



EXIN
Agile Scrum

**PRODUCT OWNER
BRIDGE**

Certified by


Preparation Guide

Edition 201904

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1. Overview

EXIN Agile Scrum Product Owner Bridge (ASPOB.EN)

Scope

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

Summary

EXIN Agile Scrum Product Owner Bridge is a certification developed specifically for candidates that hold the EXIN Agile Scrum Master certificate. Where the regular EXIN Agile Scrum Product Owner certification has overlap with the EXIN Agile Scrum Master, the Bridge contains only new content for these candidates. The EXIN Agile Scrum Product Owner Bridge certification 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.

Context

The EXIN Agile Scrum Product Owner Bridge certification is part of the EXIN Agile Scrum qualification program.



Target group

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 the areas of Project Management, Software development, IT Service Management and Business Management.

Requirements for certification

- EXIN Agile Scrum Master certificate, or Professional Scrum Master (PSM), or Advanced Certified ScrumMaster™ (A-CSM).
- Successful completion of the EXIN Agile Scrum Product Owner Bridge exam.

Knowledge of Scrum terminology, for instance through the EXIN Agile Scrum Foundation exam, is strongly recommended.

Examination details

| | |
|---------------------------------------|---------------------------|
| Examination type: | Multiple-choice questions |
| Number of questions: | 20 |
| Pass mark: | 65% |
| Open book/notes: | No |
| Electronic equipment/aides permitted: | No |
| Time allotted for examination: | 45 minutes |

The Rules and Regulations for EXIN's examinations apply to this exam.

Bloom level

The EXIN Agile Scrum Product Owner certification tests candidates at Bloom Levels 2, 3 and 4 according to Bloom's Revised Taxonomy:

- Bloom Level 2: Understanding – a step beyond remembering (Level 1). Understanding shows that candidates can comprehend what is presented and can evaluate how the learning material may be applied in their own environment.
This type of questions aims to demonstrate that the candidate is able to organize, compare, interpret and choose the correct description of facts and ideas.
- Bloom Level 3: Applying – shows that candidates have the ability to make use of information in a context different from the one in which it was learned.
This type of questions aims to demonstrate that the candidate is able to solve problems in new situations by applying acquired knowledge, facts, techniques and rules in a different, or new way. The question usually contains a short scenario.
- Bloom level 4: Analyzing – shows that candidates have the ability to break learned information into its parts to understand it. This Bloom level is mainly tested in the Practical Assignments. The Practical Assignments aim to demonstrate that the candidate is able to examine and break information into parts by identifying motives or causes, make inferences and find evidence to support generalizations.

Training

Contact hours

The recommended number of contact hours for this training course is 8. This includes practical assignments, exam preparation and short breaks. This number of hours does not include homework, logistics for exam preparation and lunch breaks.

Indication study effort

60 hours, depending on existing knowledge.

Training organization

You can find a list of our accredited training organizations at www.exin.com.

2. Exam requirements

The exam requirements are specified in the exam specifications. The following table lists the topics (exam requirements) and the subtopics (exam specifications) of the module.

Note: The exam requirements and specifications that are grayed out, are part of the full EXIN Agile Scrum Product Owner exam, but **not** of the EXIN Agile Scrum Product Owner Bridge exam.

| Exam requirement | Exam specification | Weight |
|--|--|-------------|
| 1. Agile Way of Thinking | | |
| | 1.1 Agile Concepts | |
| 2. Product Owner Role | | 15% |
| | 2.1 Tasks and Responsibilities of the Product Owner Role | 15% |
| | 2.2 Other Roles (Scrum Master, Development Team) | |
| 3. Managing the Product Backlog | | 45% |
| | 3.1 From Vision to Product Backlog | 20% |
| | 3.2 User Stories (Including Epics, Non-Functional and Functional Requirements) | 15% |
| | 3.3 Creating Sprint Backlogs | 5% |
| | 3.4 Tracking and Communicating Progress | |
| | 3.5 Staying in Control and Delivering | 5% |
| 4. Complex Projects | | 20% |
| | 4.1 Scaling Agile Projects | 5% |
| | 4.2 Suitability of Agile for Different Types of Projects | |
| | 4.3 Managing Complex Product or Service Backlogs | 15% |
| 5. Adding Value | | 20% |
| | 5.1 Adding Business Value to the Project | 15% |
| | 5.2 Acting as the Voice of the Customer | 5% |
| Total | | 100% |

Exam specifications

1 Agile Way of Thinking

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

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 explain which solutions are suitable for solving issues.
- 2.1.3 explain the role of the Product Owner in the different Scrum events.
- 2.1.4 analyze a scenario for the best way to transition into the Product Owner role.

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

3.1 From Vision to Product Backlog

The candidate can ...

- 3.1.1 explain how to create the Product vision for either a Service or a Product.
- 3.1.2 explain how to create a Product Road Map for either a Service or a Product.
- 3.1.3 analyze a scenario for common mistakes when creating the Product vision.
- 3.1.4 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 analyze a Product Backlog to identify Epic Stories (large, unrefined items).
- 3.2.3 analyze 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 read 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, et cetera).

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

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 to larger teams using Scrum-of-Scrums.

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 identify the limits of a Scrum Team.

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

5.1 Adding Business Value to the Project

The candidate can ...

5.1.1 explain what business value is.

5.1.2 explain how to add business value to an Agile project.

