

# PSPO-I Prüfungsfragen Prüfungsvorbereitungen, PSPO-I Fragen und Antworten, Professional Scrum Product Owner I

Professional Scrum Product Owner  
INKLUSIVE PSPO-I ZERTIFIKAT



15. - 18. November 2022 von 9-13 Uhr

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Um die Scrum PSPO-I Zertifizierungsprüfung zu bestehen, brauchen Sie viel Zeit und Energie. Dabei müssen Sie auch großes Risiko tragen. Wenn Sie Fast2test wählen, können Sie mit wenigem Geld die Scrum PSPO-I Prüfung einmal bestehen. Ich meine, dass Fast2test heutzutage die beste Wahl für Sie ist, wo die Zeit sehr geschätzt wird. Außerdem ist Fast2test eine der vielen Websites, die Ihnen einen bestmöglichen Garant bietet. Wenn Sie Fast2test wählen, kommt der Erfolg auf Sie zu.

Produktbesitz ist ein kritischer Aspekt des Scrum-Frameworks, und die PSPO-I-Zertifizierungsprüfung ist für Fachleute bestimmt, die für die Maximierung des Werts des Produkts und der Gewährleistung des Erfolgs verantwortlich sind. Fachleute, die diese Prüfung ablegen, erhalten ein tieferes Verständnis der Rolle des Produktbesitzers und sind mit den notwendigen Fähigkeiten ausgestattet, um erfolgreiche Produktentwicklungsinitiativen zu leiten.

Die Scrum PSPO-I (Professional Scrum Product Owner I) Prüfung ist ein Zertifizierungsprogramm, das das Wissen und die Expertise einer Einzelperson im Scrum-Framework validiert. Die Prüfung ist darauf ausgelegt, das Verständnis des Kandidaten für die Rollen und Verantwortlichkeiten eines Scrum Product Owners, die Prinzipien und Werte von Scrum sowie die verschiedenen Techniken und Tools, die in der Produktentwicklung verwendet werden, zu testen. Die Zertifizierung wird von Scrum.org, einem führenden Anbieter von Scrum-Trainings- und Zertifizierungsprogrammen, angeboten.

>> PSPO-I Prüfungsaufgaben <<

## Das neueste PSPO-I, nützliche und praktische PSPO-I pass4sure Trainingsmaterial

Schulungsunterlagen zur Scrum PSPO-I Zertifizierungsprüfung von Fast2test werden uns dabei helfen, die Prüfung erfolgreich zu bestehen, was auch der kürzeste Weg zum Erfolg ist. Jeder könnte erfolgreich werden, solange man die richtige Wahl fällen kann. Nach langjährigen Bemühungen haben unsere Erfolgsquote von der Scrum PSPO-I Zertifizierungsprüfung 100% erreicht. Wählen Sie Fast2test, wählen Sie Erfolg.

Die Scrum PSPO-I Prüfung bietet Fachleuten eine ausgezeichnete Gelegenheit, ihre Kompetenz im Scrum-Framework zu demonstrieren und sich als zertifizierter Scrum Product Owner zu qualifizieren. Die Zertifizierung bescheinigt dem Inhaber die Fähigkeit, den Produktentwicklungsprozess effektiv zu steuern, mit den Stakeholdern zusammenzuarbeiten und den Produktnutzen zu maximieren. Die Zertifizierung ist weltweit anerkannt, und der Inhaber wird in die Datenbank der Scrum.org Professional Scrum Product Owner-Zertifikatinhaber aufgenommen.

## Scrum Professional Scrum Product Owner I PSPO-I Prüfungsfragen mit Lösungen (Q94-Q99):

94. Frage

How much of the Sprint Backlog must be defined during the Sprint Planning event?  
(choose the best answer)

- A. The entire Sprint Backlog must be identified and estimated by the end of Sprint Planning.
- **B. Enough so the Developers can create their forecast of what work they can do.**
- C. Just enough tasks for the Scrum Master to be confident in the Developers' understanding of the Sprint.
- D. Just enough to understand design and architectural implications.

**Antwort: B**

Begründung:

Explanation

The amount of the Sprint Backlog that must be defined during the Sprint Planning event is enough so the Developers can create their forecast of what work they can do. This is because:

- \* Sprint Planning is an event where the Scrum Team plans for the upcoming Sprint. The purpose of Sprint Planning is to align the entire Scrum Team around a common goal and a plan for delivering an Increment that meets that goal.
- \* The Developers are accountable for creating a Sprint forecast, which is a selection of Product Backlog items that they intend to work on during the Sprint. The Sprint forecast should be realistic, achievable, and valuable.
- \* The Developers are also accountable for creating a plan for how they will deliver the selected Product Backlog items as a "Done" Increment. The plan may include tasks, dependencies, risks, estimates, or other information that helps them organize and manage their work.
- \* The amount of the Sprint Backlog that must be defined during Sprint Planning may vary depending on the context, complexity, and uncertainty of the product development. However, it should be enough so that the Developers can create their forecast of what work they can do and have a clear direction for the  
\* first few days of the Sprint.

Other options, such as just enough to understand design and architectural implications, the entire Sprint Backlog being identified and estimated by the end of Sprint Planning, or just enough tasks for the Scrum Master to be confident in the Developers' understanding of the Sprint, are not valid answers as they do not reflect what must be defined during Sprint Planning or what is required for creating a Sprint forecast.

References:

- \* [Scrum Guide], page 14, section "Sprint Planning"
- \* [Scrum Guide], page 7, section "Developers"
- \* [Scrum Guide], page 15, section "Sprint Backlog"
- \* [Scrum Guide], page 14, section "Sprint Planning"

## 95. Frage

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

- **A. All of the above.**
- B. Customer feedback.
- C. Forecasting & feasibility.
- D. Product vision.
- E. Competitive research.
- F. None of the above.

