Scrum: Product Owner

Software teams will be building on the Scrum Agile framework as they define their Agile software development methodology. The Scrum framework will provide structure and an authentic experience of how teams develop software. Our experience will be slightly different as the development team is high school students in class for an hour a day and not professional developers in a full-time job. We will conduct four-week long sprints of incremental and iterative development.

This web page and video provides a brief video of Scrum.

One of Scrum's three roles is that of the product owner. This is your role.

The Product Owner Role in a Nutshell[1]:
- holds the vision for the product
- represents the interests of the business
- represents the customers
- owns the product backlog
- orders (prioritizes) the items in the product backlog
- creates acceptance criteria for the backlog items
- is available to answer team members' questions

This video describes the Scrum roles in more detail.

At our first meeting, we plan to conduct our first Sprint Planning Meeting. This meeting has two parts. In the first part, the team commits to a set of deliverables for the sprint (i.e., "What will we do?"). In the second, the team identifies the tasks that must be completed to deliver each story (i.e., "How will we do it?").

If you are a product owner for a new project, it would be most helpful if you could **bring your Product Backlog to this first meeting**, which would allow the team to immediately begin the Sprint Planning Meeting. If you are a product owner for a continuing project, it would be most helpful if you could r**eview the existing Product Backlog and bring any new user stories to the first meeting**. You do not need to estimate how much work the stories require to implement. At this first meeting, the team will need to create estimates for the stories in the product backlog since the project is starting. In the future, creating these estimates will be done before the sprint planning meeting as part of the backlog grooming process.

This may be a lot of new terminology. Our role is that of the Scrum Master and is to act as an adviser, coach, and facilitator to the whole team.

D203 Requirement

Please make a copy of the Cross-Sector Essential Employability Competencies Reflection for each team member. While meeting with teams throughout the semester, add notes on the students' strengths and areas for growth. At the end of the semester, students will complete their version of this reflection and share it with you. Based on their reflection and your observations, you will meet with each team member individually for

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[1] from *Scrum: A Breathtakingly Brief and Agile Introduction* by Chris Sims and Hillary Louise Johnson; p. 9

about ten minutes and speak to the completed professional skills assessment, focusing on strengths and areas of growth that the students selected.

As we near the end of the semester, we will coordinate when you can meet with the team members and speak to the professional skills assessment. In advance, I will email you a link to each team member's document to which you will add your assessment. Based on your interactions with the team member, please check the box corresponding to your assessment and add your notes to the corresponding cell titled "Employer evidence and/or feedback". Please do this for *at most* three strengths and *at most* three areas for growth. You do not need to check a box for all twelve competencies. In addition, if you have any feedback on the technical competencies; especially, "Technical Competency #1: User & Customer Support", please add those notes as well. Your assessment and notes will serve as the basis for your approximately ten minute discussion with the team member.