5.1.3 analyze a scenario for the most business value added features.

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.

3. List of Basic Concepts

This chapter contains the terms and abbreviations with which candidates should be familiar.

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.

| | |
|---|------------------------------------|
| Agile Estimation | Product Backlog Item |
| Agile Planning | Product Owner |
| Burn-Down (bar) chart | Product Road Map |
| business value | proxy Product Owner |
| champion skeptic | refactoring |
| coach | Release Burn Up |
| commitment | Release planning |
| complex adaptive system (CAS) | remote Product Owner |
| Continuous Delivery | resistance |
| Continuous Integration | Return on Investment (ROI) |
| Customer Relationship Management (CRM) System | scaling |
| customer/user needs | Scrum |
| Daily Scrum | Scrum Master |
| Definition of Done (DoD) | Scrum-of-Scrums |
| Epic (User Story) | skeptic |
| Estimation | splitting teams |
| feedback | Sprint |
| functional requirement | Sprint Backlog |
| Gantt chart | Sprint Backlog Item |
| ideal hours/ ideal days | Sprint Planning |
| increment | Sprint Retrospective |
| Information Radiator | Sprint Review |
| non-functional requirement | staging |
| Ockham's razor | status report |
| Other Agile Frameworks: | Story |
| • Crystal | Story point |
| • Extreme Programming (XP) | task board |
| • DSDM | Team |
| • LeSS | test-driven (software) development |
| • SAFe | time-box/time-boxing |
| • KanBan | User Story |
| Pair Programming | Velocity (of the team) |
| planning | Voice of the Customer |
| potentially shippable | Waste |
| priority | Waterfall |
| Product Backlog | |

4. Literature

Exam literature

The knowledge required for the EXIN Agile Scrum Product Owner exam is covered in the following literature:

- A. Pichler, Roman
Agile Product Management with Scrum: Creating Products That Customers Love
Addison-Wesley Professional (2010)
ISBN-13: 978-0321605788
ISBN-10: 0321605780
<https://www.amazon.com/Agile-Product-Management-Scrum-Addison-Wesley/dp/0321605780>

- B. Cohn, Mike
Succeeding with Agile: Software Development Using Scrum
Pearson Education (2009)
ISBN-13: 978-0321579362
ISBN-10: 0321579364
<http://www.amazon.com/Succeeding-Agile-Software-Development-Using/dp/0321579364>

- C. Schwaber, Ken & Sutherland, Jeff
The Scrum Guide™
Scrum.Org and ScrumInc. (most recent version)
<http://www.scrumguides.org>

- D. Schwartz, Mark & Kim, Gene
The Art of Business Value
IT Revolution Press (2016)
ISBN-10: 1942788045
ISBN-13: 978-1942788041
<https://www.amazon.com/Art-Business-Value-Mark-Schwartz/dp/1942788045>

- E. Ken Schwaber
Nexus guide
Scrum.Org (August 2015)
<https://www.scrum.org/Portals/0/NexusGuide%20v1.1.pdf>

Additional literature

- G. Mitch Lacey
The Scrum Field Guide: Agile Advice for Your First Year and Beyond (2nd Edition)
Addison-Wesley (January 2016)
ISBN-13: 978-0133853629
ISBN-10: 0133853624
<https://www.amazon.com/Scrum-Field-Guide-Addison-Wesley-Signature/dp/0133853624>
- H. Robert Galen
Scrum Product Ownership: Balancing Value from the Inside Out
RGCG, LLC (March 2013)
ISBN-10: 0988502623
ISBN-13: 978-0988502628
<https://www.amazon.com/Scrum-Product-Ownership-Balancing-Inside/dp/0988502623>

Comment

Additional literature is for reference and depth of knowledge only.

Literature matrix

| Exam requirement | Exam specification | Literature |
|--|--|-----------------------------------|
| 1. Agile Way of Thinking | | |
| | 1.1 Agile Concepts | B: Part 1, 3, 4, 5 C F |
| 2. Product Owner Role | | |
| | 2.1 Tasks and Responsibilities of the Product Owner Role | A: Ch. 1, 6 B: Part 2 C |
| | 2.2 Other Roles (Scrum Master, Development Team) | A: Ch. 2, 5 B: Part 2, 3 C |
| 3. Managing the Product Backlog | | |
| | 3.1 From Vision to Product Backlog | A: Ch. 2, 5 B: Part 3 C |
| | 3.2 User Stories (Including Epics, Non-Functional and Functional Requirements) | A: Ch. 3 B: Part 3 |
| | 3.3 Creating Sprint Backlogs | A: Ch. 5 |
| | 3.4 Tracking and Communicating Progress | A: Ch. 4 B: Part 4 |
| | 3.5 Staying in Control and Delivering | A: Ch. 4 B: Part 3 D: Ch. 7 |
| 4. Complex Projects | | |
| | 4.1 Scaling Agile Projects | A: Ch. 1, 2, 3 B: Part 4 E |
| | 4.2 Suitability of Agile for Different Types of Projects | B: Part 1, 3, 4 C |
| | 4.3 Managing Complex Product or Service Backlogs | A: Ch. 1, 3 |
| 5. Adding Value | | |
| | 5.1 Adding Business Value to the Project | C D: Ch. 6, 7 |
| | 5.2 Acting as the Voice of the Customer | A: Ch. 1 |

Contact EXIN

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