



BCS EXIN Practitioner Certificate in Agile Scrum Product Owner Bridge Syllabus

V2.0 October 2021

This professional certification is not regulated by the following United Kingdom Regulators - Ofqual, Qualifications in Wales, CCEA or SQA

Change History

This log provides a single point of reference, where a summary of any changes is recorded, to include the date of the amendment and a summary of the changes made.

Version Number	Changes Made
Version 2.0 October 2021	The BCS EXIN Practitioner Certificate in Agile Scrum Product Owner Bridge has been updated to align with all changes in the 2020 version of The Scrum Guide and the updated version of the EXIN Handbook for Scrum Masters and Product Owners.
Version 1.1 May 2020	Update to the Training Criteria.
Version 1.0 July 2019	Finalised.
Version 0.1 March 2019	BCS Formatted syllabus created.

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Introduction

An EXIN 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.

The Product Owner provides direction, makes final decisions, and ensures that the team knows the product goals. The Product Owner is actively engaged with, communicates well with, and listens carefully to arguments from the team. Within the context of the larger organizational objectives, the Product Owner provides the vision, but also the boundaries within which this vision must be realized. This is achieved by creating, refining and ordering the business' value-driven product backlog. It is the Product Owner's responsibility to make sure the project creates the intended customer value and supports organizational objectives.

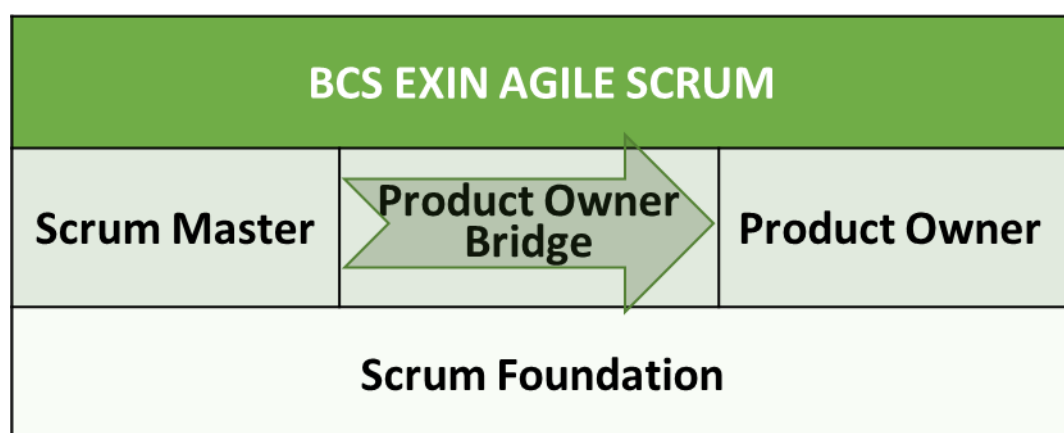
A good Product Owner understands the business and the market, is the voice of the customer (internal or external), manages the product or service lifecycle and balances the need for both functional and non-functional requirements.

Summary

The BCS EXIN Agile Scrum Product Owner Bridge is a certification that looks to confirm both skills and knowledge of the Agile principles and Scrum framework, 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-managing 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.

The BCS EXIN Agile Scrum Product Owner Bridge is part of the Agile Scrum qualification program.



Target Audience

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.

Levels of Knowledge / SFIA Levels

This syllabus will provide candidates with the levels of difficulty highlighted within the following table, also enabling them to develop the skills to operate at the highlighted level of responsibility (as defined within the SFIA framework) within their workplace. The levels of knowledge and SFIA levels are further explained on the [website](#).

Level	Levels of Knowledge	Levels of Skill and Responsibility (SFIA)
7		Set strategy, inspire and mobilise
6	Evaluate	Initiate and influence
5	Synthesise	Ensure and advise
4	Analyse	Enable
3	Apply	Apply
2	Understand	Assist
1	Remember	Follow

Learning Outcomes

Candidates should be able to demonstrate the ability to analyse, understand and explain Agile concepts in the following areas:

1. The Agile Way of Thinking
2. The Product Owner Role
3. Managing the Product Backlog
4. Complex Projects
5. Adding Value

Course Format and Duration

BCS recommends that for full coverage of the syllabus to be achieved, training courses leading to the certificate should normally run for a minimum 7 hours. This number includes practical assignments, exam preparation, and short breaks. Not included are homework, logistics for exam preparation, the exam and lunch breaks.

