

Professional Scrum Product Owner

Learn to Maximize Value

Being a professional Product Owner encompasses more than writing requirements or managing a Product Backlog. Product Owners need to have a concrete understanding of all product management aspects, including but not limited to product ownership, that drives value from their products.

This course focuses on all of these areas to teach students how to maximize the value of products and systems. This is a cutting-edge course for Product Owners, Agile product managers and anyone responsible for a product's success in the market. You will develop and solidify knowledge of being a Product Owner through instruction and team-based exercises.

The breadth of the role's responsibilities in delivering a successful product will become more clear from an Agile perspective. Metrics are identified to track the creation of value and the successful delivery of the product to the marketplace.

TOPICS

- Agile Product Management
- Value-Driven Development
- Scrum Principles & Empiricism
- The Scrum Framework
- Product Backlog Management
- Release Management

CERTIFICATION



This is an official Scrum.org course delivered by a certified Professional Scrum Trainer from Incrementor. Participants will receive a code to take the PSPO I online certification assessment at the end of the course.

OBJECTIVES

This course is much more than just a set of slides and an instructor. In this course, students work on real-life cases with other classmates together as a team. This practical workshop-style training will serve entire agile teams by providing participants with:

- Understanding of the mechanics of Scrum
- Know how the Product Owner fits into Scrum
- Successfully work with Scrum Teams and stakeholders
- Effectively increase business agility

AUDIENCE

This course was designed for Product Managers, Business Analysts, Business Leaders and anybody interested in agile product management.

LOGISTICS

Length: 2 Days
Max. 20 Participants
Live Instructor
(In-Person or Virtual)