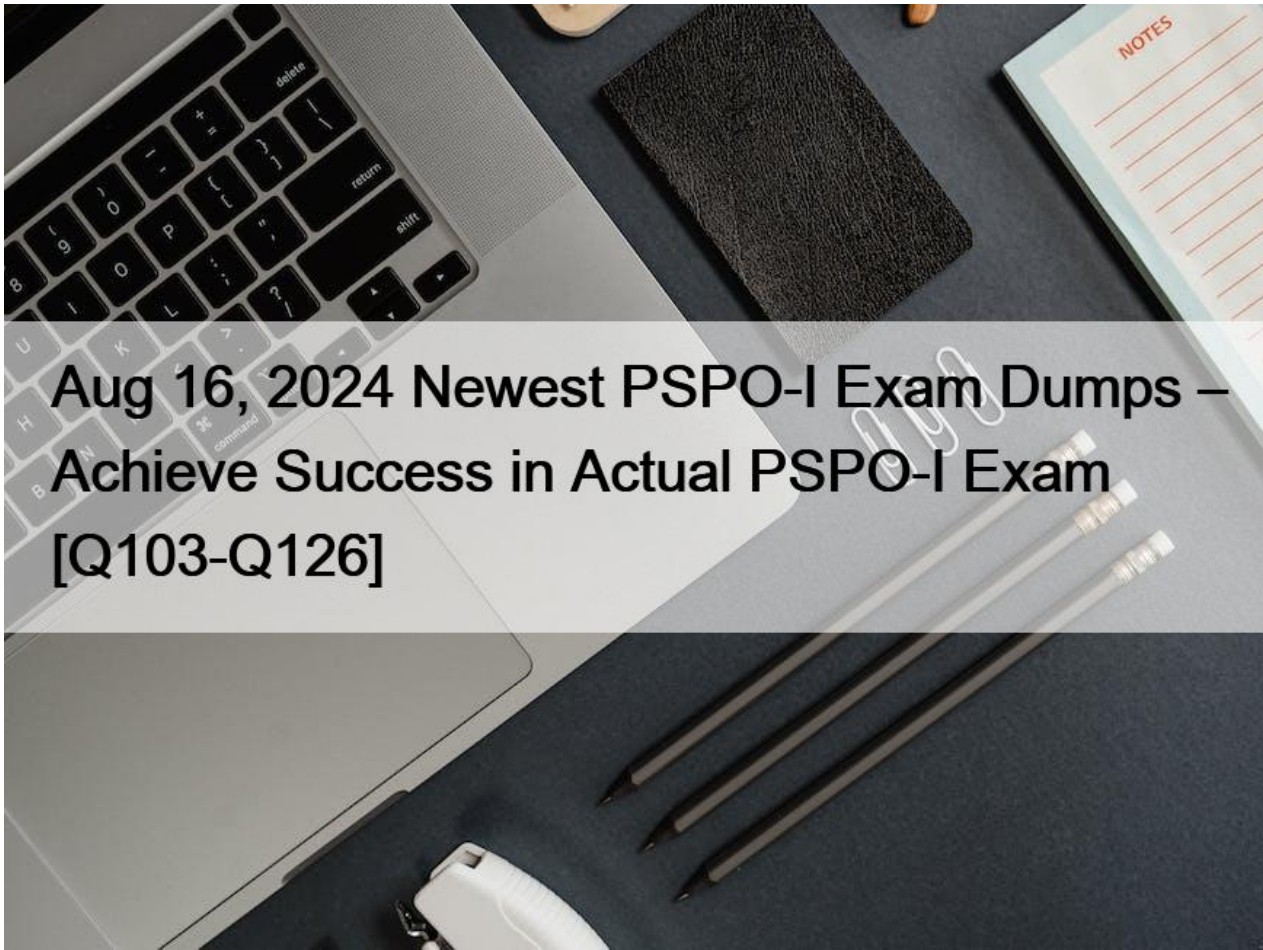


Aug 16, 2024 Newest PSPO-I Exam Dumps ? Achieve Success in Actual PSPO-I Exam [Q103-Q126]



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Updated Scrum PSPO-I Dumps – Check Free PSPO-I Exam Dumps (2024)

Scrum PSPO-I (Professional Scrum Product Owner I) Exam is designed for individuals who want to demonstrate their knowledge and skills in this critical role. PSPO-I exam is administered by Scrum.org, the leading provider of Scrum training and certification. The PSPO-I Exam is intended to validate an individual's understanding of the Scrum framework, their ability to manage the product backlog, and their skills in collaborating with stakeholders to deliver a successful product.

