



BCS EXIN Practitioner Certificate in Agile Scrum Product Owner 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	Changes to Target Audience, Course Format/Duration, Syllabus Weighting and Objectives, Basic Concepts and Recommended reading.
Version 1.1 May 2020	Update to the Training Criteria.
Version 1.0 July 2019	Finalised version.
Version 0.1 March 2019	BCS Formatted syllabus created.

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Introduction

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 organisation's larger business objectives, the Product Owner provides the vision, but also the boundaries within which this vision must be realised. This is achieved by creating, maintaining and prioritising 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.

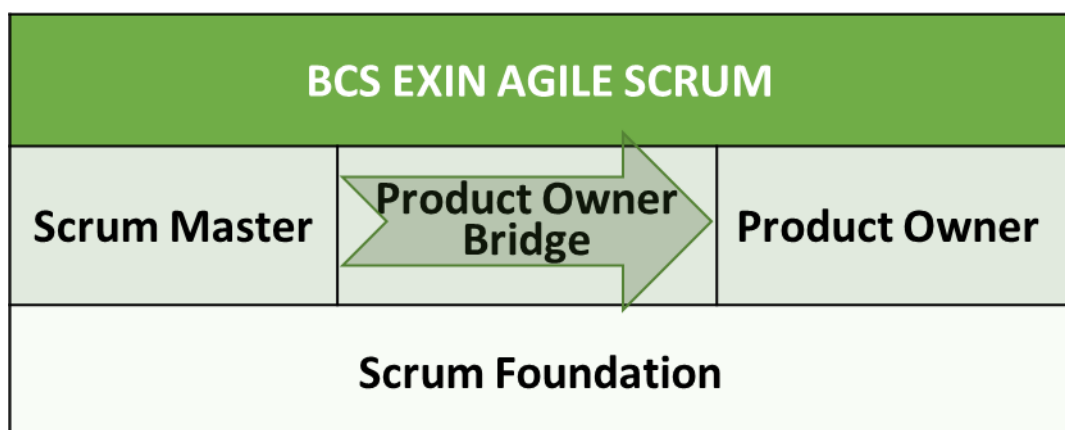
The exam Agile Scrum Product Owner is part of the Agile Scrum qualification program.

Summary

BCS 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.

The BCS EXIN Agile Scrum Product Owner certification is part of the EXIN 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 an Agile context and who have the ambition of assuming the role of Product Owner.

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 14 hours. This number includes practical assignments, exam preparation, and short coffee breaks. Not included are: homework, logistics for exam preparation and lunch breaks.

Candidates should spend about 112 hours on self-study, depending on existing knowledge.

Examination Format and Duration

Type	40 Multiple choice questions
Duration	90 Minutes
Supervised	Yes
Open Book	No
Pass Mark	65%
Calculators	No
Delivery	Digital or paper-based

Eligibility for the Examination

Completion of a BCS accredited Agile Scrum Product Owner training course including Practical Assignments is mandatory.

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

Learning Objectives		Weight
1. Agile Way of Thinking		10%
	1.1 Agile Concepts	10%
2. Product Owner Role		17.5%
	2.1 Tasks and Responsibilities of the Product Owner Role	12.5%
	2.2 Other Roles (Scrum Master, Development Team)	5%
3. Managing the Product Backlog		40%
	3.1 From Vision to Product Backlog	10%
	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	10%
	3.5 Staying in Control and Delivering	7.5%
4. Complex Projects		20%
	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	7.5%
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%

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

1. Agile Way of Thinking – 10%

1.1 Agile concepts

The candidate can...

- 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 Agile frameworks and methodologies: Crystal, Extreme Programming (XP), DSDM, LeSS, SAFe and Kanban

2. Product Owner role – 17.5%

2.1 Tasks and responsibilities of the Product Owner role

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 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, Development Team)

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 Road Map for either a Service or a Product
- 3.1.3 Explain why a good Definition of Done 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 create 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, etc.)

3.5 Staying in control and delivering

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 – 12.5%

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

The candidate can...

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

Basic Concepts

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

Exam Literature

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 Literature

- B. Ken Schwaber & Jeff Sutherland
The Scrum Guide
(most recent version)

Comment

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