

# Valid PSPO-I Latest Study Materials & Useful Materials to help you pass PSPO-I: Professional Scrum Product Owner I



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The PSPO-I Exam consists of 80 multiple-choice questions that must be completed within 60 minutes. To pass, candidates must achieve a minimum score of 85%. PSPO-I exam is designed to be challenging and is intended for individuals who have worked as a Product Owner or have undergone training in the Scrum framework. PSPO-I exam assesses a candidate's ability to apply Scrum principles and practices to optimize the value of a product.

Scrum PSPO-I (Professional Scrum Product Owner I) certification exam is one of the most popular certifications in the agile world. Professional Scrum Product Owner I certification exam assists professionals to validate their knowledge and skills in the product ownership domain. It is an entry-level certification exam that is designed to evaluate the participants' comprehension of the Scrum framework and provide them with opportunities to demonstrate their capabilities as a product owner.

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Scrum PSPO-I (Professional Scrum Product Owner I) Certification Exam is a globally recognized certification that validates the product owner's knowledge and skills in Scrum. Professional Scrum Product Owner I certification is offered by Scrum.org, an organization that provides Scrum training and certification programs globally. The PSPO-I Exam is designed to assess the product owner's understanding of Scrum and their ability to apply Scrum principles and practices to maximize the value of the product.

## Scrum Professional Scrum Product Owner I Sample Questions (Q160-Q165):

### NEW QUESTION # 160

The Scrum Team should have all the skills needed to:  
(choose the best answer)

- **A. Turn Product Backlog items into a valuable, useful Increment.**

- B. Complete the project within the date and cost as calculated by the Product Owner.
- C. Do all of the development work, except for specialized testing that requires additional tools and environments.

**Answer: A**

Explanation:

The Scrum Team should have all the skills needed to turn Product Backlog items into a valuable, useful Increment, as this is the primary goal of each Sprint. The Scrum Guide states that "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."<sup>1</sup> The Scrum Team should be cross-functional, which means that the Developers have all the skills necessary to create a product Increment.<sup>1</sup> The Scrum Team should also be self-managing, which means that they decide how best to accomplish their work, rather than being directed by others outside the Scrum Team.<sup>1</sup> Reference:

1: The Scrum Guide<sup>2</sup>, page 6

2: The Scrum Guide

#### NEW QUESTION # 161

Which Scrum Event is timeboxed to a maximum of four hours?

- A. The Daily Scrum
- **B. The Sprint Review**
- C. The Sprint Planning
- D. The Sprint Retrospective

**Answer: B**

#### NEW QUESTION # 162

True or False: The Product Owner makes sure the Developers select enough from the Product Backlog for a Sprint to satisfy the stakeholders.

- **A. False**
- B. True

**Answer: A**

Explanation:

The Product Owner does not make sure the Developers select enough from the Product Backlog for a Sprint to satisfy the stakeholders. The Developers are the ones who determine how many Product Backlog items they select for a Sprint, based on their capacity and the Sprint Goal<sup>1</sup>. The Product Owner and the Developers collaborate on the scope of the Sprint during Sprint Planning, but the final decision is up to the Developers<sup>2</sup>.

The Product Owner is accountable for maximizing the value of the product and the work of the Developers, and for managing the Product Backlog<sup>3</sup>[3]. The Product Owner does not have the authority to tell the Developers how much work they should do, as this would violate the principle of self-management<sup>4</sup>.

References:

1: The Scrum Guide, November 2020, p. 6

2: The Scrum Guide, November 2020, p. 10

[3][3]: The Scrum Guide, November 2020, p. 6

4: Understanding and Applying the Scrum Framework, Scrum.org, accessed on December 16, 2023

#### NEW QUESTION # 163

In the middle of the Sprint, the customer decides that there are two new features she wants.

The Product Owner could:

(choose the best two answers)

- **A. Add these features to the Product Backlog.**
- B. Have the Scrum Master add these features to the current Sprint.
- C. Introduce these features at the next Daily Scrum.
- **D. Ask the Developers to consider whether they can add these features to the current Sprint without endangering the Sprint Goal.**

**Answer: A,D**

Explanation:

The Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team. The Product Owner is responsible for managing and refining the Product Backlog, collaborating with the stakeholders and the Developers, and ordering the items in a way that best achieves goals and missions. The Product Owner represents the interests of everyone with a stake in the product and ensures that the Scrum Team works on the right things at the right time.

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.

A Sprint is a timebox of one month or less within which a "Done" product Increment is created. A Sprint consists of the Sprint Planning, Daily Scrums, the development work, the Sprint Review, and the Sprint Retrospective. A Sprint is also a feedback loop that allows the Scrum Team and the stakeholders to inspect and adapt the product and the process.

