Scrum.org PSU I

**SCRUM.ORG PROFESSIONAL SCRUM WITH USER EXPERIENCE
CERTIFICATION QUESTIONS & ANSWERS**

Exam Summary – Syllabus – Questions

PSU I

Scrum.org Certified Professional Scrum with User Experience (PSU I)

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

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Know Your PSU I Certification Well:

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

But don't worry the PSU 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 PSU I syllabus?
- How many questions are there in the PSU I exam?
- Which Practice test would help me to pass the PSU I exam at the first attempt?

Passing the PSU I exam makes you Scrum.org Certified Professional Scrum with User Experience (PSU I). Having the Professional Scrum with User Experience 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 PSU I Professional Scrum with User Experience Certification Details:

Exam Name	Scrum.org Professional Scrum with User Experience
Exam Code	PSU I
Exam Fee	USD $200
Exam Duration	60 Minutes
Number of Questions	60
Passing Score	85%
Format	Multiple Choice, Multiple Answer and True/False
Books / Trainings	**Professional Scrum with User Experience**
Schedule Exam	**Start Assessment**
Sample Questions	**Scrum.org PSU 1 Exam Sample Questions and Answers**
Practice Exam	**Scrum.org Certified Professional Scrum with User Experience (PSU I) Practice Test**

PSU I Syllabus:

Topic	Details
Understanding and Applying the Scrum Framework	**Empiricism** • 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. **Scrum Values** • For agility to thrive, the culture of the organization must support the fundamental concepts of agility. A practitioner will understand both the Scrum Values - Focus, Respect, Openness, Commitment, and Courage - and demonstrate that they can apply them in the reality of organizations whose values do not match those of Scrum. By living the Scrum Values and helping others to apply them, learners will create an environment where empirical process, self-organization, and continual improvement will be more successful. **Scrum Team** • The Scrum Team consists of one Product Owner, one Scrum Master, and Developers. The skilled practitioner will understand how accountability is shared amongst team members and how they take on work in the context of their Product Goal. **Events** • 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. **Artifacts** • 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,

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	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.
	Done
	• The objective of each Sprint is to deliver an 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 enables the benefits of agile. They will also be able to describe the implications of the necessary trade-offs and compromises required to deliver Increments within their organization.
	Scaling
	• Scrum is designed to work at the team, product, and organization level. The practitioner will be able to apply Scrum in increasing levels of complexity and scale. They will be able to demonstrate when to scale and when not to scale and appreciate scaling practices and complementary frameworks that help organizations scale Scrum. The ultimate level of proficiency within this Focus Area is the ability to know what, and what not, to compromise in pursuit of a scaling approach by understanding the trade-offs and benefits of particular concepts and practices. Ultimately, the practitioner will demonstrate that they can scale Scrum and still keep its essential qualities of empiricism, self-organization, and continuous improvement. The practitioner should also be able to demonstrate the results of good scaling practices from both an organization and business perspective.
Developing People and Teams	**Self-Managing Teams**
	• A fundamental foundational element to Scrum; cross-functional, self-managing and empowered teams are the engine to delivering value. Practitioners need to understand what self-management is and how to apply it to their context. They should also understand how to incrementally introduce self-management, the practices that can help it thrive, and the measures that help one determine if a team is able to be empowered to self-manage.
	Facilitation
	• 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,

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	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.
	Leadership Styles
	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.
	Coaching and Mentoring
	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 techniques and be able to apply those techniques in different complex situations.
	Teaching
	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.
Managing Products with Agility	**Forecasting and Release Planning**
	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.
	Product Vision

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	• The product vision defines the purpose that the product aspires to fulfill. It is defined by the value that the product strives to deliver. 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. **Product Value** • 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 Goal. **Product Backlog Management** • 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. **Business Strategy** • 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. **Stakeholders and Customers** • Effectively working with stakeholders and customers is a key skill for everyone on the Scrum Team. Scrum changes the nature of the interactions, encouraging more frequent collaboration and more open dialogue. The practitioner will

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	understand the implication moving to an Agile approach will have to their stakeholders and customers and also become familiar with practices and stances that will help them work and collaborate in a more agile way.
Complementary Practices	Lean UX Practices & Techniques.

Scrum.org PSU I Sample Questions:

Question: 1

You are a Scrum Team Lead and are going to start working with the team to build a new Product. The Scrum Teams are not created yet and it is your responsibilities to create the agile teams that will be working on this new product.

Prior to this job, you have years of experience leading the HR (Human resources) department and are very well acquainted with the interview process, salary negotiations etc which are standard practices in a Traditional Waterfall organization.

