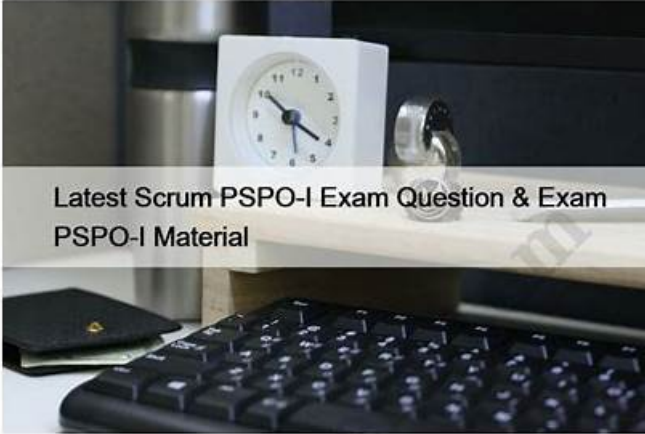


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Scrum PSPO-I Professional Scrum Product Owner I 1



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Passing the PSPO-I exam is a significant achievement that demonstrates the candidate's expertise and proficiency in the Scrum framework. It provides a competitive advantage in the job market and can lead to career advancement opportunities. Additionally, it demonstrates the candidate's commitment to ongoing professional development and their dedication to mastering the principles and practices of Scrum. Overall, the PSPO-I certification is a valuable asset for individuals who want to establish themselves as experts in the field of Scrum and agile product management.

Scrum PSPO-I Exam is an excellent opportunity for professionals to demonstrate their knowledge and understanding of Scrum product ownership. By passing the exam, candidates can demonstrate their expertise in Scrum and its application in product development, which can lead to better job opportunities and higher salaries.

The PSPO-I certification exam tests the knowledge and skills of product owners in various areas of Scrum, including product vision, stakeholder management, product backlog management, and product value optimization. PSPO-I exam is challenging and requires a deep understanding of Scrum principles and practices, as well as the ability to apply them effectively in real-world scenarios.

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Scrum PSPO-I (Professional Scrum Product Owner I) Certification Exam is a globally recognized certification that validates a professional's knowledge and skills in the field of product ownership. PSPO-I exam is designed to test the candidate's understanding of the Scrum framework, product ownership roles and responsibilities, product vision, and stakeholder management.

Scrum PSPO-I exam is a challenging and comprehensive test that requires individuals to have a deep understanding of Scrum and its application in real-world scenarios. However, passing the exam is a significant achievement that can open up many career opportunities for individuals in the software development industry.

To take the Scrum PSPO-I Certification Exam, individuals must have a solid understanding of Scrum principles and practices, as well as experience working in a product ownership role. PSPO-I Exam consists of 80 multiple-choice questions and must be completed within 60 minutes. The passing score for the exam is 85%, and individuals who successfully pass the exam will receive a PSPO-I certification. Professional Scrum Product Owner I certification demonstrates that the product owner has the knowledge and skills necessary to effectively manage the product backlog and maximize the value of the product for the organization. The PSPO-I certification is a valuable asset for product owners who want to advance their career in the field of Agile product management.

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Scrum Professional Scrum Product Owner I Sample Questions (Q167-Q172):

NEW QUESTION # 167

What statements are correct for the time during a Sprint?

- A. No changes are made that would endanger the Sprint Goal.
- B. Scope may be clarified and re-negotiated between the Product Owner and Development Team as more is learned.
- C. The Product Owner and the Development team usually not interact.
- D. The Scrum Master tracks the progress towards the Sprint Goal.
- E. Quality goals do not decrease.

Answer: A,B,E

NEW QUESTION # 168

How should the Developers react, when they realize that they have overcommitted themselves in a Sprint?

- A. They should keep this information to themselves until the next Sprint Review.
- B. They should collaborate with the Product Owner and decide together how to adjust the Sprint Backlog.
- C. They should ask the Scrum Master to cancel the Sprint.

