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ESP6
SUMMATIVE TEST
Week 3 - Unang Markahan
Paksa: Pagsang-ayon sa Pasya ng Nakararami

Pangalan:_____
Part I - Multiple Choice (10 items)

Panuto: Piliin ang titik ng tamang sagot. Isulat ang letra ng tamang sagot sa sagutang papel.

1. Ano ang tamang kahulugan ng pagpapasya?
A. Pagpili ng bagay na magaan gawin
B. Pagdedesisyon ayon sa gusto ng sarili lamang
C. Maingat na pag-iisip at pagpili ng nararapat na gawin
D. Pagpapaliban ng pasya hanggang huli

2. Alin sa sumusunod ang nagpapakita ng pagsang-ayon sa pasya ng nakararami?
A. Pagtutol sa desisyon ng grupo
B. Pag-alis kapag hindi sang-ayon
C. Maayos na pagtanggap sa desisyon ng grupo
D. Paninigaw sa kasama

3. Bakit mahalagang sumang-ayon sa pasya ng nakararami kung ito'y makabubuti sa lahat?
A. Upang hindi mapansin
B. Para makisabay lamang
C. Dahil ito ay makabubuti para sa nakararami
D. Dahil sa takot sa pinuno

4. Alin sa mga sumusunod ang hindi tamang hakbang sa pagpapasya?
A. Pagninilay   C. Pagsangguni
B. Pagpupumilit sa sariling gusto   D. Pagsusuri

5. Kung ang iyong kaibigan ay nagpasya para sa ikabubuti ng lahat, ano ang dapat mong gawin?
A. Tutulan ito   C. Pakinggan at suportahan siya
B. Walang pakialam   D. Magsumbong sa guro

6. Ano ang nagpapakita ng matatag na loob sa pagpapasya?
A. Padalos-dalos na pasya   C. Maingat na pag-iisip at pagtanggap ng resulta ng pasya
B. Pag-iwas sa desisyon   D. Pagtitiwala sa iba para magpasya

7. Sa kwento nina Noah at Vier, ano ang ginawang tama ni Vier?
A. Pumilit sa grupo   C. Sinunod ang kagustuhan ng lahat
B. Ipinaglaban ang sariling gusto   D. Tumanggi sa anumang pasya

8. Kung may hindi ka sinasang-ayunan sa grupo, ano ang tamang gawin?
A. Umalis sa grupo   C. Ipahayag ang saloobin sa maayos na paraan
B. Manahimik na lang   D. Siraan ang kasama

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Scrum Professional Scrum Master level III (PSM III) Sample Questions (Q29-Q34):

NEW QUESTION # 29
"Technical debt is the sole concern of the development team". As a Scrum Master, do you agree with this statement? Why or why not?.

Answer:

Explanation:
As a Scrum Master, I do not agree with the statement that technical debt is the sole concern of the Development Team. While Developers are responsible for recognizing and understanding technical debt, its impact extends far beyond the team and affects agility, quality, and delivery at the product and organizational level.
First, technical debt directly influences a team's ability to remain agile. As technical debt accumulates, the cost and effort required to change the product increase. This slows down development, reduces predictability, and eventually makes it difficult-or even impossible-to deliver working software within reasonable timeframes. When agility is reduced, the entire organization suffers, not just the Development Team.
Second, technical debt has a significant impact on product quality and delivery. High levels of technical debt often lead to defects, instability, and integration problems. This undermines the Scrum principle of delivering a "Done" Increment each Sprint. When the product cannot be reliably delivered or inspected, customers and stakeholders are directly affected, making technical debt a shared concern.
Third, while Developers are best positioned to identify when technical debt occurs, addressing it requires collaboration across the Scrum Team. The Product Owner must understand that not all work in a Sprint will result in new functionality. Investing in reducing technical debt is an investment in future value, sustainability, and delivery capability. Stakeholders also need transparency about this trade-off.
Fourth, Scrum encourages making technical debt visible and addressing it continuously, rather than postponing it indefinitely. This may involve adding technical debt-related work to the Product Backlog and prioritizing it alongside functional work. Treating technical debt as "invisible" or purely technical undermines empiricism and long-term value creation.

NEW QUESTION # 30
When many Development Teams are working on a single product, what best describes the definition of
"done?"

Answer:

Explanation:
When many Development Teams are working on a single product, there must be one shared Definition of Done (DoD) that applies to all teams and to the entire product Increment.
Single, Shared Definition of Done
Scrum requires that each Increment be usable and potentially releasable. When multiple teams contribute to one product, this means:
* There is one product, not multiple team products,
* There must therefore be one Definition of Done that ensures consistency, quality, and transparency across all teams.
Having different Definitions of Done per team would result in:
* Inconsistent quality,
* Integration problems,
* Loss of transparency,
* Increments that are "Done" in isolation but not at the product level.
Integrated Increment-Level Definition of Done
The shared Definition of Done must include integration criteria, ensuring that:
* Work from all teams is integrated,
* The combined Increment meets quality and compliance standards,
* The product can be inspected and potentially released.
In scaled Scrum (e.g., Nexus), unintegrated work is explicitly not considered Done, regardless of whether individual teams believe their work is complete.
Ownership and Evolution
While Developers collectively create and adhere to the Definition of Done, it applies at the product level, not the team level. As the product and organization mature, the Definition of Done may be expanded, but it must always remain shared and transparent.