NEW QUESTION 103

What does a burn-down chart measure?

- * Work left based on the Definition of Done.
- * Budget remaining across time.
- * Work remaining across time.

NEW QUESTION 104

Which topics should be discussed in the Sprint Review?

(choose the best answer)

- * The Scrum process, and how it was used during the Sprint.
- * Coding and engineering practices.
- * The product Increment.
- * All of the above.

The main topic of discussion is the product Increment, which is the sum of all the Product Backlog items completed during a Sprint and the value of the increments of all previous Sprints¹. The product Increment is demonstrated and inspected by the attendees, and feedback is collected to inform the next Sprint Planning². The Sprint Review may also include other topics, such as the Product Backlog, the Product Goal, the market conditions, the budget, and the timeline, but the product Increment is the essential topic¹²³⁴. The Scrum process, and how it was used during the Sprint, is not a topic for the Sprint Review, but rather for the Sprint Retrospective, which is a separate event where the Scrum Team inspects and adapts its way of working¹. Coding and engineering practices are also not relevant for the Sprint Review, as they are internal aspects of the Development Team that do not affect the value of the product Increment¹. Therefore, the correct answer is C. The product Increment.

NEW QUESTION 105

How much time must a Product Owner spend with the Developers?

(choose the best answer)

- * Enough so that the Product Owner is confident the Increment will meet the intended value.
- * 40%, or more if the stakeholders agree.
- * As much time as the Developers tell the Product Owner to be present.
- * 100%

The Product Owner must spend enough time with the Developers so that they are confident the Increment will meet the intended value. 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 Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team. They must inspect the Increment at the end of each Sprint and assess how it delivers value and contributes to the Product Goal.
- * The Product Owner and the Developers must collaborate closely throughout the Sprint to ensure that they have a shared understanding of what they are building and why. The Product Owner must provide clarifications, feedback, and guidance to the Developers as needed to help them create a valuable Increment.
- * The amount of time that the Product Owner must spend with the Developers may vary depending on the context, complexity, and uncertainty of the product development. However, it should be enough so that both parties are confident that the Increment will meet the intended value.

Other options, such as 40%, as much time as the Developers tell them to be present, or 100%, are not valid answers as they imply a fixed or arbitrary amount of time that does not reflect the actual needs and dynamics of the product development.

References:

- * [Scrum Guide], page 7, section “Developers”
- * [Scrum Guide], page 6, section “Product Owner”
- * [Scrum Guide], page 10, section “Definition of Done”
- * [Scrum Guide], page 10, section “Increment”
- * [Scrum Guide], page 10, section “Product Goal”

NEW QUESTION 106

The Scrum Team should have all the skills needed to:

(choose the best answer)

- * Complete the project within the date and cost as calculated by the Product Owner.
- * Do all of the development work, except for specialized testing that requires additional tools and environments.
- * Turn Product Backlog items into a valuable, useful Increment.

The Scrum Team should have all the skills needed to turn Product Backlog items into a valuable, useful Increment, as this is the primary goal of each Sprint. The Scrum Guide states that “The Scrum Team consists of one Scrum Master, one Product Owner, and Developers. Within a Scrum Team, there are no sub-teams or hierarchies. It is a cohesive unit of professionals focused on one objective at a time, the Product Goal.”1 The Scrum Team should be cross-functional, which means that the Developers have all the skills necessary to create a product Increment.1 The Scrum Team should also be self-managing, which means that they decide how best to accomplish their work, rather than being directed by others outside the Scrum Team.1

References:

- * 1: The Scrum Guide2, page 6
- * 2: The Scrum Guide

NEW QUESTION 107

What is the main reason for the Product Owner to be part of the Daily Scrum?

- * It is not required for the Product Owner to participate.
- * To assign the Developers the daily tasks.
- * To track the progress of the Project.

NEW QUESTION 108

In the Daily Scrum, the Developers plans the work for the next 24 hours.

- * True
- * False

NEW QUESTION 109

How do changes in the project environment impact the Product Backlog?

- * The Product Backlog evolves to reflect the changes.
- * There will be no effect on the Product Backlog.
- * The Product Backlog should be kept high-level enough to tolerate such changes.
- * The old baselined Product Backlog would be saved, and a new one would be created for the rest of the project.

