

Scrum.org PSPO I

**SCRUM.ORG PROFESSIONAL SCRUM PRODUCT OWNER
CERTIFICATION QUESTIONS & ANSWERS**

Exam Summary – Syllabus – Questions

PSPO I

Professional Scrum Product Owner I (PSPO I)

80 Questions Exam – 85% Cut Score – Duration of 60 minutes

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Know Your PSPO I Certification Well:

The PSPO I is best suitable for candidates who want to gain knowledge in the Scrum.org Scrum. Before you start your PSPO I preparation you may struggle to get all the crucial Professional Scrum Product Owner materials like PSPO I syllabus, sample questions, study guide.

But don't worry the PSPO I PDF is here to help you prepare in a stress free manner.

The PDF is a combination of all your queries like-

- What is in the PSPO I syllabus?
- How many questions are there in the PSPO I exam?
- Which Practice test would help me to pass the PSPO I exam at the first attempt?

Passing the PSPO I exam makes you Professional Scrum Product Owner I (PSPO I). Having the Professional Scrum Product Owner certification opens multiple opportunities for you. You can grab a new job, get a higher salary or simply get recognition within your current organization.

Scrum.org PSPO I Professional Scrum Product Owner Certification Details:

Exam Name	Professional Scrum Product Owner I
Exam Code	PSPO I
Exam Fee	USD \$200
Exam Duration	60 Minutes
Number of Questions	80
Passing Score	85%
Format	Multiple Choice Questions
Books / Trainings	Professional Scrum Product Owner
Schedule Exam	Scrum.org Start PSPO I Assessment
Sample Questions	Scrum.org PSPO I Exam Sample Questions and Answers
Practice Exam	Professional Scrum Product Owner I (PSPO I) Practice Test

PSPO I Syllabus:

Topic	Details
Understanding and Applying the Scrum Framework	<p>Empiricism</p> <ul style="list-style-type: none"> A cornerstone to Scrum and Agile. A practitioner will be able to apply the concepts of the empirical process to the problems they encounter. That means they can describe problems in terms of learning, break problems down into the smallest increments that will generate valuable evidence, and execute in an empirical way. By learning and practicing the skills in this Focus Area, a practitioner will become an expert in the application of scientific methods to complex problems, understanding why and how to apply an empirical process.
	<p>Roles</p> <ul style="list-style-type: none"> The three Scrum roles of Product Owner, Scrum Master, and Development Team Member form the foundation for clear responsibilities and focus. In this Focus Area, the practitioner will understand the roles, their responsibilities, and also how to instantiate these roles in existing or new job titles. They will be able to describe the implications of these roles as they apply to existing HR practices and as they apply to self-organization that is reinforced by the role separation.
	<p>Events</p> <ul style="list-style-type: none"> The Scrum framework describes 5 events: The Sprint, Sprint Planning, Daily Scrum, Sprint Review, and the Sprint Retrospective. All events are time-boxed and enable progress through adaptation and transparency. The practitioner will understand the events and be able to practice each event, but more importantly be able to apply these events in complex situations and at scale. The events are used to uphold empirical process control, through the three pillars of Scrum: transparency, inspection, and adaptation.
	<p>Artifacts</p> <ul style="list-style-type: none"> The Scrum framework describes 3 artifacts. The Product Backlog, Sprint Backlog, and Increment. These artifacts provide the team with a minimal set of materials to plan, execute, and review the Sprint. The Practitioner will understand these artifacts and how to implement them in complex, real-world situations. They will also understand the relationship of these artifacts relative to other practices and techniques and how to integrate them into an organization's own process.
	<p>Done</p>

