Agile Product Ownership

Duration

In-person: 2 days
LiveOnline: 3 sessions of 4.5 hours each

Intended for

Those filling the roles of:

- Product Managers
- Product Owners
- Product Champions
- Agile Customers
- Subject Matter Experts

And those that form part of the extended team of people supporting the product owner including:

- Technical architects
- UX designers
- Business analysts
- IV & V specialist testers
- Auditors

Prerequisites

You will need to have completed formal Agile training such as our Agile Fundamentals course. You also need to understand your organisation's product development process and mastered the skill of building user stories in order to get the maximum benefit from this course.

Method used

Lecturing is kept to the minimum necessary, most of the learning is achieved through applying the practices and techniques in group exercises.

How do we ensure that the right product is built in the right way to most effectively solve the right business problem?

To answer this question, Product Owners need clarity of vision, alignment with organisational strategy, an understanding of the development process and the ability to communicate with a wide variety of stakeholders.

Through this course you will gain the techniques and tools to enable you to become an effective Product Owner who is equipped to guide product development, and lead product ownership teams. Our course focuses on the leadership needed to ensure product fit, and how these practices work in an Agile development process. You will also cover value management, and how collaboration is so important to identifying the most important aspects and features of a product.

Learning outcomes

During this course you will learn about:

- The roles and responsibilities involved in product ownership
- How to help identify which products should be built to maximise business value using tools such as purpose alignment model, Kano analysis, value stream mapping
- How to build a product roadmap and link that to business outcomes
- How to use personas and product design workshops to help define features and quality goals for building a product roadmap
- The shape of a well-formed backlog and how to populate it progressively
- Techniques such as story mapping, prioritisation and backlog grooming to build a release plan
- How to use paper prototyping and usability heuristics to guide the design of the product
- How to write stories for development on a just-in-time basis while ensuring the design principles and architectural guidelines are adhered to

Content

- The Product Owner role
- The value management team
- The product development lifecycle
- Vision
- Product roadmap
- Personas
- Design workshops
- Prioritisation
- Backlog grooming
- Story splitting
- Story elaboration
- Frequent releases
- Successful closure

Delivery

This program is offered as a classroom-based course as well as a LiveOnline program. Our LiveOnline delivery is over three days (each four and a half hours in duration). The instructor is 100% live and interaction and learning objectives are the same as our in-person classes with the added benefit of being able to take this course from your home, your office or your home office. Since this class is delivered over half-days it allows for greater flexibility and leaves you with time each day for other work or activities.

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