PSPO-I^{Q&As}

Professional Scrum Product Owner (PSPO I)

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QUESTION 1

What does it mean to say that an event has a timebox?

(choose the best answer)

A. The event can take no more than a maximum amount of time.

B. The event must take at least a minimum amount of time.

C. The event must happen by a given time.

D. The event must happen at a set time.

Correct Answer: A

To say that an event has a timebox means that the event has a fixed duration that cannot be exceeded. The Scrum Guide states that "All events are time-boxed events, such that every event has a maximum duration. Once a Sprint begins, its

duration is fixed and cannot be shortened or lengthened. The remaining events may end whenever the purpose of the event is achieved, ensuring an appropriate amount of time is spent without allowing waste in the process."1 This means

that the timebox sets an upper limit for the event, but the event can end sooner if the goal is met.

References:

1: The Scrum Guide2, page 10

2: The Scrum Guide

QUESTION 2

In order to maximize the value of the product, a Product Owner needs awareness of the following: (choose the best answer)

A. Competitive research.

B. Customer feedback.

C. Product vision.

D. Forecasting and feasibility.

E. All of the above.

F. None of the above.

Correct Answer: E

In order to maximize the value of the product, a Product Owner needs awareness of the following:

Competitive research. The Product Owner should be aware of the competitive landscape and the market trends that

affect the product. They should know who are the competitors, what are their strengths and weaknesses, how do they

differentiate themselves, and what are their strategies and goals. This can help the Product Owner to identify opportunities, threats, and gaps in the market, and to position the product accordingly.

Customer feedback. The Product Owner should be aware of the customer needs, preferences, expectations, and satisfaction with the product. They should collect and analyze feedback from various sources, such as surveys, interviews,

reviews, analytics, etc. This can help the Product Owner to validate assumptions, test hypotheses, measure outcomes, and discover insights that can inform the product decisions and priorities.

Product vision. The Product Owner should be aware of the product vision, which is a clear and compelling statement of the desired future state of the product. The product vision describes the purpose, value proposition, target audience, and

key features of the product. It also aligns with the organizational vision and mission. This can help the Product Owner to communicate and inspire the stakeholders, to guide and focus the Scrum Team, and to evaluate and adjust the product

direction. Forecasting and feasibility. The Product Owner should be aware of the forecasting and feasibility of the product. They should estimate and plan the scope, time, cost, quality, and risk of delivering the product. They should also assess

the technical, operational, legal, ethical, and social feasibility of developing and releasing the product. This can help the Product Owner to optimize the value of the work of the Scrum Team, to manage expectations and dependencies, and to

handle uncertainties and changes.

References:

Scrum Guide 2020, page 6: "The Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team." Scrum Guide 2020, page 11: "The Product Goal describes a future state of the product

which can serve as a target for the Scrum Team to plan against." Scrum Guide 2020, page 11: "The Product Owner is accountable for effective Product Backlog management, which includes ... optimizing the value of the work the Scrum

Team performs."

QUESTION 3

The timebox for a Daily Scrum is?

(choose the best answer)

A. 4 hours.

B. The same time of day every day.

C. Two minutes per person.

D. 15 minutes.

Correct Answer: D

The Scrum Guide states that "The Daily Scrum is a 15-minute time-boxed event for the Development Team to synchronize activities and create a plan for the next 24 hours."1 The Daily Scrum is a quick and simple planning meeting designed

to keep everyone in the loop with how other team members are getting on. It ensures that team members are fully aligned with each other and on track to hit the Sprint Goal.

References:

1: The Scrum Guide2, page 11

2: The Scrum Guide

QUESTION 4

When might a Sprint be cancelled?

(choose the best answer)

A. When the Developers determine the product plan is infeasible.

B. When it becomes clear that not everything will be finished by the end of the Sprint.

C. When the sales department has an important new opportunity.

D. When the Sprint Goal becomes obsolete.

Correct Answer: D

Explanation: A Sprint may be cancelled when the Sprint Goal becomes obsolete. This is because:

The Sprint Goal is a short-term objective that provides guidance and focus to the Scrum Team throughout the Sprint. It is a flexible and negotiable commitment that can be adjusted as more is learned throughout the Sprint. The Sprint is a

container for all other Scrum events and activities. It is a time-box of one month or less during which a "Done" Increment is created that meets the Sprint Goal. The Sprint has a consistent duration throughout a development effort and only

changes duration between Sprints.

A Sprint may be cancelled before it is over by the Product Owner if they determine that the Sprint Goal is no longer valid or valuable. This may happen due to various reasons, such as a significant change in the market, technology, business

direction, or customer needs.

A cancelled Sprint should be rare and exceptional. It implies a waste of time and resources that could have been spent on delivering value. It also disrupts the rhythm and flow of the Scrum Team and the stakeholders. When a Sprint is

cancelled, any completed and "Done" Product Backlog items are reviewed and potentially released. Any incomplete Product Backlog items are re- estimated and put back on the Product Backlog. The Scrum Team then plans for a new Sprint.

Other options, such as when the Developers determine the product plan is infeasible, when it becomes clear that not everything will be finished by the end of the Sprint, or when the sales department has an important new opportunity, are not

valid reasons for cancelling a Sprint. They may reflect a misunderstanding of what a Sprint Goal is or how Scrum works.

References:

[Scrum Guide], page 15, section "Sprint Goal"

[Scrum Guide], page 9, section "Sprint"

[Scrum Guide], page 16, section "Cancelling a Sprint"

QUESTION 5

Who starts the Daily Scrum?

(choose the best answer)

A. The Scrum Master. This ensures that the Developers have the event, and it stays within the timebox.

B. The person coming in last. This encourages people to be on time and helps to stay within the timebox.

C. The Product Owner.

D. Whoever the Developers decide should start.

E. The person who has the token.

Correct Answer: D

The Daily Scrum is an event for and by the Developers. They can choose whatever structure and technique they want, as long as they focus on the progress toward the Sprint Goal and produce an actionable plan for the next day of work12. The Scrum Master, the Product Owner, and the person coming in last are not necessarily the ones who should start the Daily Scrum. The person who has the token is a possible technique, but not the only one3.

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