

Exam Scrum PSM-III Questions - PSM-III Exam Dumps Collection



Scrum

PSM-III

Professional Scrum Master III
QUESTION & ANSWERS

Visit Now: <https://www.scrumdumps.com/>

<https://www.scrumdumps.com/PSM-III-exam-questions>

DOWNLOAD the newest PDF Braindumps PSM-III PDF dumps from Cloud Storage for free: <https://drive.google.com/open?id=1Mbxn9vJ5S88V17WLUGop-jYtGuNOqIN>

At the beginning of the launch of our PSM-III exam torrent, they made a splash in the market. We have three versions which are the sources that bring prestige to our company. Our PDF version of Professional Scrum Master level III (PSM III) prepare torrent is suitable for reading and printing requests. You can review and practice with it clearly just like using a professional book. It can satisfy the fundamental demands of candidates with concise layout and illegible outline. The second one of PSM-III Test Braindumps is software versions which are usable to windows system only with simulation test system for you to practice in daily life. The last one is app version of PSM-III exam torrent suitable for different kinds of electronic products.

As the saying goes, practice makes perfect. We are now engaged in the pursuit of Craftsman spirit in all walks of life. Professional and mature talents are needed in each field, similarly, only high-quality and high-precision PSM-III practice materials can enable learners to be confident to take the qualification examination so that they can get the certificate successfully, and our PSM-III Learning Materials are such high-quality learning materials, it can meet the user to learn the most popular test site knowledge.

>> Exam Scrum PSM-III Questions <<

Scrum PSM-III Exam Dumps Collection | Vce PSM-III Exam

Scrum certification will be a qualification assess standard for experienced workers, it is also a breakthrough for some workers who are in bottleneck. PSM-III new test camp materials are a good helper. For most IT workers it also increases career chances. For companies one certification increases strong competitive power. PSM-III New Test Camp materials will make you stand out from peers in this field applicable in all over the world.

Scrum Professional Scrum Master level III (PSM III) Sample Questions (Q32-Q37):

NEW QUESTION # 32

Your team's Product Owner approaches you for a word in private. She expresses some concerns she has about the team's commitment and productivity. She has noticed that comparable teams within the development organization have a higher average velocity. How would you handle this situation?

Answer:

Explanation:

When a Product Owner raises concerns about the team's commitment and productivity based on comparisons of velocity with other teams, this signals a need for coaching on empiricism, transparency, and appropriate use of Scrum metrics. As a Scrum Master, my response would focus on reframing the discussion from output comparison to value delivery and continuous improvement.

First, I would explain that velocity is a team-specific, contextual measure. Velocity reflects how much work a specific team completes within a given context, using its own Definition of Done, skills, tooling, and domain complexity. The Scrum Guide does not define velocity as a performance or comparison metric.

Comparing velocity across teams is misleading and risks encouraging dysfunctional behavior, such as inflating estimates, cutting quality, or gaming the system. Therefore, a higher velocity does not automatically indicate higher productivity, commitment, or value delivery.

Second, I would explore the Product Owner's underlying concern rather than focusing on velocity itself.

Often, concerns about velocity are proxies for deeper issues such as:

- * Missed Sprint Goals,
- * Unmet stakeholder expectations,
- * Slow value delivery,
- * Quality problems or unpredictability.

As a Scrum Master, I would help the Product Owner articulate what outcome they are truly worried about, and then guide the discussion toward metrics and observations that better reflect those concerns, such as progress toward Product Goals, customer feedback, Increment quality, or predictability over time.

Third, I would reinforce the importance of empiricism and transparency. If there are genuine concerns about commitment or effectiveness, these should be inspected using transparent evidence within the team's own context. The Sprint Review and Sprint Retrospective provide structured opportunities to inspect outcomes and ways of working. Rather than privately judging the team based on external comparisons, these concerns should be addressed openly and constructively with the Scrum Team.

