

# PRODUCT OWNER FOUNDATIONS

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## DESCRIPTION

Designed for those looking to get started in Scrum Product Ownership, this practical two-day course prepares Product Owners attendees with the skills and tools required to be effective immediately.

The course includes modules on important contemporary approaches, including Impact Mapping, Story Mapping and Specification By Example, alongside Agile mainstays such as User Stories. But it also teaches how to be an effective Product Owner in the real world via a mixture of theory coupled with real application.

## LEARNING OUTCOMES

At the end of this course, attendees will be able to:

- Explain how empirical methods address complex problems
- Express the Scrum Framework, including its activities, artefacts and roles
- How to accelerate the flow of value using the Scrum Framework
- Explain the Product Owner role and how it applies to Agile product development
- Prepare a product vision statement
- Produce customer personas to generate customer insights
- Apply Impact Mapping to a project
- Develop a user story map with your team(s)
- Plan a product release as part of an overall product roadmap
- Develop a Release Backlog
- Explain how to structure a quality user story
- Summarise Specification By Example
- Express the intent of the Sprint Planning meeting, including how it works
- Explain the difference between a Commitment and a Forecast
- Understand how to use Story Points
- Evaluate Agile estimating techniques
- Give examples of things to include in a Definition of Done
- Explain what Technical Debt is and why it needs to be carefully managed
- Interpret the team's progress within a Sprint

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## SUMMARY

For anyone seeking a comprehensive, practical course that will equip them to effectively perform the role of Scrum Product Owner.

## COURSE LEVEL

+ DEVELOPED BY ASSURITY

## DURATION

2-day course

## COST

For prices, refer to [education.assurity.nz](https://education.assurity.nz)

## BOOK ONLINE AT

[education.assurity.nz](https://education.assurity.nz)

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- Analyse the team's progress against forecasts within a release

## AGENDA

This 2-day course is delivered in 11 modules:

- **Introductions** – getting to know one another and establishing how we will learn together
- **The Agile Context** – what sort of problems Agile is designed to solve
- **The Scrum Framework** – ensuring we're all on the same page with Scrum
- **The role of the Product Owner** – including the strategic fit, responsibilities, day-to-day activities and what to do throughout the Sprint
- **How to create a Product Vision** – using various contemporary techniques including Impact Mapping, Personas and Vision Statements
- **How to create a Product Roadmap** – using Story Mapping
- **How to plan a Release** – including how to write user stories and an overview of Specification By Example
- **Sprint Planning** – how to plan an iteration, including story points and estimation
- **Quality on Agile projects** – including Definition of Done and Technical Debt
- **Tracking on Agile projects** – tracking and forecasting within the Sprint and Release
- Miscellaneous tidbits and goodies!

You will learn what it takes to be a highly effective Product Owner. The course uses a 'learning by doing' style of instruction and demands your open mind and active participation.

## BOOKINGS & DISCOUNTS

Book and pay online at [education.assurity.nz](https://education.assurity.nz). We offer a 10% discount for early bird bookings made more than one month in advance. We offer discounts for groups of six or more.

## PREREQUISITES

This course expects you to already have a basic understanding of Scrum/Agile which can be obtained in our Fundamentals of Agile course.

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Assurity Education courses are delivered by Assurity Consulting, New Zealand's leading testing, Lean/Agile and DevOps consultancy.

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