Topic	Details
	<ul style="list-style-type: none"> The objective of each Sprint is to deliver a “Done” product increment. The Definition of Done (DoD) provides a way for the team to make what “Done” means transparent. In this Focus Area, the practitioner will be able to describe what a DoD is, apply it to their particular context, and understand how the DoD can be visualized and communicated within the organization. They will also be able to describe the implications of the necessary trade-offs and compromises required to deliver “Done” Product Increments within their organization.
<p>Developing People and Teams</p>	<p>Self-Organizing Teams</p> <ul style="list-style-type: none"> A fundamental foundational element to Scrum; self-organizing and empowered teams are the engine to delivering value. Practitioners need to understand what self-organization is and how to apply it to their context. They should also understand how to incrementally introduce self-organization, the practices that can help self-organization occur, and the measures that help one judge if a team is able to be empowered to self-organize. <p>Facilitation</p> <ul style="list-style-type: none"> Making decisions, sharing ideas, and being transparent is easy to agree to, but in reality, it is hard to do. Facilitation is a set of practices that help support the collaboration, communication, and creativity of teams and individuals. The practitioner should understand the value of facilitation, and have a collection of techniques they can apply. They should also have experience applying them in different situations with varying levels of complexity. <p>Leadership Styles</p> <ul style="list-style-type: none"> There are many different leadership styles ranging from traditional ‘command and control’ to more collaborative or even Machiavellian. Understanding the right style to use at a given time and how different styles can influence - in a positive or negative way - the agile agenda of empiricism, empowerment, and improvement is a key Focus Area. Practitioners should understand the concepts of leadership styles and be able to apply a particular style when the situation calls for it. They should also be able to demonstrate their ability to decide on the right style and understand its impact on the organization. <p>Coaching and Mentoring</p> <ul style="list-style-type: none"> A key aspect of servant leadership is the ability to coach and mentor the organization, the team, and the business. The objective of coaching and mentoring is to help people get better at their work, deliver more value, or resolve a conflict or problem. The practitioner should be able to coach as well as mentor. They should understand different formal

Topic	Details
	<p>techniques and be able to apply those techniques in different complex situations.</p> <p>Teaching</p> <ul style="list-style-type: none"> The ability to inspire others to learn and share information in an effective, repeatable, and efficient manner is a key aspect to any agile practitioners' skills. The practitioner should understand the value of teaching and appreciate the means of measuring the success of their teaching. They should understand different learning approaches and understand when to apply different techniques in different contexts.
<p>Managing Products with Agility</p>	<p>Forecasting & Release Planning</p> <ul style="list-style-type: none"> Complex problems and the application of an empirical process requires a specific way of planning, estimating, and forecasting. Practitioners should be able to apply agile forecasting and release planning techniques, and understand the value of different approaches. They should understand which approaches work better in different situations. They should also understand how releases should be planned while dealing with complexity, dependencies, and value creation. <p>Product Vision</p> <ul style="list-style-type: none"> The Product Vision defines the purpose or goal that the product serves, and is defined by the "value" that the product strives to deliver. It should be the "true north" for the product and should not be affected by the day-to-day difficulties or challenges of delivery. The Product Vision only changes if the goal of the product changes, such as when a business pivot happens. Practitioners should be able to describe what a product vision is and what techniques should be employed to both build a vision and make it transparent. They should also understand how to use a Product Vision to drive strategy and execution, and how to build a vision that motivates, communicates, and provides constraints for delivery. <p>Product Value</p> <ul style="list-style-type: none"> The ultimate goal is to deliver value to the customer and stakeholders. But value is complex, made up of long-term and short-term impact, internal and external value, and indirect and direct value. The practitioner should be able to understand how to define value for context, and apply it to the work they and the team do. They should be able to manage others' understanding of value and apply different techniques and practices for defining, communicating and measuring value. They should understand the connection between value and empirical process, and how value should be the driving factor of the Product Vision. <p>Product Backlog Management</p>

Topic	Details
	<ul style="list-style-type: none"> • The Product Backlog is a key artifact within Scrum. It is an ordered list that describes what is needed in the product. The Product Backlog provides transparency into what is happening to the product for the team, organization, and stakeholders. The practitioner should be able to describe what a Product Backlog is and apply a variety of techniques for managing the backlog. They should also understand how to make the Product Backlog transparent and how to manage stakeholder expectations associated with the backlog. <p>Business Strategy</p> <ul style="list-style-type: none"> • A product lives within the context of a business strategy. That strategy describes how the Product Vision will be executed in a broader context. A practitioner will understand techniques for exposing business strategy and show how it drives the product. They will understand approaches, such as Lean Startup and Design Thinking, and how those affect the flow of ideas from strategy to execution. They will understand how an empirical process affects the execution and feedback of a strategy. <p>Stakeholders & Customers</p> <ul style="list-style-type: none"> • Effectively working with stakeholders and customers is a key skill for both the Product Owner and the Development Team. Scrum changes the nature of the interactions, encouraging more frequent collaboration and more open dialogue. The practitioner will understand the implication moving to an Agile approach will have to their stakeholders and customers and also become familiar with practices that will help them work and collaborate in a more agile way.

Scrum.org PSPO I Sample Questions:

Question: 1

What pre-conditions must be fulfilled in order to allow Sprint Planning to begin?

(choose the best answer)

- a) A fully refined Product Backlog
- b) Formal budget approval to conduct another Sprint
- c) A clear and non-negotiable Sprint Goal
- d) A clear but negotiable business objective for the Sprint
- e) Enough "Ready" Product Backlog to fill the Sprint
- f) There are no such pre-conditions

Answer: f

Question: 2

To what extent does technical debt limit the value a Product Owner can get from a product?