Fourth, I would coach the Product Owner on Scrum Values, particularly Respect and Openness. Assuming lower commitment based on velocity comparisons risks undermining trust and psychological safety. Scrum encourages respecting the team as capable professionals and being open to learning what is actually limiting their effectiveness. Blame-oriented comparisons reduce the likelihood of honest inspection and improvement.

Finally, if improvement is needed, the Scrum Master should support the Scrum Team in identifying and addressing impediments. This may involve examining workload, technical debt, unclear backlog items, excessive dependencies, or organizational constraints. The focus should be on enabling the team to improve sustainably, not on pushing them to match another team's numbers.

NEW QUESTION # 33

The definition of "Done" describes the work that must be completed for every Product Backlog item before it can be deemed releasable. What should the Development Team do when, during the Sprint, it finds out that a problem outside of their control blocks them from doing all this work?

Answer:

Explanation:

When the Development Team discovers during a Sprint that a problem outside of their control prevents them from completing all work required by the Definition of Done, this situation must be addressed through transparency, inspection, and adaptation, rather than by lowering standards.

1. Make the Impediment Transparent Immediately

The Development Team should make the issue visible as soon as it is discovered. This includes:

* Raising it in the Daily Scrum,

* Clearly stating how it impacts the Sprint Goal and the Definition of Done.

Transparency is critical so that inspection and adaptation are based on reality, not assumptions.

2. Do Not Compromise the Definition of Done

The Definition of Done must not be relaxed or bypassed to "get something done." Lowering quality destroys transparency and creates false progress. If the Definition of Done cannot be met, the work is not Done and should not be considered releasable.

3. Collaborate to Adapt the Sprint Backlog

The Development Team should collaborate with the Product Owner to inspect the impact and adapt the Sprint Backlog. This may include:

* Removing or adjusting affected Product Backlog Items,

* Focusing on work that can still meet the Definition of Done,

* Preserving the Sprint Goal, if possible.

4. Escalate the Impediment Through the Scrum Master

Because the problem is outside the team's control, it qualifies as an impediment. The Scrum Master must help remove or mitigate it by working with the organization or external parties. If the impediment cannot be resolved quickly, its impact should be addressed in planning and stakeholder communication.

NEW QUESTION # 34

Mid-sprint a development team forecasts it will not be able to deliver all the planned backlog items. They are worried and ask for your advice as Scrum Master. What will you tell them?

Answer:

Explanation:

When a Development Team realizes mid-Sprint that it may not be able to deliver all planned Sprint Backlog Items, this situation should be handled through empiricism, not concern or blame. As a Scrum Master, I would reassure the team and guide them back to Scrum principles.

First, I would remind the team that in Scrum they do not commit to delivering all Sprint Backlog Items.

Instead, the Scrum Team commits to doing their very best to achieve the Sprint Goal. Discovering additional work, complexity, or unknowns during the Sprint is expected, especially in complex product development. The Sprint Backlog is a forecast, not a fixed contract.

Second, I would help the team assess the impact of what they have discovered. If the newly discovered work is minor and the Sprint Goal is still within reach, the team can continue as planned while adapting the Sprint Backlog as needed. This reflects normal inspection and adaptation during the Sprint.

Third, if the impact is significant and threatens the Sprint Goal, the Development Team should have a focused discussion about if and how the Sprint Goal can still be met. This may involve changing the approach, reducing scope while preserving the Sprint Goal, or identifying alternative ways to deliver the intended value.

In such cases, the Product Owner should be involved in the conversation. Including the Product Owner increases transparency and enables faster value-based decision-making, such as re-negotiating scope or adjusting priorities while keeping the Sprint Goal intact. This collaboration ensures that adaptations are aligned with product value.

NEW QUESTION # 35

You have been appointed the Scrum Master for a brand new product your organization is planning to develop.

A Product Owner has also been appointed. Initially, fifteen developers will work on the product. What approaches are common for forming teams for this product, and how do they likely benefit or hinder the Product Development effort?

