

**Registered Product Owner (RPO)**

**Course Number:** AGL-184  
**Duration:** 2 days

**Overview**

Accelebrate's Registered Product Owner™ (RPO) training course teaches attendees how to become successful Product Owners and build successful Scrum teams.

The course includes access to the Registered Scrum Master™ exam for all attendees. Students who successfully complete the course and pass the exam will earn their Registered Scrum Master credential signed by the co-creator of Scrum, Dr. Jeff Sutherland.

**Prerequisites**

Attendees must have some prior knowledge of Scrum.

**Materials**

All Product Owner training attendees receive comprehensive courseware.

**Software Needed on Each Student PC**

No software is required.

**Objectives**

* Understand how the Product Owner role enables the delivery of products and services faster
* Assess business value for prioritizing features, projects, and portfolios to gain a competitive advantage
* Consistently deliver a successful product to the marketplace
* Explore the patterns and practices of high-performing Scrum Teams

**Outline**

* The Scrum Framework
  + Scrum Origins
  + Why Scrum
  + Agile Manifesto & Principles
  + Lean Principles
  + 5 Scrum Values
  + Value Delivery process
* The Scrum Team
  + Roles & Responsibilities
  + Team Size
* Developers
  + Cross-Functionality
  + Self-Management
* Scrum Master
  + Role & Responsibility
  + Feedback loops
  + Facilitation
  + Working with the Product Owner
* Product Owner
  + Role & Responsibility deep-dive
  + Communication of product vision
  + Value delivery
  + Working with Customers and Stakeholders
* Leadership/Management
  + Roles & Responsibilities
  + Servant Leadership
  + Organizational Debit defined
* Scrum Cycle
  + Sprint
  + Product Backlog Refinement
  + Estimation
  + Sprint Planning
  + Sprint Review
  + Sprint Retrospective
  + Daily Scrum
* Scrum Artifacts
  + Product Backlog
  + Sprint Backlog
  + Working Software
* Patterns of High Performing Teams
  + Yesterday’s Weather
  + Happiness Metric
  + Teams that Finish Early Accelerate Faster
  + Stable Teams
  + Swarming
  + Interrupt Buffer
  + Daily Clean Code
  + Scrum Emergency Procedures
* Scrum@Scale
  + Descaling
  + Scaling roles
* Conclusion