NEW QUESTION # 31

You are a Scrum Master working with a Scrum Team. The Development Team constantly complain that requirements are not clear enough. The Product Owner claims she is too busy to provide extra clarity. What should you do?

Answer:

Explanation:

This situation represents a breakdown in Product Backlog transparency and collaboration, which directly threatens empiricism and value delivery. As a Scrum Master, my responsibility is not to solve the problem myself, but to enable the Scrum Team and the organization to resolve it.

1. Reframe the Problem: Requirements vs. Product Backlog

First, I would help both parties reframe the issue. In Scrum, we do not work with "requirements" in a traditional, fixed sense. Instead, we work with a Product Backlog that is emergent, ordered, and continuously refined. Lack of clarity in Product Backlog Items means that the backlog is not in a usable state, which is an impediment to the Developers.

2. Make the Impact Transparent

Next, I would facilitate a conversation to make the impact of unclear backlog items transparent:

* Developers cannot reliably forecast work,
* Sprint Goals are put at risk,
* Rework and waste increase,
* Delivery of value slows down.

This conversation should involve the Product Owner and be grounded in evidence, not blame. The goal is shared understanding of the consequences, not assigning fault.

3. Reinforce Product Owner Accountability

The Scrum Guide is clear that the Product Owner is accountable for maximizing value and for Product Backlog management, which includes ensuring that Product Backlog Items are clear, understood, and ordered. Being "too busy" does not remove this accountability. As a Scrum Master, I would coach the Product Owner to recognize that insufficient availability is itself an organizational impediment.

4. Enable Collaboration, Not Handoffs

At the same time, I would coach the Developers that clarity is often co-created, not simply provided. Scrum encourages close collaboration between Developers and the Product Owner. Techniques such as:

* Regular Product Backlog refinement,
* Joint discussions during Sprint Planning,
* Asking focused questions around the Sprint Goal, can significantly improve shared understanding without relying on detailed upfront specifications.

5. Address Organizational Constraints

If the Product Owner's lack of availability is due to organizational overload or competing responsibilities, this becomes a systemic impediment. In that case, the Scrum Master must raise this issue to the organization and help leadership understand that a Product Owner who is not sufficiently available puts product outcomes at risk.

NEW QUESTION # 32

What is meant by a team or organization practicing 'zombie' or 'mechanical' Scrum?

Answer:

Explanation:

Practicing 'zombie' or 'mechanical' Scrum refers to an approach where teams and organizations follow the rules and events of Scrum in a superficial manner, merely going through the motions, without embracing the underlying purpose, values, and principles of the framework.

In mechanical Scrum, teams conduct the required events, maintain the prescribed artifacts, and use Scrum terminology, but do so without focusing on value, learning, or outcomes. Scrum events become routine meetings rather than opportunities for inspection and adaptation. The Sprint Goal may exist on paper, but it does not meaningfully guide decisions. As a result, Scrum is reduced to a checklist of practices rather than a framework for solving complex problems.

This approach contrasts sharply with practicing "Real" Scrum, which is value-driven and goal-oriented.

Real Scrum emphasizes delivering meaningful outcomes for customers and stakeholders, rather than simply completing tasks. Teams focus on achieving the Sprint Goal, maximizing product value, and understanding the impact of their work.

Furthermore, mechanical Scrum often ignores the Scrum Values. Without Courage, teams avoid difficult conversations; without Openness, problems are hidden; without Respect, collaboration suffers; without Commitment and Focus, teams optimize for activity rather than outcomes. This leads to stagnation and missed opportunities for improvement.

In contrast, Real Scrum recognizes that Scrum is a framework, not a rigid methodology. It intentionally leaves room for teams and organizations to discover and adopt additional practices that support empiricism, continuous improvement, and stakeholder

satisfaction. These practices are chosen to reinforce Scrum's core values, not to replace them.

NEW QUESTION # 33
What variables should a Product Owner consider when ordering the Product Backlog?

Answer:

Explanation:
Ordering the Product Backlog is a key accountability of theProduct Ownerand is essential for maximizing value through empiricism.
The ordering reflects continuous inspection of multiple variables, not a single prioritization rule.
1. Value and Outcomes
The primary variable isvalue. The Product Owner considers:
* Customer and user value,
* Business impact and outcomes,
* Alignment with theProduct Goal.
Items that deliver higher or more urgent value are generally ordered higher.
2. Risk and Uncertainty
Items that reducerisk or uncertaintyare often ordered earlier. This includes:
* Technical risk,
* Market or usability risk,
* Integration or dependency risk.
Early learning enables better decisions and reduces long-term cost.
3. Dependencies
The Product Owner considersdependenciesbetween backlog items and teams. Items that unblock other work or reduce
dependencies may be ordered higher to improve flow and reduce coordination overhead.
4. Effort, Complexity, and Feasibility
While Developers estimate effort, the Product Owner uses this information to balance value againstcost, complexity, and feasibility.
High-value items that are feasible within near-term constraints are often prioritized.
5. Feedback and Learning
Ordering reflectsfeedback fromSprint Reviews, user testing, and market response. Items may move up or down based on what has
been learned from previous Increments.
6. Time Sensitivity and Opportunity Cost
Some items are time-critical due to:
* Regulatory deadlines,
* Market windows,
* Competitive pressure.
Delaying such items may reduce or eliminate their value.

NEW QUESTION # 34

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