

# Experience Agile

*The Agile Product Development Learning Experience*

*Express Version--Product Owner Quick Start Guide*

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**Great Teams and Results | Agile | Core Protocols | Open Space Technology**

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## Product Vision

For your product vision, fill in the blanks:

A \_\_\_\_\_ *media type* that teaches \_\_\_\_\_ *target stakeholder*  
everything they need to know about Agile

### Media type

Choose one:

- book
- slide set
- video series
- board game
- card game
- children's book
- song
- musical theater performance
- fully immersive adventure experience

### Target stakeholder

Choose one:

- employee at your company
- executive at your company
- Product Owner
- programmer
- tester
- tech op's person



# Initial Product Backlog Items

Choose 10

## **Agile overview**

- Agile: why? (2sp)
- Agile: what is it? (2sp)
- The Agile Manifesto (2sp)
- Examples of Agile methods (2sp)

## **Scrum overview**

- Scrum diagram (2sp)
- Scrum roles (3sp)
- Scrum events (5sp)
- Scrum artifacts (3sp)

## **Scrum details**

- Product Owner (2sp)
- Scrum Master (2sp)
- Development Team (2sp)
- Sprint (2sp)
- Sprint Planning (3sp)
- Daily Scrum (2sp)
- Sprint Review (2sp)
- Sprint Retrospective (3sp)
- Definition of Done (2sp)
- Product Backlog (2sp)
- Sprint Backlog (2sp)
- Potentially Shippable Increment (1sp)

## **Additional topics**

- My job title maps to which Scrum role? (5sp)
- User stories (3sp)
- Backlog Refinement (3sp)
- How to order a Product Backlog (2sp)
- Estimating (3sp)
- Long range forecasting (2sp)
- Scaling Scrum (5sp)