NEW QUESTION 110

Your management has asked you to take the lead in the development of a new product. Six teams new to Scrum will build this product.

You have gathered a number of requirements and ideas into an early form of a Product Backlog. How would you minimize dependencies between the Scrum Teams?

(choose the best answer)

- * You create an independent Product Backlog per Scrum Team.
- * You divide Product Backlog items among the six Product Owners.
- * You identify the dependencies and re-order the Product Backlog for the other five Product Owners.
- * You work with the Developers on how to best analyze and break apart the work.
- * You raise this as an impediment with the Scrum Master.

Explanation

The best way to minimize dependencies between the Scrum Teams is to work with the Developers on how to best analyze and break apart the work. 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 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 are cross-functional, meaning they have all the skills and competencies needed to accomplish the work without depending on others who are not part of the team.
- * The Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team. They are responsible for identifying and articulating the Product Goal, which is a long-term objective for the product that guides all the activities of the Scrum Team.
- * The Product Owner is the sole person responsible for managing the Product Backlog, which is an emergent, ordered list of what is needed to improve the product. They must ensure that the Product Backlog is transparent, visible, and understood by everyone who needs to work on it.
- * The Product Owner and the Developers must collaborate closely throughout the Sprint to ensure that they have a shared understanding of what they are building and why. The Product Owner must provide clarifications, feedback, and guidance to the Developers as needed to help them create a valuable Increment.
- * When there are multiple teams working on one product, it is important to minimize dependencies between them to avoid delays, conflicts, or waste. Dependencies may arise due to technical, functional, or organizational factors that affect how the teams can deliver value independently and effectively.
- * To minimize dependencies, the Product Owner should work with the Developers on how to best analyze and break apart the work into smaller and more manageable pieces that can be delivered by each team without relying on others. This may involve applying techniques such as feature slicing, component splitting, or domain-driven design. The Product Owner should also communicate and coordinate with other Product Owners and stakeholders to align expectations and priorities across teams.

Other options, such as creating an independent Product Backlog per Scrum Team, dividing Product Backlog items among six Product Owners, identifying the dependencies and re-ordering the Product Backlog for the other five Product Owners, or raising this as an impediment with the Scrum Master, are not valid answers as they do not reflect how to minimize dependencies between the Scrum Teams or how to apply the Scrum values and principles.

References:

- * [Scrum Guide], page 7, section “Developers”
- * [Scrum Guide], page 6, section “Product Owner”
- * [Scrum Guide], page 10, section “Definition of Done”
- * [Scrum Guide], page 10, section “Increment”
- * [Scrum Guide], page 10, section “Product Goal”
- * [Scrum Guide], page 11, section “Product Backlog”
- * [Professional Scrum Product Owner? Training], page 9, section “Business Strategy”
- * [Professional Scrum Product Owner? Training], page 8, section “Release Management”

NEW QUESTION 111

Every Scrum Team should have:

(choose the best answer)

- * One Lead Developer and no more than 8 other members.
- * The competencies and skills needed to deliver an Increment in a Sprint.
- * At least one representative from each major department, such as, Quality Assurance, Development, and Marketing.

Explanation

A Scrum Team is a cross-functional, self-managing team that has all the necessary competencies and skills to deliver a potentially releasable Increment of value at the end of each Sprint. The Scrum Team consists of one Scrum Master, one Product Owner, and Developers. The Scrum Team does not rely on external roles or hierarchies to complete their work. (Must be taken from Professional Scrum Product Owner? (PSPO I) resources) References:

- * Professional Scrum Product Owner? I Certification
- * Professional Scrum Product Owner? Training

NEW QUESTION 112

The Developers find out during the Sprint that they are not likely to build everything they forecast. What would you expect a Product Owner to do?

(choose the best answer)

- * Skip Product Backlog refinement activities.
- * Inform management that more Developers are needed.

- * Change the Sprint Goal.
- * Re-work the selected Product Backlog items with the Developers to meet the Sprint Goal.
- * Cancel the Sprint.

