SCRUM ALLIANCE® CERTIFIED SCRUM PROFESSIONAL® - PRODUCT OWNER (CSP®-PO)
Learning Objectives

January 2022

PURPOSE

This document describes the Learning Objectives (LOs) that must be covered in a Certified Scrum Professional - 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

Specific guiding resources are mentioned in the examples below.

SCOPE

Students attending a CSP-PO offering should expect that each Learning Objective identified in this document will be covered.

The CSP-PO Learning Objectives fall into the following categories:

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

Individual Path to CSP-SM Educators may choose to include ancillary topics. Ancillary topics presented in a CSP-PO 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 CSP-PO 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

✓ 1.1 appraise how different organizational contexts might impact how a person is selected to be a Product Owner.

Advanced Stakeholder Discussion

✓ 1.2 assess a facilitated session with stakeholders who are in conflict, providing two examples of how to improve facilitation.

📊 1.3 compare at least two techniques for gathering, communicating, and leveraging information from internal and external stakeholders.

✓ 1.4 evaluate how their stakeholder relationships and/or product could benefit from the adoption of the latest definition of Scrum.

Launching Scrum Teams

⚙ 1.5 explain at least three reasons why the start of a new Scrum Team should be handled differently from a traditional project kickoff or charter.

⚙ 1.6 discuss the Product Owner's responsibility to define expectations for quality when their Scrum Team forms.

⅄ 1.7 plan the launch of a new Scrum Team.

Product Ownership with Multiple Teams

⇕ 1.8 demonstrate at least two methods to support Product Backlog management across multiple Scrum Teams.

📊 1.9 contrast at least two patterns for scaling the Product Owner role.

⅄ 1.10 develop and then teach a topic related to product ownership.

2 - Implementing Goal Setting and Planning

Market-Driven Product Strategy Practices

📊 2.1 compare and contrast at least three business models for a product.

⅄ 2.2 develop a business model for a product idea.

⅄ 2.3 construct a competitive analysis.

Complex Product Planning and Forecasting

📊 2.4 compare at least two techniques to develop a product plan or forecast.

⅄ 2.5 develop an appropriate release strategy for a business model.

⚙ 2.6 identify at least three measurable product launch goals.

⚙ 2.7 identify at least five elements of a product launch plan.

Product Economics

⇕ 2.8 apply at least two methods to determine the profitability of a product.

📊 2.9 calculate the expected outcome or economic results of a product release, given fixed and variable costs, and forecasted return.

⚙ 2.10 explain an iterative and incremental investment model for product development.

💡 Knowledge   ⚙ Comprehension   ⇕ Application   📊 Analysis   ⅄ Synthesis   ✓ Evaluation

ScrumAlliance®

LEARNING OBJECTIVES

2.11 demonstrate at least three ways how return on investment can be improved.

2.12 calculate the cost of delay for a product feature.

2.13 compare at least two approaches to fund agile product development.

3 - Advanced Interactions with Customers and Users

3.1 prepare a plan to integrate customer research into product discovery and development.

3.2 evaluate at least three techniques for customer research or product discovery.

4 - Complex Product Assumption Validation

4.1 select an appropriate experiment to test a hypothesis.

4.2 evaluate the results and impact of an experiment.

5 - Advanced Product Backlog Management

5.1 assess how Scrum Teams and/or organizations emphasize outcomes and impact over output.

5.2 compare at least three techniques to order a Product Backlog.

5.3 defend the order of a Product Backlog with one or more stakeholders.

5.4 evaluate their Scrum Team's ability to effectively refine the Product Backlog.

LEARNING OBJECTIVES

Knowledge   Comprehension   Application   Analysis   Synthesis   Evaluation

ScrumAlliance®

PROGRAM TEAM

Path to CSP℠ Design and Audit Team (2021)
- Erika Massie
- Carlton Nettleton
- Lisa Reeder
- Jason Tanner
- Andreas Schliep

*The *Scrum Guide* is © 2020 Ken Schwaber and Jeff Sutherland. Content from The *Scrum Guide* is used by permission of Ken Schwaber and Jeff Sutherland under the terms of the Creative Commons – Attribution – Share-Alike License v. 4.0. which is accessible at https://creativecommons.org/licenses/by-sa/4.0/legalcode and also described in summary form at https://creativecommons.org/licenses/by-sa/4.0/.