The Sprint Goal is a short statement of what the Scrum Team intends to achieve during a Sprint. It provides guidance and direction for the Scrum Team, as well as a basis for inspecting and adapting the product and the process. The Sprint Goal is aligned with the product vision and goals, and it reflects the value and purpose of the Sprint.

In the middle of a Sprint, if a customer decides that there are two new features she wants, there are two possible ways that a Product Owner could handle this situation:

Ask the Developers to consider whether they can add these features to the current Sprint without endangering the Sprint Goal: The Product Owner could discuss with the Developers if they have enough capacity and skills to accommodate these new features in their current Sprint Backlog. The Product Owner could also explain why these features are valuable or urgent for the customer or user. The Developers could then decide if they can or want to add these features to their current work plan, or if they prefer to defer them to a future Sprint. The Developers should not compromise on quality or scope to fit these features in their current Sprint. The Developers should also ensure that these features are aligned with or support the current Sprint Goal.

Add these features to the Product Backlog: The Product Owner could add these new features to the Product Backlog as new items. The Product Owner could then order these items based on their value, risk, priority, dependency, feedback, or market conditions. The Product Owner could also refine these items with more details or acceptance criteria. The Product Owner could then plan to include these items in a future Sprint, depending on their order and availability.

The other options are not valid or relevant ways that a Product Owner could handle this situation. They are either too disruptive, impractical, or irrelevant. They are:

Introduce these features at the next Daily Scrum: This is not a valid way for a Product Owner to handle this situation. The Daily Scrum is an event for the Developers to inspect their progress toward the Sprint Goal and adapt their plan for the next 24 hours. The Daily Scrum is not a status meeting or a reporting session for anyone else. The Product Owner may attend the Daily Scrum as an observer or as an invited participant if they have something valuable to contribute or if they need some clarification from the Developers. However, introducing new features at this event would be disruptive and inappropriate for both parties.

Have the Scrum Master add these features to the current Sprint: This is not a valid way for a Product Owner to handle this situation. The Scrum Master is not responsible for adding or removing any work from the current Sprint. The Scrum Master is accountable for establishing Scrum as defined in the Scrum Guide. The Scrum Master is responsible for promoting and supporting Scrum as defined in the Scrum Guide. The Scrum Master does this by helping everyone understand Scrum theory and practice, both within the Scrum Team and the organization.

Reference:

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

Product Owner: <https://www.scrum.org/resources/what-is-a-product-owner>

Developers: <https://www.scrum.org/resources/what-is-a-developer-in-scrum> Sprint: <https://www.scrum.org/resources/what-is-a-sprint-in-scrum> Sprint Goal: <https://www.scrum.org/resources/what-is-a-sprint-goal> Daily Scrum:

<https://www.scrum.org/resources/what-is-a-daily-scrum> Scrum Master: <https://www.scrum.org/resources/what-is-a-scrum-master>

#### **NEW QUESTION # 164**

Why is it important that there is only one Product Owner per product?

(choose the best three answers)

- A. It would confuse the stakeholders if they had to work with more than one person.
- **B. It is clear who is accountable for the ultimate value of the product.**
- **C. It helps avoid barriers to effective communication and rapid decision-making.**
- **D. The Scrum Team always knows who determines the order of the Product Backlog.**
- E. The Scrum Master knows who acts as their backup while on vacation.

**Answer: B,C,D**

Explanation:

The reasons why it is important that there is only one Product Owner per product are:

\* It is clear who is accountable for the ultimate value of the product. The Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team. They are responsible for identifying and articulating the Product Goal, which is a long-term objective for the product that guides all the activities of the Scrum Team.

\* It helps avoid barriers to effective communication and rapid decision-making. The Product Owner is the sole person responsible for managing the Product Backlog, which is an emergent, ordered list of what is needed to improve the product. They must ensure that the Product Backlog is transparent, visible, and understood by everyone who needs to work on it. They must also collaborate with the Developers and the stakeholders to refine, order, and prioritize the Product Backlog items based on value and impact.

\* The Scrum Team always knows who determines the order of the Product Backlog. The Product Owner has the final authority to decide what items are more important and valuable for the product. They must communicate this order clearly and consistently to the Scrum Team and the stakeholders. They must also respect and support the self-management of the Developers in choosing how best to accomplish their work.

Other options, such as the Scrum Master knowing who acts as their backup while on vacation or it would confuse the stakeholders if they had to work with more than one person, are not valid reasons why it is important that there is only one Product Owner per product. They may reflect a misunderstanding of the roles and accountabilities of the Scrum Team or the stakeholders.

References:

\* [Scrum Guide], page 6, section "Product Owner"

\* [Scrum Guide], page 11, section "Product Backlog"

\* [Scrum Guide], page 12, section "Product Backlog Refinement"

\* [Scrum Guide], page 11, section "Product Backlog"

\* [Scrum Guide], page 7, section "Developers"

## NEW QUESTION # 165

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