**Antwort: A**

Begründung:

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 & 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."

## 96. Frage

Who determines when it is appropriate to update the Sprint Backlog during a Sprint?

(choose the best answer)

- **A. The Developers.**
- B. The Product Owner.
- C. The Scrum Team.
- D. The Project Manager.

**Antwort: A**

Begründung:

\* The Sprint Backlog is the set of Product Backlog items selected for the Sprint, plus a plan for delivering the product Increment and realizing the Sprint Goal. The Sprint Backlog is a highly visible, real-time picture of the work that the Developers plan to accomplish during the Sprint, and it belongs solely to the Developers.

\* The Developers are accountable for creating a "Done" Increment that meets the Definition of Done each Sprint. The Developers are responsible for planning and executing the Sprint Backlog, designing and building the product functionality, testing and improving the product quality, and delivering a potentially releasable Increment. The Developers work closely with the Product Owner to understand and clarify the Product Backlog items, provide feedback and estimates, and suggest improvements and innovations.

\* The Developers are also responsible for updating the Sprint Backlog throughout the Sprint. The Sprint Backlog is a plan with enough detail that changes in progress can be understood in the Daily Scrum. The Developers modify the Sprint Backlog throughout the Sprint, and the Sprint Backlog emerges during the

\* Sprint. This emergence occurs as the Developers work through the plan and learn more about the work needed to achieve the Sprint Goal.

\* As new work is required, the Developers add it to the Sprint Backlog. As work is performed or completed, the estimated remaining work is updated. When elements of the plan are deemed unnecessary, they are removed. Only the Developers can change its content and order during a Sprint.

References:

\* Scrum Guide: <https://www.scrumguides.org/scrum-guide.html>

\* Sprint Backlog: <https://www.scrum.org/resources/what-is-a-sprint-backlog>

\* Developers: <https://www.scrum.org/resources/what-is-a-developer-in-scrum>

## 97. Frage

Five new Scrum Teams have been created to build one product. A few of the Developers on one of the Scrum Teams ask the Scrum Master how to coordinate their work with the other teams. What should the Scrum Master do?

(choose the best answer)

- **A. Teach them that it is their responsibility to work with the other teams to create an integrated Increment that is inclusive of all five team's work.**
- B. Teach the Product Owner to work with the lead developers on ordering Product Backlog in a way to avoid too much overlap during a Sprint.
- C. Collect the Sprint tasks from the teams at the end of their Sprint Planning and merge that into a consolidated plan for the entire Sprint.
- D. Visit the five teams each day to inspect that their Sprint Backlogs are aligned.

**Antwort: A**

Begründung:

Teach them that it is their responsibility to work with the other teams to create an integrated Increment that is inclusive of all five team's work.

According to the Scrum Guide, the Scrum Team is responsible for all product-related activities, including coordination and integration with other teams. The Scrum Master should teach the Developers how to work with the other teams to create a potentially releasable product increment that meets the Definition of Done and the Product Goal. One way to facilitate this coordination is to use a Scrum of Scrums meeting, which is a daily or periodic meeting where representatives from each team share their progress, plans, and impediments.

The Scrum of Scrums meeting is not mandatory, but it can help the teams align their work and resolve dependencies.

The other options are not correct because they violate the principles of Scrum, such as self-management, empiricism, and transparency:

\* B. Collecting the Sprint tasks from the teams and merging them into a consolidated plan for the entire Sprint is a centralized and controlled way of coordination that undermines the self-management and autonomy of the teams. The Scrum Master should not act as a project manager or a coordinator, but as a servant-leader and a coach who enables the teams to manage their own work.

\* C. Visiting the five teams each day to inspect that their Sprint Backlogs are aligned is a micromanagement and inspection approach that does not respect the trust and transparency of the teams. The Scrum Master should not interfere with the work of the teams, but support them in creating a shared understanding of the product vision, goals, and requirements.

\* D. Teaching the Product Owner to work with the lead developers on ordering Product Backlog in a way to avoid too much overlap during a Sprint is a suboptimal and inefficient way of coordination that does not leverage the collective intelligence and creativity of the teams. The Product Owner should not rely on a few individuals to order the Product Backlog, but collaborate with all the teams and stakeholders to maximize value delivery.

[Scrum Guide], section 2.2: "The Scrum Team is responsible for all product-related activities from stakeholder collaboration, verification, maintenance, operation, experimentation, research and development, and anything else that might be required." Scrum Of Scrums - Guide to Agile Scaling Frameworks - Agilest®: "The coordination of the various teams is done in a Scrum of Scrums meeting which can be held daily, twice a week, or at a minimum, once a week.

Each Scrum team has its ScrumMaster or a designated team member attend the Scrum of Scrum meeting as its representative."

## 98. Frage

Who is accountable for managing the progress of work during a Sprint?

(choose the best answer)

- A. The most junior member of the team.
- B. The Scrum Master.
- **C. The Developers.**
- D. The Product Owner.

**Antwort: C**

Begründung:

The Developers are accountable for managing the progress of work during a Sprint, as they are the ones who plan, execute, and deliver the work. The Scrum Guide states that "The Developers are the people in the Scrum Team that are committed to creating any aspect of a usable Increment each Sprint."1 The Developers are also responsible for conducting the Daily Scrum, a 15-minute event for the Developers to synchronize activities and create a plan for the next 24 hours.1 The Developers are self-managing, which means they decide how best to accomplish their work, rather than being directed by others outside the Scrum Team.1 References:

\* 1: The Scrum Guide2, page 7

\* 2: The Scrum Guide

## 99. Frage

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