Candidates should spend about 56 hours on self-study, depending on existing knowledge.

Examination Format and Duration

Type	20 Multiple-choice questions
Duration	45 Minutes
Supervised	Yes
Open Book	No
Pass Mark	65%
Calculators	No
Delivery	Digital or paper-based

Eligibility for the Examination

Candidates need to hold a BCS EXIN Agile Scrum Master certificate, or Professional Scrum Master (PSM), or Advanced Certified ScrumMaster™ (A-CSM).

Attendance at an accredited Agile Scrum Product Owner Bridge training course is not mandatory but is strongly recommended.

Knowledge of Scrum terminology, for instance through the BCS EXIN Agile Scrum Foundation exam, is strongly recommended. This syllabus is freely available on the website www.bcs.org.

Additional Time

For Candidates Requiring Reasonable Adjustments Due to a Disability

Please refer to the [reasonable adjustments policy](#) for information on how and when to apply.

For Candidates Whose Language is Not the Language of the Examination

If the examination is taken in a language that is not the candidate's native/official language, then they are entitled to:

- 25% extra time.
- Use their own **paper** language dictionary (whose purpose is translation between the examination language and another national language) during the examination. Electronic versions of dictionaries will **not** be allowed into the examination room.

Guidelines for Accredited Training Organisations

Each major subject heading in this syllabus is assigned an allocated percentage of study time. The purpose of this is:

1. Guidance on the proportion of time allocated to each section of an accredited course.
2. Guidance on the proportion of questions in the exam.

Courses do not have to follow the same order as the syllabus and additional exercises may be included, if they add value to the training course.

Syllabus Weighting

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

Note: The Learning Objectives that are greyed out, are part of the full BCS EXIN Agile Scrum Product Owner exam, but **not** of the BCS EXIN Agile Scrum Product Owner Bridge exam.

Learning Objectives		Weight
1. Agile Way of Thinking		
	1.1 Agile Concepts	
2. Product Owner Role		15%
	2.1 Tasks and Responsibilities	15%
	2.2 Other Roles (Scrum Master, Developers)	
3. Managing the Product Backlog		40%
	3.1 From Vision to Product Backlog	15%
	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 Value	5%
4. Complex Projects		20%
	4.1 Scaling Agile Projects	5%
	4.2 Suitability of Agile for Different Types of Projects	
	4.3 Managing Complex Product or Service Backlogs	15%
5. Adding Value		25%
	5.1 Adding Business Value to the Project	15%
	5.2 Acting as the Voice of the Customer (VoC)	10%
Total		100%

Trainer Criteria

The following criterion apply:

- Hold a BCS EXIN Practitioner Certificate in Agile Scrum Product Owner
- Have a minimum of 3 years practical Agile experience
- Have 10 days training experience or a train the trainer qualification

Candidate Ratio

Trainers may instruct up to 15 candidates.

Invigilators may supervise up to 25 candidates.

Syllabus

Learning Objectives

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

1. Agile Way of Thinking

1.1 Agile concepts

The candidate can...

- 1.1.1 Explain the Agile way of thinking
- 1.1.2 Explain how Agile brings predictability and flexibility
- 1.1.3 Describe how to establish continuous improvement
- 1.1.4 Differentiate other Agile frameworks and methodologies: Crystal, Extreme Programming (XP), DSDM, LeSS, SAFe and Kanban

2. Product Owner Role – 15%

2.1 Tasks and Responsibilities

The candidate can...

- 2.1.1 Explain which tasks and responsibilities belong to the Product Owner role
- 2.1.2 Analyse a scenario for the best way solution to a problem
- 2.1.3 Explain the role of the Product Owner in the different Scrum events

2.2 Other roles (Scrum Master, Developers)

The candidate can...

- 2.2.1 Explain all roles within the Scrum framework

3. Managing the Product Backlog - 40%

3.1 From Vision to Product Backlog

The candidate can...

- 3.1.1 Explain how to create the service or product goal
- 3.1.2 Explain how to create a product roadmap for either a service or a product
- 3.1.3 Explain why a good definition of done (DoD) is so important

3.2 User Stories (including Epics, Non-Functional and Functional Requirements)

The candidate can...

- 3.2.1 Explain how to write good user stories for services or products
- 3.2.2 Analyse a product backlog to identify epic stories (large, unrefined items)
- 3.2.3 Analyse 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

The candidate can...

