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PSPO III Exam Syllabus

Topic	Details
Understanding and Applying the Scrum Framework	Empiricism <ul style="list-style-type: none"> In Scrum, empiricism refers to the idea that solving complex problems, or doing complex work, can only be done using an exploratory process rather than relying on predetermined plans. Learn about empiricism and complex work. Explore why trust is important for empiricism to thrive.
	Scrum Values <ul style="list-style-type: none"> For agility to thrive, the culture of the organization must support the fundamental concepts of agility. The Scrum Values - Focus, Respect, Openness, Commitment, and Courage - create an environment where empiricism, self-management and continual improvement are more successful.
	Scrum Team <ul style="list-style-type: none"> The Scrum Team is a small unit of professionals focused on attaining the Product Goal. Scrum Teams consist of a Product Owner, Scrum Master and Developers. Each has a clear set of accountabilities. Learn more about the Scrum Team, accountabilities, responsibilities and why these aren't called "roles."
	Events <ul style="list-style-type: none"> The five Scrum Events provide regular opportunities for enacting the Scrum pillars of Inspection, Adaptation and Transparency. In addition, they help teams keep aligned with the Sprint and Product Goals, improve Developer productivity, remove impediments and reduce the need to schedule too many additional meetings.
	Artifacts <ul style="list-style-type: none"> In archeology, an artifact is an object of cultural significance. In medicine, artifacts are something not normally present, or unexpected. In Scrum, our use of the word "artifact" is closer to the way software developers use it: important information needed during the development of a product.
	Done <ul style="list-style-type: none"> The Definition of Done describes the quality standards for the Increment. Learn why getting to Done is so important, what undone work is, if it's okay to show work that isn't done to stakeholders, can you present undone work at the Sprint

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Scrum Professional Scrum Product Owner III Sample Questions (Q55-Q60):

NEW QUESTION # 55

True or False: A Scrum Team must have a Product Owner and Scrum Master.

- A. False. A Scrum Master is only necessary when requested or needed.
- **B. True. Their participation and availability will impact the outcomes produced by the Scrum Team.**
- C. False. If a Product Owner is unavailable, he/she can be replaced by a Business Analyst.
- D. True. Each must be a full-time member of the Scrum Team.

Answer: B

Explanation:

Scrum Guide

The fundamental unit of Scrum is a small team of people, a Scrum Team. The Scrum Team consists of one Scrum Master, one Product Owner, and Developers. Within a Scrum Team, there are no sub-teams or hierarchies. It is a cohesive unit of professionals focused on one objective at a time, the Product Goal.

NEW QUESTION # 56

As a Product Owner, what sources of information might be useful in helping you to consider the value of the product?
(choose all that apply)

- **A. The Director of Sales.**
- **B. The CEO.**
- **C. The Scrum Team members.**
- **D. The customers and users.**
- **E. Market and research reports.**

Answer: A,B,C,D,E

Explanation:

Every role and topic listed could be helpful for the Product Owner to gain insights and obtain feedback

NEW QUESTION # 57

Which of the following would NOT be discussed at the Sprint Retrospective?
(Choose two answers)

- A. The Definition of Done.
- **B. The features delivered in the Sprint.**
- C. Improvements to the working process.
- **D. Sprint Backlog for the upcoming Sprint.**

Answer: B,D

Explanation:

Scrum Guide

The purpose of the Sprint Retrospective is to plan ways to increase quality and effectiveness.

The Scrum Team inspects how the last Sprint went with regards to individuals, interactions, processes, tools, and their Definition of Done. Inspected elements often vary with the domain of work. Assumptions that led them astray are identified and their origins explored. The Scrum Team discusses what went well during the Sprint, what problems it encountered, and how those problems were (or were not) solved.

The Scrum Team identifies the most helpful changes to improve its effectiveness. The most impactful improvements are addressed as soon as possible. They may even be added to the Sprint Backlog for the next Sprint.

NEW QUESTION # 58

What does a Product Owner do between the end of the current Sprint and the start of the next Sprint?
(choose the best answer)

- A. Refining the Product Backlog for the next Sprint.
- B. Working with the Testers to verify the current Sprint,s Increment.
- C. There is no activity gap between Sprints. The next Sprint starts immediately after the conclusion of the current Sprint.
- D. Informing the stakeholders on the project status.

Answer: C

Explanation:

Scrum Guide

They are fixed length events of one month or less to create consistency. A new Sprint starts immediately after the conclusion of the previous Sprint.

NEW QUESTION # 59

True or False: To start the first Sprint, Scrum only needs enough solid ideas and a Scrum Team to implement those ideas.

- A. TRUE
- B. FALSE

Answer: A

Explanation:

Scrum Guide

Scrum is a lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems.

In a nutshell, Scrum requires a Scrum Master to foster an environment where:

A Product Owner orders the work for a complex problem into a Product Backlog.

The Scrum Team turns a selection of the work into an Increment of value during a Sprint.

The Scrum Team and its stakeholders inspect the results and adjust for the next Sprint.

Repeat

NEW QUESTION # 60

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