Agile for Product Owners Training

BILGINC IT Academy
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bilginc.com

Duration: **2 Day**

Learn about the Product Owner role in Agile Frameworks and how to manage what gets built on your teams.

Agile Frameworks improve time-to-market and quality by creating closely formed teams consisting of both business representatives and delivery roles. The Product Owner is responsible for working with stakeholders to determine what gets built next, and manages the feature flow of the team. This course introduces you to Scrum and other Agile Frameworks, the role of the Product Owner, and how they fit within an Agile team.

You'll learn about a variety of Agile methodologies, the difference between project and product focus, how to write and manage user stories, how scope-based management changes delivery timelines, identifying aspects of requirements to ensure quality stories, and estimation, tracking, and forecasting your team's outcomes.

Who Should Attend?

- Product Owners
- Product Managers
- Business Analysts
- Team Leadership

What You Will Learn

- Agile vs Waterfall methodologies
- Lean, Scrum, and Kanban
- Agile Leadership structures
- Product vs Project Focus
- Planning in Agile methodologies
- Writing a Product Vision and Roadmap
- Using an iterative process to create and manage User Stories
- User Story Maps
- Estimation, Forecasting, and Tracking
- Story Slicing
- Definition of Ready and Definition of Done

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Training Outline

- **Why Agile?**
  - Agile vs Waterfall
  - Scope based delivery
  - Agile Leadership structures
- **What is Agile?**
  - A Lean approach
  - Agile Frameworks and scaling mechanisms
  - Iterative and incremental development
  - Push vs Pull work assignment
  - Empirical process control
  - Agile Manifesto & 12 Principles
- **Product Focus**
  - Products vs Projects
  - Product Management vs Product Ownership
  - Roles and responsibilities within product determination
- **Agile Frameworks**
  - Scrum
  - Kanban
  - Agile Transformation
  - Team transformation vs organizational transformation
  - Choosing a methodology
- **Planning**
  - Agile Planning Cycle (Planning Onion)
  - Product Vision
  - Product Roadmap
  - Business Canvas
  - Planning Candance
- **Requirements**
  - 7 Product Dimensions
  - Epics
  - T-Shirt Sizing
  - User Story Maps
  - User Stories
  - Vertical Slicing
  - Planning Poker Estimation
  - Velocity and Capacity
  - Story Slicing
- **Quality Management**
  - Definition of Ready
  - Definition of Done
  - Retrospectives
- **Tracking**
  - Burn-Down Charts
  - Burn-Up Charts
- **Agile Tools in a Waterfall World**

This course includes a number of exercises and activities to help the student learn the concepts through doing. Practical, real-world examples are used throughout, take your theory and create good practice.

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