

This course addresses the business questions related to Agile, such as:

- What is the business value of using Agile for me and why should I collaborate with IT this way?
- Who is the Product Owner and what does my new role entail?
- What are the expectations of me?
- What are User Stories and how do I write them?
- How can I be an effective Product Owner?
- What is the role of my Users and Business SMEs?
- What are Acceptance Tests and how do I identify them?
- When do I and my users do acceptance testing?
- What techniques and real world best practices can I use to motivate and encourage the team?
- I haven't played a "Leader" role before, how do I prepare?

What You'll Learn

- A history on Waterfall Development
- So why Agile? The value proposition
- Agile values and principles
- What is scrum? What are the roles? What is the process?
- Deep dive into the Product Owner role
- Expectations of the Product Owner
- Time management for the busy Product Owner
- The Product Owner's Expectations for the Team
- Business Users & SMEs
- Defining a Vision and Conditions of Satisfaction
- Building the Story Backlog
- Best Practices for Identifying & Writing Stories
- Writing Acceptance Tests
- How to do User Acceptance Testing
- Being a "Leader" & setting goals
- Motivating High-Performing Teams

Who Should Attend?

Analysts, Architects, Business Customers, Developers, Operations, Product Managers, Project Managers, Team Leaders, & Testers

10 Group Workshops Included!

1. Learning Objectives
2. Waterfall Characteristics
3. What Should We Expect From an Effective Product Owner?
4. Team Expectations
5. Traditional vs. Agile Roles
6. Setting a Vision and Conditions of Satisfaction
7. Writing Stories and Acceptance Test Cases
8. Characteristics of a "Leader"
9. Practice Giving Positive and Constructive Feedback
10. Retrospective

Why This Course?

- This course is designed with 60% workshops!
- You'll learn real world best practices and case studies for how others played this role successfully on their projects!
- Prepares your business users and SMEs for their role and expectations.
- Learn from a real world-practicing Agile Coach who will share stories and lessons learned!
- You will take away our valuable "Product Owner Cheat Sheet."
- You walk away with valuable course material, handouts, resources, and cheat sheets that will support you on your projects.

Detailed Course Outline ~ Agile for Product Owners

I. Agile for Product Owners Course Introduction

1. Organizing Tools
2. About Me
3. About YOU!
4. Purpose of This Course
5. Agenda....

II. Overview of Agile

6. The Traditional Way
7. The Agile Way
8. With An Agile Approach...
9. Waterfall vs. Agile
10. Requirements: Incomplete & Otherwise
11. Pop Quiz: Traditional Requirements Analysis
12. Requirements Myth
13. The Requirements Disconnect
14. The Requirements Reality
15. The Agile Manifesto (2001)
16. Agile Principles
17. What is Agile?
18. The Iterative Process

III. The Agile Team

19. The Leadership Triangle
20. Agile Roles – Product Owner
21. Agile Roles – ScrumMaster
22. Agile Roles – Solution Lead
23. Agile Roles – Sponsor & Stakeholders
24. Agile Roles – Management
25. Real World Role Challenges
26. Agile Team Best Practices

IV. Deep Dive Into the Product Owner Role

27. Product Owner Cheat Sheet
28. Engaging Through the Lifecycle
29. Sample: Approximate Product Owner Time Commitment
30. Pre-Planning for Next Iteration
31. Successful Time Management for Busy Product Owners
32. Product Owner Proxies / Vacant Owners
33. Leading to Self-Organizing Teams
34. Shifting Towards Servant Leadership
35. Workshop – What Should We Expect from an Effective Product Owner?
36. Single Team Program
37. Multi-Team Program

38. Portfolio View
39. From Portfolio Ideas to Team Backlog
40. What Makes an Idea Worth Initiation?
41. Agile Idea Qualification Checklist
42. Common Problems with Idea Qualification
43. Project Initiation Goals
44. Six Steps for Measuring Value
45. *Actually* Measuring Value Post-Release

V. Agile Delivery Process

46. Six Levels of Agile Planning
47. Agile Requirements Levels
48. What is “Just Enough” Planning?

VI. Product Visioning

49. Product Vision
50. What’s in a Charter?
51. Vision Statement
52. Vision Box
53. Example Box
54. Example
55. Defining Conditions of Satisfaction
56. Workshop – Setting a Vision & Conditions of Satisfaction

VII. User Personas

57. User Roles
58. User Role Examples
59. Organizing Roles
60. Refining Roles
61. User Personas
62. Sample Personas

VIII. User Stories

63. What is a Story?
64. User Stories : Examples
65. Guidelines for User Stories
66. User Stories – I
67. User Stories – N
68. User Stories – V
69. User Stories – E
70. User Stories – S
71. User Stories – T
72. Sample Backlog
73. Story Grouping by Feature
74. Example Requirement Levels
75. Feature / Epic

76. Story
77. Acceptance Criteria – Example
78. Workshop : Quiz Time
79. Principles for Identifying Stories
80. Identifying Features / Stories
81. Story Writing Workshops
82. Finding Additional Stories
83. Workshop – Writing User Stories
84. Scaling the Product Backlog

IX. Documenting Acceptance Criteria

85. Acceptance Criteria
86. Why Acceptance Criteria?
87. Identifying Acceptance Criteria
88. What are good Acceptance Criteria?
89. Acceptance Criteria – Example

X. Breaking Down EPICs

90. Breaking Down EPICs
91. Breaking Large Stories into Smaller Chunks
92. Sample Compound Stories
93. Sample Complex Stories
94. Slicing Techniques
95. EPIC Example
96. Workshop – Slicing Larger Stories

XI. Backlog Prioritization

97. It's All About Prioritization!
98. Estimating – Business Value
99. Using Business Value Buckets
100. Kano Analysis
101. Kano Model
102. Sequencing Chart
103. Fire Alarm Prioritization
104. Prioritization

XII. Estimating & Sizing

105. Estimating & Sizing
106. Why Story Points?
107. Workshop : Sizing Stories
108. Using Story Points
109. Story Points – Fibonacci Scale
110. Story Points Scale for EPICs
111. Planning Poker

XIII. Building a Release Plan

112. Team Velocity
113. Sample Point & Cost Burn-Up Chart
114. Release Planning
115. Sample Release Plan

XIV. Pre-Planning

116. Backlog Grooming
117. Pre-Planning for the Next Sprint
118. Story Elaboration – Methods
119. Model Storming
120. Writing Acceptance Tests
121. Why Acceptance Tests?
122. Acceptance Tests
123. Business Rules
124. Sample UI Prototypes
125. Pre-Planning for the Next Iteration
126. When Should You Pre-Plan?
127. The “Traceability” Question

XV. Iteration Planning

128. Break Down All Tasks
129. The Team's Definition of “Done”
130. Team Definition of Done (Sample)
131. Tasks

XVI. Iteration Execution

132. Sample Agile Calendar
133. Daily Scrum / “The Daily Standup”
134. Daily Standup
135. Taskboard
136. Visual Taskboard

XVII. Closing Out the Iteration

137. Iteration Review
138. Demos
139. Retrospectives
140. Best Practices for Retrospectives

XVIII. Bringing It All Together

141. Lifecycle of a Story
142. Team Responsibilities
143. Sample Agile Calendar

XIX. Scaling Agile

144. Scaling Agile
145. Multi-Team View
146. Scrum of Scrums
147. Working with Non-Agile Teams
148. Agile Project Failure?
149. How to Avoid Agile Failure
150. Things to Remember
151. Follow Up
152. Additional Topics
153. Resources