(choose the best two answers)

- a) The velocity at which new functionality can be created is reduced when you have technical debt.
- b) Technical debt causes a greater percentage of the product's budget to be spent on maintenance of the product.
- c) Technical debt does not influence the delivery of value.
- d) Technical debt is not a Product Owner concern, because technical debt is only an issue for the Development Team.

Answer: a, b

Question: 3

What two things best help the Product Owner manage the value of a product?

(choose the best two answers)

- a) Devising a formula for a neutral calculation of value
- b) Setting value on individual Product Backlog items using Value Poker
- c) The order of the Product Backlog
- d) Validating assumptions of value through frequent releases

Answer: c, d

Question: 4

What two things should be done if the Product Owner is unavailable?

(choose the best two answers)

- a) In a permanent state of unavailability, a new Product Owner needs to be appointed. Development efforts without a Product Owner are not employing Scrum.
- b) Within the Sprint, the Development Team makes the best decisions possible to assure progress toward the Sprint Goal, re-aligning with the Product Owner once he/she is available again.
- c) Development of functional requirements stops until the Product Owner is available again.
- d) There should be a Product Owner team to allow a different person from that team to instantly take over the role of Product Owner.

Answer: a, b

Question: 5

When should the Sprint Goal be formed?

- a) During the Sprint Planning session
- b) A Sprint Goal is not required in Scrum
- c) At any time throughout the Sprint
- d) During the previous Sprint during the Product Backlog refinement session
- e) Before Sprint Planning so that the team can start planning

Answer: a

Question: 6

What is the Product Owner accountable for in Scrum?

(choose the best answer)

- a) Refining the top level Product Backlog items until they are ready to be handed over to the Development Team
- b) Describing an Increment at the Sprint Planning and make sure that the Development Team delivers it by the end of the Sprint
- c) Clearly expressing a Product Backlog that maximizes value and represents the needs of the stakeholders
- d) Writing the User Stories so they are understandable to stakeholders

Answer: c

Question: 7

The Development Team finds out during the Sprint that they aren't likely to build everything they forecast. What would you expect a Product Owner to do?

(choose the best answer)

- a) Re-negotiate the selected Product Backlog items with the Development Team to meet the Sprint Goal.
- b) Cancel the Sprint.
- c) Change the Sprint Goal.
- d) Inform management that more resources are needed.
- e) Skip Product Backlog refinement activities.

Answer: a

Question: 8

When can the Product Backlog be updated?

(choose the best answer)

- a) Never, unless agreed to by the change request
- b) At any time when done by the Product Owner or at the Product Owner's discretion
- c) Only after a Sprint Review if agreed to by the stakeholders
- d) Only during Product Backlog refinement sessions if the Product Owner is present

Answer: b

Question: 9

What is a Product Backlog?

(choose the best answer)

- a) It is a list of references to Use Case documents that are stored in a central repository. The references should be viewable and clickable by anybody to enhance transparency.
- b) It is a formally approved list of requirements to be implemented over a set period.
- c) It is a detailed list of functionality from which the Development Team draws items, to be complemented by a separate Technology Backlog managed by the Development Team.
- d) It is a living artifact of product requirements that exists and evolves as long as a product exists.

Answer: d

Question: 10

A Product Owner is entitled to postpone the start of a new Sprint after the conclusion of a previous Sprint for the following reason:

(choose the best answer)

- a) The Product Owner has not identified a Sprint Goal.
- b) The Quality Assurance department needs more time to make the previous Increment "Done".
- c) There is no acceptable reason. A new Sprint starts immediately after the conclusion of the previous Sprint.
- d) Not enough Product Backlog items are "Ready".
- e) The stakeholders are not happy with the value produced in the previous Sprint.

Answer: c

Study Guide to Crack Scrum.org Professional Scrum Product Owner PSPO I Exam:

- Getting details of the PSPO I syllabus, is the first step of a study plan. This pdf is going to be of ultimate help. Completion of the syllabus is must to pass the PSPO I exam.
- Making a schedule is vital. A structured method of preparation leads to success. A candidate must plan his schedule and follow it rigorously to attain success.
- Joining the Scrum.org provided training for PSPO I exam could be of much help. If there is specific training for the exam, you can discover it from the link above.
- Read from the PSPO I sample questions to gain your idea about the actual exam questions. In this PDF useful sample questions are provided to make your exam preparation easy.
- Practicing on PSPO I practice tests is must. Continuous practice will make you an expert in all syllabus areas.

Reliable Online Practice Test for PSPO I Certification

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