Scrum Product Owner Certified (SPOC)

Duration: 16 Hours (2 Days)

Course Overview

The Scrum Product Owner Certified (SPOC) course is an interactive learning experience designed to equip individuals with the knowledge and skills necessary to assume the role of a Product Owner in a Scrum team. Throughout the course, learners explore Agile methodologies with a focus on Scrum practices, gaining an in-depth understanding of the significance, principles, and methods of Agile, alongside the detailed workings of the Scrum framework. Participants acquire a comprehensive understanding of the various Scrum roles, with a particular emphasis on the Product Owner's responsibilities and their collaboration with the Scrum Team and Scrum Master to deliver value. The course covers essential planning techniques in Scrum, including managing the Product Backlog, prioritizing requirements, and creating User Stories. Furthermore, the course addresses the practical application of Scrum in real-world scenarios, such as conducting Daily Stand-ups, Sprint Reviews, and Retrospectives. It also covers managing large projects, distributed teams, and stakeholder involvement. Achieving the SPOC certification validates a learner's expertise as a Product Owner, enhancing their ability to lead Agile projects and maximize product value.

Audience Profile

The Scrum Product Owner Certified (SPOC) course is designed for professionals aiming to fulfill the critical role of a Product Owner in Agile and Scrum teams.

- Product Owners
- Aspiring Product Owners
- Project Managers
- Agile Coaches
- Scrum Masters seeking to deepen their understanding of the Product Owner role
- Business Analysts
- Managers of Scrum Teams
- Team Leaders
- Development Team Members (to gain insight into the Product Owner's role)
- Stakeholders in Scrum Projects
- Software Developers
- Product Management Professionals
- Entrepreneurs or Business Owners looking to implement Scrum
- Anyone interested in assuming a Product Owner role or enhancing their Agile knowledge

Course Syllabus

Day 1

1. **Introduction:** This session outlines the purpose and framework of the SBOK™ Guide, introducing the key concepts of Scrum. It includes a summary of Scrum principles, aspects, and processes.
2. **Agile Overview:** This session explains the concept of Agile and explores various Agile methodologies.

1. **Scrum Overview:** This session provides an in-depth discussion of the principles, aspects, and processes of Scrum.
2. **Scrum Roles:** This session defines the roles and responsibilities of both core and non-core roles in a Scrum project.
3. **Scrum Principles:** A detailed exploration of the six key Scrum principles: Empirical Process Control, Self-Organization, Collaboration, Value-Based Prioritization, Time-Boxing, and Iterative Development.
4. **Scrum Aspects:** An overview of the five Scrum aspects: Organization, Business Justification, Quality, Change, and Risk.
5. **Scrum Project Phases – Initiate:** This session covers the initiation processes of a Scrum project, including:
   a. Creating a Project Vision
   b. Identifying the Scrum Master and Stakeholder(s)
   c. Forming the Scrum Team
   d. Developing Epics
   e. Creating a Prioritized Product Backlog
   f. Conducting Release Planning

Day 2

1. **Scrum Project Phases – Plan & Estimate:** This session addresses the planning and estimation processes, including:
   a. Creating User Stories
   b. Estimating User Stories
   c. Committing User Stories
   d. Identifying Tasks
   e. Estimating Tasks
   f. Updating the Sprint Backlog
2. **Scrum Project Phases – Implement:** This session focuses on executing tasks and activities to create the project's product. It includes:
   a. Creating various deliverables
   b. Conducting Daily Stand-up Meetings
   c. Grooming the Product Backlog (i.e., reviewing, fine-tuning, and updating it regularly)
3. **Scrum Project Phases – Review & Retrospect:** This session emphasizes reviewing deliverables and identifying ways to improve practices and methods used during project execution.
4. **Scrum Project Phases – Release:** This session deals with:
   a. Handing over Accepted Deliverables to the customer
   b. Documenting lessons learned
   c. Internalizing lessons for future projects
5. **Scalability of Scrum:** This session explains how the Scrum framework facilitates coordination among multiple Scrum Teams, enabling effective product delivery in large projects. It also discusses the application of Scrum for managing programs and portfolios.