

**Agile Practitioner: Advanced Product Owner**

**Course Number:** AGL-162
**Duration:** 2 days

**Overview**

This two-day course is aimed at individuals who are actively using Lean-Agile methods within their organization. To take its participants to the next level, this course delves into advanced topics relevant to the product owner role, including progressive and current thoughts in requirements gathering, defining user stories, spikes and acceptance criteria, managing technical requirements, specification by example, acceptance test-driven development, prioritization based on project economics, scaling the PO role, and Scrum events for large programs.  Additionally, this course offers in-depth coverage of the five levels of planning, focusing specifically on release planning and the preparation required to make it successful, as well as powerful discussions about organizing and managing the product management team.

Participants start by brainstorming many of the real-world challenges they face as product owners in a lean organization and then proceed to explore a multitude of topics surrounding the product owner role. Time to discuss potential solutions to the listed challenges is provided as the course progresses. The course concludes with a retrospective, providing the next steps servant leaders should take in guiding their teams to higher levels of performance.

**Prerequisites**

This course assumes a working understanding of Agile methods like Scrum and Lean. Students should have taken Accelebrate's introductor [Agile Product Owner course](file:////training/agile-product-owner) or have equivalent experience. Participants should have a minimum of six months experience working on an Agile team.

**Materials**

All attendees receive comprehensive courseware.

**Software Needed on Each Student PC**

For in-person deliveries, attendees do not need computers for this course. We will provide full classroom setup instructions that will include seating in small groups, with supplies such as flipcharts, sticky notes, markers, and pens for the attendees and a projector and Internet connection for the instructor's laptop.

Online deliveries for this interactive training will use an online meeting platform (such as Zoom, WebEx, GoTo, or Teams) to have face-to-face contact online, including use of breakout rooms for group activities.

**Objectives**

* Understand how to craft incremental requirements and minimum marketable features (MMFs) using stories and specification by example
* Define acceptance criteria and develop acceptance tests from them
* Size stories correctly using progressive elaboration and splitting techniques
* Learn how to base decisions on the economic view, quantifying the value, cost, risk, and ROI of user stories
* Learn how to prioritize based on the ROI, cost of delay, the weighted shortest job first (WSJF) method, and net present value
* Gain techniques for defining minimum viable products (MVP), product vision, roadmap, and releases
* Gain a better understanding of the product owner role within an enterprise environment
* Gain insights into scaling the product owner role and best practices for scaling Scrum events
* Discover how to identify and work with stakeholders

**Outline**

* Introduction
* Product Owner Challenges
* The Product Owner (PO) Role
	+ Desirable Characteristics
	+ Scrum Master and PO Relationship
	+ Development Team and PO Relationship
	+ Stakeholders and the PO Role
	+ Scaling the Product Owner
	+ Common Mistakes
* Five Levels of Planning
	+ Product Visioning – Desirable Qualities, Techniques for Creating
	+ Visioning and the Product Roadmap
	+ Release Planning
	+ Sprint Planning
	+ Daily Commitments
	+ Common Problems and How to Solve Them
* Requirements
	+ Requirements Elicitation
	+ Non-Functional Requirements
	+ UI Prototyping
	+ Modeling
	+ Use Cases
* Prioritization – Taking the Economic View
	+ Prioritization
	+ Cost of Delay
	+ Weighted Shortest Job First (WSJF)
	+ ROI
	+ Risk and Dependencies
	+ Understanding Cost and Value of Stories
* Portfolio, Program Backlog Management
	+ Epics and the Business Case
	+ Multitasking
	+ The Pull versus Push Concept and WIP Limits
	+ Identifying MVP and MMF
* Product Backlog Management
	+ Defining the User – Use of Personas
	+ Story Mapping
	+ Decomposing from Epics to User Stories
	+ Finding the Right Slice
	+ Better Acceptance Criteria
	+ Automated Acceptance Testing
	+ Facilitating a User Story Workshop
	+ Avoiding Story Card Hell
* Release Planning
	+ Running the Release Planning Event for Multiple Teams
	+ Monitoring and Reporting the Health of a Release
* Final Retrospective
	+ Next Few Steps
* Down The Road
* Conclusion