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The Certified Agile Scrum Product Owner (CASPO) exam is a certification offered by the Global Association for Quality Management (GAQM). It is designed to validate the knowledge and skills of professionals who work as product owners in Agile Scrum projects. CASPO-001 Exam is ideal for individuals who want to demonstrate their proficiency in Agile Scrum methodologies, product development, and project management.

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GAQM Certified Agile Scrum Product Owner (CASPO) Sample Questions (Q50-Q55):

NEW QUESTION # 50

Which two (2) metrics will help a Product Owner establish that value is being delivered? (Choose the best two answers)

- A. Time to market.
- B. Customer satisfaction.
- C. Productivity.
- D. Budget spent.
- E. Velocity.

Answer: A,B

Explanation:

The Product Owner's primary accountability is maximizing the value of the product, per the Scrum Guide.

Metrics should reflect outcomes, not just internal process efficiency:

* A (Time to market): Faster delivery of Increments to the market validates value through real-world feedback, a key Scrum principle.

* B (Customer satisfaction): This directly measures whether the product meets user needs, aligning with value delivery.

* C (Velocity): While useful for Developers to gauge capacity, it's an internal metric, not a direct indicator of value.

* D (Productivity): This focuses on effort, not outcome, and isn't tied to value in Scrum.

NEW QUESTION # 51

What is the tactic a Scrum Master should use to divide a group of 100 people into multiple Scrum Teams? (Choose the best answer)

- A. Ask the Product Owner to assign the people to teams.
- B. Ask the Developers to divide themselves into teams.
- C. Create teams based on their skills across multiple layers (such as database, UI, etc.).

Answer: B

Explanation:

The Scrum Guide emphasizes self-organization and self-management as core principles for the Scrum Team, particularly the Developers: "They are self-managing, meaning they internally decide who does what, when, and how." When forming multiple Scrum Teams from a large group, the Scrum Master's role is to facilitate and coach, not dictate. Option C aligns with this by empowering the Developers to self-organize into teams, fostering ownership and collaboration. Option A (skill-based division) is too prescriptive and risks creating component teams rather than cross-functional ones, which Scrum favors. Option B shifts responsibility to the Product Owner, whose role is Product Backlog management, not team formation. Thus, C is the best tactic.

NEW QUESTION # 52

Which are NOT appropriate topics for discussion in a Sprint Retrospective? (Choose the best two answers)

- A. The value of work currently represented in the Product Backlog
- B. Sprint Backlog for the next Sprint
- C. How the team does its work
- D. Team relations
- E. Definition of "Done"

Answer: A,B

Explanation:

The Scrum Guide states: "The purpose of the Sprint Retrospective is to plan ways to increase quality and effectiveness" by inspecting the last Sprint's people, processes, and tools.

* D: The next Sprint's Sprint Backlog is planned in Sprint Planning, not the Retrospective, making it inappropriate.

NEW QUESTION # 53

The Product Owner is accountable for the functionality included in each Increment. Does he or she have the final say over the definition of "Done"?

- A. No, the Scrum Team is responsible for the definition of "Done". The Product Owner may be consulted.
- B. Yes, the Product Owner is responsible for the definition of "Done". The Developers may be consulted.

Answer: A

Explanation:

The Scrum Guide clarifies that the definition of "Done" is a shared commitment created by the Scrum Team: "The Definition of Done is a formal description of the state of the Increment when it meets the quality measures required for the product." While the Product Owner defines what goes into the Increment (via the Product Backlog), the definition of "Done" is a collaborative effort, often driven by the Developers' technical expertise and organizational standards, with input from the Product Owner on value and quality expectations.

Option A incorrectly gives the Product Owner sole authority, while B correctly reflects the team's collective responsibility, with the Product Owner as a contributor, not the final arbiter.

NEW QUESTION # 54

The time-box for a Daily Scrum is? (Choose the best answer)

- A. 15 minutes for a 4-week Sprint. For shorter Sprints it is usually shorter.
- B. Two minutes per person.
- C. 4 hours.
- D. The same time of day every day.
- E. 15 minutes.

Answer: E

Explanation:

The Scrum Guide defines the Daily Scrum as a 15-minute time-boxed event: "The Daily Scrum is a 15-minute event for the Developers of the Scrum Team." This duration is fixed regardless of Sprint length, ensuring consistency and focus on synchronizing work and identifying impediments. Option A refers to a scheduling practice, not the time-box. Option B is arbitrary and not Scrum-defined. Option C is far too long and contradicts the Scrum Guide. Option E incorrectly suggests variability based on Sprint length, which isn't supported—15 minutes is the standard. Thus, D is the correct answer.

NEW QUESTION # 55

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