3.3.1 Explain how to create a sprint backlog

3.4 Tracking and Communicating Progress

The candidate can...

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 Value

The candidate can...

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 – 20%

4.1 Scaling Agile Projects

The candidate can...

4.1.1 Explain how to use the product backlog in a scaled environment

4.1.2 Explain how to scale Scrum using Nexus

4.1.3 Explain how to scale the Product Owner function

4.2 Suitability of Agile for Different Types of Projects

The candidate can...

4.2.1 Explain in which cases it is not possible to use Agile

4.2.2 Explain why having a small team is beneficial for any project

4.3 Managing Complex Product or Service Backlogs

The candidate can...

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 – 25%

5.1 Adding Business Value to the Project

The candidate can...

- 5.1.1 Explain what business value is
- 5.1.2 Explain the relationship between business value and product goal.
- 5.1.3 Explain the relationship between business value and improved profitability.

5.2 Acting as the Voice of the Customer (VoC)

The candidate can...

- 5.2.1 Explain how to work with customers, users and other stakeholders

Basic Concepts

This chapter contains the terms with which candidates should be familiar.

Please note that knowledge of these terms alone does not suffice for the exam; the candidate must understand the concepts and be able to provide examples.

ADAPT (awareness, desire, ability, promotion and transfer)	Other Agile frameworks:
Agile estimation	• Crystal
Agile Manifesto	• Extreme Programming (XP)
Agile planning	• DSDM
Burn-down bar chart	• LeSS
Burn-down chart	• SAFe
Burn-up chart	• Kanban
Business value	Pair programming
Chief Product Owner	Planning poker
Coach	Potentially shippable
Coarse-grained user story	Product backlog
Collocated team	Product backlog item
Commitment	Product goal
Continuous delivery	Product Owner
Continuous improvement	Product roadmap
Continuous integration	Refinement (of the product backlog)
Customer/user needs	Release planning
Daily scrum	Return on investment (RoI)
Definition of done (DoD)	Roadblock
Developers	Scaling
Distributed team	Scrum board
Epic user story	Scrum Master
Estimation	Scrum team
Feedback	Servant leader
Fine-grained user story	Sprint
Functional requirement	Sprint backlog
Gantt chart	Sprint backlog item
Ideal hours/ideal days	Sprint goal
Impediment	Sprint team
Increment	Story point
Information radiator	Task board
Kanban board	Test-driven development
Minimal marketable product (MMP)	Time-box/time-boxing
Minimal viable product (MVP)	User story
MoSCoW	Velocity (of the team)
Non-functional requirement	Voice of the customer (VoC)
	Waterfall
	Work-in-progress (WiP)

Recommended Reading List

The knowledge required for the exam is covered in the following literature:

- A.** Johann Botha
The EXIN Handbook for Scrum Masters and Product Owners
EXIN (2021)
ISBN: 9789076531007
Freely available at www.exin.com

Additional Reading (recommended but not mandatory)

- B.** Ken Schwaber & Jeff Sutherland
The Scrum Guide (2020)
<http://www.scrumguides.org> (most recent version)

Additional literature is for reference and depth of knowledge only.

Literature Matrix

Exam Requirements	Exam Specifications	Reference
1. Agile Way of Thinking		
	1.1 Agile Concepts	Chapters 1, 2, 3, 4, 6, 7, 10 Appendix A
2. Product Owner Role		
	2.1 Tasks and Responsibilities	Chapters 5, 6, 7, 10
	2.2 Other roles (Scrum Master, Developers)	Chapter 5
3. Managing the Product Backlog		
	3.1 From Vision to Product Backlog	Chapters 5, 6
	3.2 User Stories (Including Epics, Non-Functional and Functional Requirements)	Chapters 6, 7
	3.3 Creating Sprint Backlogs	Chapters 5, 7
	3.4 Tracking and Communicating Progress	Chapters 5, 7, 10, 14
	3.5 Staying in Control and Delivering Value	Chapters 6, 7, 8, 9, 10, 11, 13 Appendix B
4. Complex Projects		
	4.1 Scaling Agile Projects	Chapters 2, 6, 11, 12, 14
	4.2 Suitability of Agile for Different Types of Projects	Chapters 1, 2, 5, 13
	4.3 Managing Complex Product or Service Backlogs	Chapters 9, 11, 12
5. Adding Value		
	5.1 Adding Business Value to the Project	Chapters 5, 6
	5.2 Acting as the Voice of the Customer (VoC)	Chapters 1, 5, 6