Answer: B

NEW QUESTION # 169

During a Sprint Retrospective, the Developers propose moving the Daily Scrum to only occur on Tuesdays and Thursdays. Which two are the most appropriate responses for the Scrum Master to recommend?
(choose the best two answers)

- A. Consider the request and decide on which days the Daily Scrum should occur.
- B. Coach the team on why the Daily Scrum is important as an opportunity to update the plan.
- C. Acknowledge and support the self-managing team's decision.
- D. Learn why the Developers want this and work with them to improve the outcome of the Daily Scrum.
- E. Have the Developers vote.

Answer: B,D

Explanation:

The Scrum Master is a servant-leader for the Scrum Team, who helps the team understand and enact Scrum values, principles, and practices¹. The Scrum Master also facilitates Scrum events as requested or needed².

The Daily Scrum is a 15-minute event for the Developers to inspect their progress toward the Sprint Goal and adapt the Sprint Backlog as necessary³. It is a key opportunity for the Developers to plan their work for the next 24 hours and collaborate on any challenges or impediments⁴. The Scrum Master should coach the team on the purpose and value of the Daily Scrum, and help them find ways to make it more effective and enjoyable. The Scrum Master should also learn why the Developers want to reduce the frequency of the Daily Scrum, and work with them to address any underlying issues or concerns. The Scrum Master should not impose a decision on the team, nor delegate the decision to a vote, as these actions would undermine the self-management and empowerment of the Developers⁵.

1: The Scrum Guide, November 2020, p. 7

2: The Scrum Guide, November 2020, p. 11

[3][3] : The Scrum Guide, November 2020, p. 10

NEW QUESTION # 170

Who is accountable for creating a valuable and usable Increment each Sprint?
(choose the best answer)

- **A. The Developers.**
- B. The CEO.
- C. The Product Owner.
- D. The Scrum Master.
- E. The Scrum Team.

Answer: A

Explanation:

The Scrum Team member who is accountable for creating a valuable and usable Increment each Sprint is the Developers. This is because:

The Developers are accountable for creating a "Done" Increment in every Sprint. They must ensure that every Product Backlog item they work on meets the Definition of Done before it is considered complete.

The Definition of Done is a formal description of the state of the Increment when it meets the quality measures required for the product. It is a shared understanding among the Scrum Team and the stakeholders of what "Done" means for any Product Backlog item that is selected for a Sprint.

The Increment is a concrete and usable outcome of the Sprint that provides a measure of progress and value delivery. It must be in useable condition regardless of whether it will be released or not.

The Developers are self-managing professionals who organize and manage their own work. They decide how to best accomplish their work, rather than being directed by others outside the Scrum Team.

Other options, such as the CEO, the Product Owner, the Scrum Master, or the Scrum Team, are not accountable for creating a valuable and usable Increment each Sprint. They may have different roles and accountabilities in Scrum, but they do not do the actual work of creating a "Done" Increment.

Reference:

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

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

[Scrum Guide], page 10, section "Increment"

[Scrum Guide], page 7, section "The Scrum Team"

NEW QUESTION # 171

Why do the Developers need a Sprint Goal?
(choose the best answer)

- A. A Sprint Goal only gives purpose to Sprint 0.
- B. Sprint Goals are not valuable. Everything is known from the Product Backlog.
- **C. The Developers are more focused with a common yet specific goal.**
- D. A Sprint Goal ensures that all of the Product Backlog items selected for the Sprint are implemented.

Answer: C

Explanation:

The Developers need a Sprint Goal because it gives them a common yet specific goal to focus on during the Sprint. This is because:

* The Sprint Goal is a short-term objective that provides guidance and focus to the Scrum Team throughout the Sprint. It is a flexible and negotiable commitment that can be adjusted as more is learned

* throughout the Sprint.

* The Developers are accountable for creating a "Done" Increment in every Sprint. They must ensure that every Product Backlog item they work on meets the Definition of Done before it is considered complete.

* The Developers are self-managing professionals who organize and manage their own work. They decide how to best accomplish their work, rather than being directed by others outside the Scrum Team.

* The Developers need a Sprint Goal to align their efforts and collaborate effectively as a team. The Sprint Goal helps them prioritize and optimize their work based on value and impact. The Sprint Goal also helps them cope with uncertainty and complexity by providing a clear direction and a shared purpose.

Other options, such as a Sprint Goal only giving purpose to Sprint 0, Sprint Goals being not valuable, or a Sprint Goal ensuring that

