SCRUM ALLIANCE®
CERTIFIED SCRUM PRODUCT OWNER® (CSPO®)
Learning Objectives

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INTRODUCTION

Purpose

This document describes the Learning Objectives (LOs) that must be covered in a Certified Scrum Product Owner (CSPO) offering in addition to the Scrum Foundations LOs. 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:

- *Manifesto for Agile Software Development*, four values and 12 principles, agilemanifesto.org
- Scrum values, https://www.scrumalliance.org/about-scrum/values
- *Scrum Guide,* scrumguides.org*
- Scrum Alliance Guide level feedback

Scope

Students attending a CSPO offering should expect that each Learning Objective identified in this document will be covered. Students should also expect that the Scrum Foundations Learning Objectives are covered either **before or during** the offering. The CSPO Learning Objectives fall into the following categories:

1. Product Owner Core Competencies
2. Describing Purpose and Strategy
3. Understanding Customers and Users
4. Validating Product Assumptions
5. Working with the Product Backlog

Individual trainers (CSTs) or coaches (CECs or CTCs) may choose to include ancillary topics. Ancillary topics presented in a CSPO offering must be clearly indicated as such.

LEARNING OBJECTIVES

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 CSPO Learning Objectives, the learner will be able to ..."**

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

- ♟ **Knowledge**
- ⚙ **Comprehension**
- ⚓ **Application**
- ᵘᵢ **Analysis**
- ⚛ **Synthesis**
- ✅ **Evaluation**

The levels progress from lower order to higher order thinking skills, Knowledge(♟) through Evaluation(✅).
The level of each learning objective can be identified using the image designations above.

Product Owner Core Competencies

Fundamentals of the Product Owner Role
- ⚙ 1.1. discuss at least three types of organizational contexts that affect the approach to the Product Owner role.
- ⚙ 1.2. identify the impact of at least three anti-patterns that might exist for Product Owners.

Working with Stakeholders
- ⚓ 1.3. use at least one technique to provide transparency to stakeholders on progress toward goals.
- ♟ 1.4. list at least three techniques to engage stakeholders to gather information or insights.

Product Ownership with Multiple Teams
- ⚙ 1.5. identify at least two ways of overcoming the challenges of being a Product Owner for multiple teams.

Describing Purpose and Strategy

- ⚓ 2.1. practice the creation of a product vision.
- ♟ 2.2. list the components of a product plan or forecast with stakeholders.
- ⚙ 2.3. describe how to plan a product release.
- ⚙ 2.4. explain at least two approaches to identify small, valuable, and releasable Product Increments.

Understanding Customers and Users

⚙ 3.1. describe why a Product Owner performs discovery and validation work.

⬍ 3.2. illustrate at least one approach for segmenting customers and users.

⬍ 3.3. practice at least one technique to prioritize between conflicting customer (or user) needs.

⚙ 3.4. describe at least three aspects of product discovery and identify how each contributes to successful product outcomes.

⬍ 3.5. use one technique to describe users and customers: their jobs, activities, pains, and gains.

💡 3.6. list at least three approaches to connect the Development Team directly to customers and users.

⚙ 3.7. describe at least three benefits of Development Team direct interactions.

Validating Product Assumptions

⚙ 4.1. describe how Scrum supports validating product assumptions.

⚙ 4.2. describe at least one approach to validate product assumptions by their cost and quality of learning.

Working with the Product Backlog

Differentiating Outcome and Output

⚙ 5.1. describe the relationship between outcome and output.

⚙ 5.2. describe at least three attributes of a Product Backlog item that help assess maximizing outcome.

Defining Value

💡 5.3. define value and list at least two techniques to measure value.

⚙ 5.4. describe value from the perspective of at least three different stakeholder groups.

💡 5.5. list at least three terms related to product economics.

Creating and Refining Items

⋏ 5.6. create at least one Product Backlog item that includes description of desired outcome and value.

⚙ 5.7. describe at least one approach to Product Backlog Refinement.

⚙ 5.8. describe at least three criteria for ordering the Product Backlog.

💡 Knowledge   ⚙ Comprehension   ⬍ Application   ▥ Analysis   ⋏ Synthesis   ✓ Evaluation   ScrumAlliance®

PROGRAM TEAM

Path to CSP^{SM} Design Team (2019)

- Erika Massie
- Carlton Nettleton
- Lisa Reeder
- Jason Tanner
- Andreas Schliep