Answer:

Explanation:

When starting development of a brand new product with fifteen developers, forming effective teams is a critical early decision that significantly influences the success of product development. From a Scrum Master's perspective, multiple approaches are commonly used in practice. Each approach offers distinct benefits and drawbacks when evaluated against Scrum principles such as self-organization, cross-functionality, and value delivery.

1. Facilitating Teams to Self-Organize

One common approach is to facilitate the developers in forming teams themselves. This approach aligns strongly with Scrum, as the Scrum Guide states that Scrum Teams are self-managing and decide internally how best to accomplish their work.

Benefits:

Allowing teams to self-organize promotes empowerment, ownership, and accountability. Developers can use their existing knowledge

of each other's strengths, weaknesses, and working styles to form balanced teams. This often increases motivation and psychological safety, both of which support high performance.

Hindrances:

For a new product, this process can be messy and time-consuming, especially if developers lack experience in forming effective teams. Teams may optimize for comfort or familiarity rather than cross-functionality, potentially leading to skill gaps or imbalanced teams.

2. Forming Two or Three Cross-Functional Feature Teams

Another common approach is to deliberately form two or three cross-functional feature teams, each containing all the skills necessary to deliver working product increments.

Benefits:

This approach closely matches how Scrum describes teams. Cross-functional feature teams can independently deliver integrated, "Done" increments of the product, improving flow, reducing dependencies, and supporting empiricism. All necessary skills are available within the team, enabling faster inspection and adaptation.

Hindrances:

In the context of a brand new product, teams may not yet know which skills are actually required, making it difficult to form truly balanced teams upfront. Additionally, specialists may feel isolated and lose regular interaction with peers who share the same expertise across teams.

3. Forming Teams Based on Specialization (Component Teams)

A third approach is to organize teams according to technical specialization, such as front-end and back-end teams. These are often referred to as component teams.

Benefits:

This structure allows specialists to work closely together, enabling fast knowledge sharing, technical consistency, and deep expertise in specific components of the system. It can feel efficient, especially in the early stages of development.

Hindrances:

From a Scrum perspective, this approach significantly hinders value delivery. Component teams struggle to deliver complete, integrated features independently and introduce dependencies and handoffs. This makes it harder to produce a usable increment each Sprint and is not how Scrum describes teams, even though it remains a commonly used strategy in many organizations.

Scrum Master Perspective and Conclusion

As a Scrum Master, my role is not to mandate a single team structure, but to coach and facilitate the organization toward structures that best enable Scrum. While all three approaches are seen in practice, Scrum clearly favors self-organizing, cross-functional feature teams because they maximize learning, transparency, and the ability to deliver value each Sprint.

NEW QUESTION # 36

A Scrum Master is working with a Development Team that has members in different physical locations.

Development Team meets in a variety of meeting rooms and has much to do logistically (for example, setup conference calls) before the Daily Scrum. What action should the Scrum Master take?

Answer:

Explanation:

When a Development Team is distributed across different physical locations and faces logistical overhead just to start the Daily Scrum, this situation represents an impediment to effective inspection and adaptation. As a Scrum Master, the appropriate action is to enable the team to inspect and adapt more effectively, not to control or manage logistics on their behalf.

1. Help the Team Establish a Stable and Simple Daily Scrum Setup

The Scrum Master should work with the Development Team to inspect and improve how the Daily Scrum is conducted. This may include:

- * Agreeing on a fixed time and virtual location,
- * Standardizing tools (e.g., always the same conferencing solution),
- * Reducing setup effort so the event can start on time and remain within its 15-minute timebox.

This supports transparency and reduces unnecessary waste.

2. Remove or Reduce Organizational and Technical Impediments

If logistical difficulties stem from organizational constraints—such as lack of proper tooling, inadequate rooms, or unreliable communication infrastructure—the Scrum Master should address these as impediments.

This may involve working with IT or management to provide stable tools that enable smooth collaboration.

3. Coach the Team Toward Self-Management

Rather than running the Daily Scrum or handling logistics personally, the Scrum Master should coach the Developers to self-manage how they organize the event. The goal is for the team to own and continuously improve the Daily Scrum in a way that fits their distributed context.

