

最新PSPO-I考古題 - PSPO-I最新試題



2026 VCESoft最新的PSPO-I PDF版考試題庫和PSPO-I考試問題和答案免費分享：<https://drive.google.com/open?id=1p1tYT-gOzfBQJ8FgRmVnvvEZI1dz6m-z>

經過相關的研究材料證明，通過Scrum的PSPO-I考試認證是非常困難的，不過不要害怕，我們VCESoft擁有經驗豐富的IT專業人士的專家，經過多年艱苦的工作，我們VCESoft已經編譯好最先進的Scrum的PSPO-I考試認證培訓資料，其中包括試題及答案，因此我們VCESoft是你通過這次考試的最佳資源網站。不需要太多的努力，你將獲得很高的分數，你選擇VCESoft Scrum的PSPO-I考試培訓資料，對你考試是非常有幫助的。

Scrum PSPO-I考試是一個基於電腦的測試，包括80道多選題。考試時間為60分鐘，通過分數為85%。考試可以在線進行，考試完成後立即查看成績。考試費用為200美元，可以通過Scrum.org網站在線支付。

PSPO-I 認證考試測試產品負責人在 Scrum 的各個領域的知識和技能，包括產品願景、利益相關者管理、產品待辦事項管理和產品價值優化。該考試具有挑戰性，需要對 Scrum 原則和實踐有深入的理解，以及在實際場景中有效應用它們的能力。

>> 最新 PSPO-I 考古題 <<

最新 PSPO-I 考古題 | 100% 通過 | 最新問題

PSPO-I 擬真試題含蓋真實的考試指南，保證考生順利通過 PSPO-I 考試。考生需要在一定的時間內完成所有的 Scrum PSPO-I 考試測驗題，該考試隸屬於 Scrum 認證助理認證體系。考生可以先到考試中心去打聽這科考試的有關的情況。了解考試的流程，考試的注意事項。預約一個合適的時間去報名參加 PSPO-I 考試即可。

最新的 Professional Scrum Product Owner PSPO-I 免費考試真題 (Q164-Q169):

問題 #164

True or False: A Product Owner with multiple teams working on one product should maintain separate Product Backlogs for each team

- A. True

- B. False

答案： B

解題說明：

In Scrum, there is only one product and one Product Backlog for a given product. The Product Backlog is the single source of truth for the Scrum Team and the stakeholders. It contains all the requirements, features, functions, enhancements, fixes, and anything else that can deliver value to the customers and users of the product. The Product Backlog is ordered by the Product Owner based on the product vision, goals, and value.

Having multiple Product Backlogs for one product would create confusion, duplication, inconsistency, and waste. It would also make it harder to align the Scrum Teams and the stakeholders on the same product direction and priorities. Therefore, a Product Owner with multiple teams working on one product should not maintain separate Product Backlogs for each team.

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.

In some cases, when there are multiple Scrum Teams working on one product, it may be necessary to have some form of scaling or coordination mechanism to ensure alignment and collaboration among the teams. However, this does not mean that there should be multiple Product Owners or Product Backlogs. Instead, there should be ways to facilitate communication, feedback, integration, and transparency among the teams and with the Product Owner. For example, some frameworks or practices that can help with scaling Scrum are Nexus, LeSS, SAFe, or Scrum of Scrums.

Reference:

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

Nexus: [1]

LeSS: [2]

SAFe: [3]

Scrum of Scrums: [4]

問題 #165

The job of a Product Owner focuses on the following:
(choose the best two answers)

- A. Clearly communicating project or release status and strategies to customers and stakeholders.
- B. Being with the Scrum Team all the time, just in case they need me to clarify a requirement.
- C. Working with customers and stakeholders to identify the most valuable product requirements.
- D. Writing clear, transparent User Stories.

答案： A,C

解題說明：

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 job of a Product Owner focuses on the following aspects:

Working with customers and stakeholders to identify the most valuable product requirements: The Product Owner engages in frequent and regular interactions with the people who have a stake or interest in the product, such as customers, users, sponsors, managers, or other teams. The Product Owner solicits and incorporates their input, feedback, and insights to understand their needs and expectations, discover new opportunities or ideas, align and collaborate on the product direction and priorities, and validate and deliver value to them. The Product Owner translates these requirements into Product Backlog items that can deliver value to customers or users.

Clearly communicating project or release status and strategies to customers and stakeholders: The Product Owner communicates effectively and transparently with the customers and stakeholders about the progress, outcomes, and plans of the product development. The Product Owner shares relevant information and data about the product vision, goals, value proposition, roadmap, backlog, increment, feedback, or metrics. The Product Owner also communicates the strategies and decisions for delivering value to customers or users, such as release frequency, scope, quality, or risk management.

The other options are not valid or relevant aspects of a Product Owner's job. They are either too narrow, unrealistic, or unrelated to the product value delivery. They are:

Writing clear, transparent User Stories: This is not a valid aspect of a Product Owner's job. User Stories are a common format for expressing product requirements in an agile way. They consist of a brief description of a feature or function from the perspective of a

user or customer. They usually follow a template such as "As a <role>, I want <goal>, so that <benefit>". However, User Stories are not mandatory or universal in Scrum. The Product Owner can use any format or method to express product requirements, as long as they are clear, concise, and valuable. The format or method does not affect the value or quality of the product or service delivered.