Explanation

If the Developers find out during the Sprint that they are not likely to build everything they forecast, the best response from the Product Owner is to re-work the selected Product Backlog items with the Developers to meet the Sprint Goal. 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 Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team. They must inspect the Increment at the end of each Sprint and assess how it delivers value and contributes to the Product Goal.
- * The Product Owner and the Developers must collaborate closely throughout the Sprint to ensure that they have a shared understanding of what they are building and why. The Product Owner must provide clarifications, feedback, and guidance to the Developers as needed to help them create a valuable Increment.
- * If the Developers find out during the Sprint that they are not likely to build everything they forecast, it means that there is a gap between their initial plan and their actual progress. This may happen due to various reasons, such as new insights, changing requirements, technical challenges, or unforeseen circumstances.
- * In this situation, the Product Owner should work with the Developers to re-work the selected Product Backlog items to meet the Sprint Goal. This may involve adding, removing, or modifying some items, as long as they still support the Sprint Goal and deliver value. The Product Owner should also communicate any changes or impacts to the stakeholders and customers as appropriate.

Other options, such as skipping Product Backlog refinement activities, informing management that more Developers are needed, changing the Sprint Goal, or canceling the Sprint, are not valid responses from the Product Owner as they do not reflect what should happen in Scrum or how to deal with uncertainty and complexity.

References:

- * [Scrum Guide], page 15, section **Sprint Goal**;
- * [Scrum Guide], page 7, section **Developers**;
- * [Scrum Guide], page 6, section **Product Owner**;
- * [Scrum Guide], page 10, section **Definition of Done**;
- * [Scrum Guide], page 10, section **Increment**;
- * [Scrum Guide], page 10, section **Product Goal**;

NEW QUESTION 113

A Scrum Team has been working on a product for 9 Sprints. A new Product Owner who is new to Scrum joins the team and

understands she is accountable for the Product Backlog. However, she is unsure about the purpose of the Product Backlog. She has read that the Product Backlog should be a list of all user features for the product. She goes to the Scrum Master asking where to put the other types of requirements that are going to be taken into account. Are all of the following types of requirements acceptable on a Product Backlog?

- * Stability requirements
- * Performance requirements
- * Product Functionality
- * Documentation
- * Fixes

(choose the best answer)

- * Yes, they all belong on the Product Backlog. The Product Backlog is supposed to be the single source of truth for all the work for the product.
- * No. Product Backlog is a tool for the Product Owner. The Product Owner represents the users and stakeholders. Other types of requirements should be managed separately by the Developers. They are not the Product Owner's concern.

Explanation

- * The Product Backlog is an ordered list of everything that is known to be needed in the product. It is the single source of truth for the Scrum Team and the stakeholders. It contains all the requirements, features, functions, enhancements, fixes, and anything else that can deliver value to the customers and users of the product.
- * All types of requirements are acceptable on a Product Backlog, as long as they are aligned with the product vision and goals, and they are transparent, clear, and valuable. The Product Backlog can include stability requirements, performance requirements, product functionality, documentation, fixes, or any other aspects that contribute to the quality and usability of the product.
- * The Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team. The Product Owner is responsible for managing and refining the Product Backlog, collaborating with the stakeholders and the Developers, and ordering the items in a way that best achieves goals and missions. The Product Owner represents the interests of everyone with a stake in the product and ensures that the Scrum Team works on the right things at the right time.
- * The Developers are accountable for creating a Done Increment that meets the Definition of Done each Sprint. The Developers are responsible for planning and executing the Sprint Backlog, designing and building the product functionality, testing and improving the product quality, and delivering a potentially releasable Increment. The Developers work closely with the Product Owner to understand and clarify the Product Backlog items, provide feedback and estimates, and suggest improvements and innovations.

References:

- * Scrum Guide: <https://www.scrumguides.org/scrum-guide.html>
- * Product Backlog: <https://www.scrum.org/resources/what-is-a-product-backlog>

NEW QUESTION 114

A good Scrum Team has at least one Release Sprint every year.

- * FALSE
- * TRUE

NEW QUESTION 115

The Scrum Values are: commitment, courage, creativity, openness, and respect.

- * False
- * True

NEW QUESTION 116

What tactic should a Scrum Team use to divide a group of 100 people into multiple Scrum Teams?

(choose the best answer)

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

According to Scrum.org, when splitting a large group into multiple Scrum Teams, it can be beneficial to allow the people to self-organize into smaller teams¹². This approach respects the principle of self-organization, which is a key aspect of Scrum¹². It allows individuals to choose the team they feel they can contribute to most effectively¹². However, it's important to note that this process should be facilitated and guided to ensure a balanced distribution of skills and capabilities across the teams¹².

