

Scrum Product Owner Certified (SPOC™) Course Outline

<ul style="list-style-type: none"> ● Agile and Scrum Overview <ul style="list-style-type: none"> ○ What is Agile? ○ Why use Agile? ○ The Agile Manifesto ○ Principles of the Agile Manifesto ○ Agile Methods ○ Other Agile Methods ○ Scrum Overview ○ Scrum Summary ● Scrum Roles <ul style="list-style-type: none"> ○ Scrum Roles ○ The Product Owner ○ The Scrum Team ○ The Scrum Master ○ Advantages of Cross-functional Teams ● Planning in Scrum <ul style="list-style-type: none"> ○ Scrum Flow ○ Requirements in Scrum ○ Prioritizing the Product Backlog ○ Adaptive Project Management ○ Scrum Planning ○ User Stories ○ The Concept of Persona ○ Acceptance Criteria ○ Generic Done Criteria ○ Criteria for a Good User Story ○ Estimation ○ Importance of Value ○ Risk Burndown Graphics ○ Scrum Board 	<ul style="list-style-type: none"> ● Sprint Planning <ul style="list-style-type: none"> ○ Sprints (from Product Owner's point of view) ○ Sprint Planning Meeting ○ Planning Game ○ Task Estimation ○ The Sprint Backlog ● Implementation of Scrum <ul style="list-style-type: none"> ○ Daily Stand-up Meeting ○ Sprint Review Meeting ○ Sprint Retrospective Meeting ○ Product Backlog Grooming ● Scrum for Large Projects <ul style="list-style-type: none"> ○ Scrum for Large Projects ○ The Chief Product Owner ○ Distributed teams in Scrum ○ Transition to Scrum ○ Mapping Traditional Roles to Scrum ○ Maintaining Stakeholder Involvement
---	---