SCRUM ALLIANCE® ADVANCED CERTIFIED SCRUM PRODUCT OWNER (A-CSPO℠)
Learning Objectives

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PURPOSE

This document describes the Learning Objectives (LOs) that must be covered in an Advanced Certified Scrum Product Owner offering.

These Learning Objectives take the following into consideration:

- Every implementation of Scrum is different.

- Teams and organizations apply Scrum within their context, but the fundamental framework always remains the same.

The Learning Objectives for this offering are based on:

- *Scrum Guide*, scrumguides.org*

- Manifesto for Agile Software Development, four values and 12 principles, agilemanifesto.org

- Scrum values, https://www.scrumalliance.org/about-scrum/values

- Scrum Alliance Scrum Foundations Learning Objectives

- Scrum Alliance Guide Level Feedback

SCOPE

Students attending an Advanced CSPO offering should expect that each Learning Objective identified in this document will be covered.

The A-CSPO Learning Objectives fall into the following categories:

1. Product Owner Core Competencies
2. Advanced Goal Setting and Planning
3. Empathizing with Customers and Users
4. Advanced Product Assumption Validation
5. Product Backlog Management

Individual Path to CSP℠ Educators may choose to include ancillary topics. Ancillary topics presented in an A-CSPO offering must be clearly indicated as such

A note about Bloom's Taxonomy:

Bloom's-style Learning Objectives describe what the learner can do upon completing the offering. Please mentally start each Learning Objective with the following phrase: "Upon successful validation of the A-CSPO Learning Objectives, the learner will be able to …"

Bloom's style of Learning Objectives consist of six levels of learning:

- **Knowledge**
- **Comprehension**
- **Application**
- **Analysis**
- **Synthesis**
- **Evaluation**

The levels progress from lower- to higher-order thinking skills, Knowledge through Evaluation. The level of each Learning Objective can be identified using the image designations above.

LEARNING OBJECTIVES

1 - Product Owner Core Competencies

Examining Product Owner Accountabilities and Responsibilities

1.1   analyze the importance of Product Ownership.

1.2   reflect on the mindset and actions of a successful Product Owner.

1.3   discuss at least three possible impacts to their stakeholder relationships and/or product that could result if their Scrum Team adopted the latest definition of Scrum.

Working with Stakeholders

1.4   demonstrate at least three techniques to interact with stakeholders over multiple Sprints.

1.5   describe two examples when the Product Owner should not act as the facilitator for the stakeholders.

1.6   demonstrate at least three facilitative listening techniques.

1.7   demonstrate the use of at least two alternatives to open discussion.

1.8   describe at least three ways to facilitate a final decision with stakeholders.

Working with Developers

1.9   explain why the Product Owner should be cautious about accumulating technical debt.

1.10 list at least three development practices that could help their Scrum Team deliver a high-quality Increment and reduce technical debt each Sprint.

Product Ownership with Multiple Teams

1.11 recognize at least two approaches to scaling Scrum.

1.12 identify at least two techniques for visualizing, managing, or reducing dependencies.

1.13 describe at least three benefits and drawbacks of feature teams and component teams.

2 - Advanced Goal Setting and Planning

Developing Practical Product Strategies

2.1   discuss a real-world example of how product strategy is operationalized and evolves over time in an agile organization.

2.2   practice at least two approaches to identify purpose or define strategy.

Advanced Product Planning and Forecasting

2.3   create a product plan or forecast with stakeholders.

2.4   practice at least one technique to visualize and communicate product strategy, product ideas, features, and/or assumptions.

3 - Empathizing with Customers and Users

3.1   use one technique to connect developers directly to customers and users.

3.2   practice at least two techniques of product discovery.

Knowledge   Comprehension   Application   Analysis   Synthesis   Evaluation   ScrumAlliance®

LEARNING OBJECTIVES

4 - Advanced Product Assumption Validation

4.1 list two cognitive biases that may impact the Product Owner's capability to effectively deliver business value.

4.2 appraise how effectively a Sprint Review was used to inspect and adapt based on the Sprint Goal and Increment(s) that were completed during the Sprint.

4.3 experiment with at least one approach to incorporate validating assumptions into the Scrum framework.

4.4 develop at least two hypotheses for a target customer.

4.5 create a plan to test at least one hypothesis.

5 - Product Backlog Management

5.1 use at least two techniques to model value and at least two techniques to measure value.

5.2 apply at least three techniques to order a Product Backlog to support a Product Goal.

5.3 describe how the Product Owner can ensure that enough Product Backlog items are "ready" for the upcoming Sprint.

5.4 integrate feedback from at least three sources to generate and refine Product Backlog items.

5.5 experiment with at least two ways to improve their Product Backlog refinement.

PROGRAM TEAM

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