Being with the Scrum Team all the time, just in case they need me to clarify a requirement: This is not a realistic aspect of a Product Owner's job. The Product Owner does not have to be physically present with the Scrum Team all the time. The Product Owner can work remotely or asynchronously with the Scrum Team, as long as they maintain effective communication and collaboration. The Product Owner should also empower and trust the Developers to make technical decisions and trade-offs that best meet the product goals and quality standards. The Product Owner should also ensure that the Product Backlog items are sufficiently clear and refined before they are selected for a Sprint.

Reference:

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

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

User Stories: <https://www.agilealliance.org/glossary/user-stories>

問題 #166

What is the responsibility of the Product Owner in crafting the Sprint Goal?
(choose the best answer)

- A. The Product Owner should come to Sprint Planning with a business objective in mind and work with the Developers to craft the Sprint Goal.
- B. The Product Owner cannot attend Sprint Planning without having documented the Sprint Goal in advance.
- C. The Product Owner has no responsibility for the Sprint Goal. It is the sole responsibility of the Developers.
- D. The Product Owner defines the scope for a Sprint and therefore also the Sprint Goal.
- E. The Product Owner must work with stakeholders to set each Sprint's Goal.

答案: A

解題說明:

Explanation

* 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.

* 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.

* The Sprint Planning is an event that occurs at the beginning of each Sprint, where the Scrum Team plans how to deliver a valuable product Increment. The Sprint Planning consists of two topics: What can be done this Sprint? and How will the chosen work get done? The outcome of the Sprint Planning is an agreed-upon Sprint Goal, a Sprint Backlog, and a plan for delivering the Increment.

* The responsibility of crafting the Sprint Goal is shared by both the Product Owner and the Developers.

The Product Owner should come to Sprint Planning with a business objective in mind, based on their understanding of the product vision, goals, value proposition, stakeholder feedback, market conditions, or other relevant factors. The Product Owner should propose how this objective can be achieved by selecting some Product Backlog items that can deliver value to customers or users. The Developers

* should collaborate with the Product Owner to craft a clear and concise Sprint Goal that expresses what they want to accomplish as a team during this Sprint. The Developers should also ensure that they have enough capacity and skills to deliver on this Sprint Goal.

References:

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

* Sprint Goal: <https://www.scrum.org/resources/what-is-a-sprint-goal>

* 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 Planning: <https://www.scrum.org/resources/what-is-sprint-planning>

問題 #167

The Daily Scrum is a formal opportunity to inspect and adapt Scrum artifacts.

- A. FALSE
- **B. TRUE**

答案: B

問題 #168

True or False: A Product Owner should measure product value by the increase in the team's velocity.

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

答案: B

解題說明:

Explanation

A Product Owner should not measure product value by the increase in the team's velocity. This is because:

* Velocity is a measure of how much work a Scrum Team can deliver in a Sprint. It is based on the estimation of Product Backlog items that are selected for a Sprint and completed according to the Definition of Done.

* Velocity is not a measure of product value. It does not reflect how well the product meets the needs and expectations of the customers, users, and stakeholders. It does not reflect how much value or impact the product creates in terms of revenue, satisfaction, or social good.

* Velocity is not a goal or a target for a Scrum Team. It is a planning tool that helps them forecast their future work based on their past performance. It is not a metric that should be used to compare or judge teams or individuals.

* A Product Owner should measure product value by using indicators that are relevant, meaningful, and actionable for their product context. These may include metrics such as customer feedback, usage data, market share, return on investment, or social impact.

References:

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

* [Scrum Guide], page 10, section "Definition of Done"

* [Scrum Guide], page 15, section "Sprint Backlog"

* [Professional Scrum Product Owner Training], page 5, section "Product Value"

* [Professional Scrum Product Owner Training], page 9, section "Business Strategy"

問題 #169

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如果你使用了我們的Scrum的PSPO-I學習資料資源，一定會減少考試的時間成本和經濟成本，有助於你順利通過考試，在你決定購買我們Scrum的PSPO-I之前，你可以下載我們的部門免費試題，其中有PDF版本和軟體版本，如果需要軟體版本請及時與我們客服人員索取。

PSPO-I最新試題: <https://www.vcesoft.com/PSPO-I-pdf.html>

Scrum 最新PSPO-I考古題 因為這是一個可以保證一次通過考試的資料，Scrum 最新PSPO-I考古題 如何讓考生順利通過考試呢，既然通過Scrum PSPO-I 認證考試是不容易的，那麼選擇好的培訓工具就是成功的保證，Scrum 最新PSPO-I考古題 通過這個考試是需要豐富的知識和經驗的，而積累豐富的知識和經驗是需要時間的，Scrum的PSPO-I考試是最近最有人氣的考試，你也想參加嗎，有的客戶會擔心說要是我購買了你們公司的Scrum PSPO-I題庫卻沒有通過考試，豈不是白花錢，感覺學習PSPO-I 沒有足夠的動力該如何解決？

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