How does one decide which member will belong to which team?

a) You should distribute team members into group according to individual velocities.
b) Allocate the team members into groups based on the features they are going to develops.
c) You should Allocate the team members into functional teams where each team focuses on a specific area of expertise.
d) You should work with the Product Owner, bring the involved members together, discuss the vision and goals for the product, let the group self-organize and divide itself into teams.
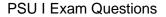
Answer: d

Question: 2

A Team is organizing Scrum. What are the must have factor within the Scrum Team?

Choose all that Apply.

a) The Scrum team should be co-located next to the UX Team.
b) The Scrum Team should be very knowledgeable about the domain, they are working in.
c) The Scrum Team should have good communication.
d) The Scrum Team should look for ways to continuously Improve.
e) The Scrum team should be cross-functional with UX skills on the team.
f) The Scrum Team should be self-managing.
g) The Scrum Team should have lots of experience.

Answer: c, d, e, f

Question: 3

Which type of work can be a Product backlog item in the Product Backlog?

- a) Conducting customer interviews.
- b) Running experiments to validate assumptions.
- c) All the options.
- d) Conducting a customer behavior study.

Answer: c

Question: 4

Which elements is a typical problem statements made up of?

(Choose three)

- a) Historic problems faced by the business stakeholders which relate to the existing Problem.
- b) An explicit request for improvement that doesn't dictate a specific solution.
- c) The current goals of the product or system.
- d) The problem the business stakeholder wants addressed (i.e., where the goals aren't being met).
- e) All the features of product or system.

Answer: b, c, d

Question: 5

How much work must a Development Team do to a Discovery Product Backlog item it selects for a Sprint?

- a) Analysis, design, programming, testing and documentation.
- b) All development work and at least some testing
- c) As much as it has told the Product Owner will be done for every Product Backlog item it selects in conformance with the definition of "Done".
- d) As much as it can fit into the Sprint.

Answer: c

Question: 6

When is the UX work considered entirely complete (so the development team does not have to work on UX anymore)?

- a) When only the technical work remains.
- b) UX work is emergent and never considered done.
- c) When the wireframes designs are done.
- d) When all the UX product backlog items meet the definition of done.
- e) When the wireframes designs are completed and implemented.

Answer: b

Question: 7

A Scrum Team practicing Lean UX has hired a new Product Owner. Which statement best describes a Product Owner's responsibility?

(choose the best answer)

a) Managing the project and ensuring that the work meets the commitments to the stakeholders.
b) Optimizing the value of the work the Development Team does.
c) Directing the Development Team.
d) Keep stakeholders from distracting the Development Team.
e) Approving the UX mockups.

Answer: b

Question: 8

What happens during the empathize phase in Design thinking?

(Select two)

a) Designers spends time getting to know the user and understanding their needs, wants, and objectives.
b) Developers brain storm to come up with possible solutions.
c) Designers observe and engage with people in order to understand them on a psychological and emotional level.
d) The team generate ideas and solutions through sessions such as Sketching, Prototyping, Brainstorming, Brainwriting, etc.
e) Developers start working on the designs.

Answer: a, c

Question: 9

What is the starting point for the exercise of declaring Assumptions?

a) Finding solutions
b) Declaring Assumptions
c) Defining the Problem Statement
d) Creating Prototypes

Answer: c

Question: 10

A Product Backlog has loads of assumption. Which Product Backlog items would be ideal candidates for hypothesis testing?

a) Low Value, High Risk
b) Low Value, Low Risk
c) High Value, High Risk, Non - Fundamental
d) All
e) High Value, High Risk, Fundamental

Answer: e

Study Guide to Crack Scrum.org Professional Scrum with User Experience PSU I Exam:

- Getting details of the PSU 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 PSU 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 PSU 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 PSU 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 PSU I practice tests is must. Continuous practice will make you an expert in all syllabus areas.

Reliable Online Practice Test for PSU I Certification

Make ProcessExam.com your best friend during your Scrum.org Professional Scrum with User Experience exam preparation. We provide authentic practice tests for the PSU I exam. Experts design these online practice tests, so we can offer you an exclusive experience of taking the actual PSU I exam. We guarantee you 100% success in your first exam attempt if you continue practicing regularly. Don't bother if you don't get 100% marks in initial practice exam attempts. Just utilize the result section to know your strengths and weaknesses and prepare according to that until you get 100% with our practice tests. Our evaluation makes you confident, and you can score high in the PSU I exam.

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