B (Part 3), F	5
2. Product Owner role			20
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)	A (Ch. 2, 5), B (Part 2, 3) C	5
3. Managing the Product Backlog			40
3.1	From Vision to Product Backlog	A (Ch. 2, 5), B (Part 3), C	12,5
3.2	User Stories (including Epics, non-functional and functional requirements)	A (Ch. 3), B (Part 3)	10
3.3	Creating Sprint Backlogs	A (Ch. 5)	2,5
3.4	Tracking and communicating progress	A (Ch. 4), B (Part 4)	7,5
3.5	Staying in control and delivering	A (Ch. 4), B (Part 3), D (Ch. 7)	7,5
4. Complex Projects			17,5
4.1	Scaling Agile Projects	A (Ch. 1, 2, 3), B (Part 4), E	7,5
4.2	Suitability of Agile for different types of projects	B (Part 1, 3, 4), C	5
4.3	Managing complex product or service Backlogs	A (Ch. 1, 3)	5
5. Adding Value			12,5
5.1	Adding Business Value to the project	C, D (Ch. 6, 7)	7,5
5.2	Acting as the Voice of the Customer	A (Ch. 1)	5
Total			100

Contact EXIN

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