NEW QUESTION 117

Which of the following answers limits work in progress?

- * Using Timeboxes
- * Having a Scrum Master
- * Having Sprint Reviews
- * Having Sprint Retrospectives

NEW QUESTION 118

The Sprint Planning meeting is a time boxed Scrum event.

- * False
- * True

NEW QUESTION 119

True or False: The Sprint Backlog is a result of Sprint Planning, and it includes the Sprint Goal.

- * True
- * False

It is true that the Sprint Backlog is a result of Sprint Planning, and it includes the Sprint Goal. This is because:

Sprint Planning is an event where the Scrum Team plans for the upcoming Sprint. The purpose of Sprint Planning is to align the entire Scrum Team around a common goal and a plan for delivering an Increment that meets that goal.

The Sprint Backlog is the set of Product Backlog items selected for the Sprint, plus a plan for delivering them as a Done Increment. The Sprint Backlog is owned by the Developers who use it to organize and manage their work during the Sprint.

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 Sprint Backlog is created by the collaborative work of the entire Scrum Team during Sprint Planning. The Product Owner proposes how the product could increase its value and utility in the current Sprint. The Developers discuss how they can deliver a **Done** Increment that meets this proposal. Together, they define a Sprint Goal that summarizes why the Sprint is valuable to stakeholders. Then, they select enough Product Backlog items from the top of the ordered Product Backlog to satisfy the Sprint Goal. Finally, they create a plan for how they will deliver those items as a **Done** Increment.

Reference:

[Scrum Guide], page 14, section **Sprint Planning**;

[Scrum Guide], page 15, section **Sprint Backlog**;

[Scrum Guide], page 15, section **Sprint Goal**;

NEW QUESTION 120

A product's success is measured by:

(choose the best three answers)

- * The impact on customer satisfaction.
- * The impact on cost.
- * The impact on my boss's mood.
- * The delivery of upfront defined scope compared to the upfront planned time.
- * The impact on my performance rating.
- * The impact on revenue.

Explanation

- * A product's success is measured by the impact it has on the customers, the business, and the market.

Different products may have different success criteria and metrics, depending on their vision, goals, value proposition, and target audience. However, some of the common and important aspects that can indicate a product's success are:

- * **The impact on customer satisfaction:** Customer satisfaction is a measure of how well a product or service meets or exceeds the expectations and needs of the customers. It is an important indicator of the value and quality of a product or service, and it can affect the loyalty, retention, and profitability of the customers. Customer satisfaction can be measured by various methods, such as surveys, ratings, reviews, feedback, referrals, testimonials, or net promoter score (NPS).
- * **The impact on cost:** Cost is a measure of how much money and resources are invested in developing, delivering, and maintaining a product or service. It is an important indicator of the efficiency and sustainability of a product or service, and it can affect the profitability and competitiveness of the business. Cost can be measured by various methods, such as budgeting, accounting, tracking, reporting, or return on investment (ROI).
- * **The impact on revenue:** Revenue is a measure of how much money and value are generated by selling a product or service. It is an important indicator of the growth and viability of a product or service, and it can affect the market share and positioning of the business. Revenue can be measured by various methods, such as sales, subscriptions, conversions, retention, or lifetime value (LTV).

- * The other options are not valid or relevant measures of a product's success. They are either too subjective, narrow, or unrelated to the product's value proposition and goals. They are:
- * The impact on my boss's mood: My boss's mood is not a reliable or objective measure of a product's success. It may depend on many factors that are not related to the product's performance or value delivery. It may also vary from day to day or from person to person. My boss's mood may influence my work satisfaction or motivation, but it does not reflect the product's success.
- * The delivery of upfront defined scope compared to the upfront planned time: This is a traditional project management measure that focuses on delivering a fixed set of requirements within a predetermined schedule. It does not account for the changing needs and expectations of the customers and the market. It also does not reflect the value or quality of the product or service delivered. It may lead to over-engineering, waste, or missed opportunities.
- * The impact on my performance rating: My performance rating is not a direct or comprehensive measure of a product's success. It may depend on many factors that are not related to the product's value delivery or quality. It may also vary from organization to organization or from manager to manager. My performance rating may influence my career development or compensation, but it does not reflect the product's success.

References:

- * Product Success: <https://www.productplan.com/glossary/product-success/>
- * Customer Satisfaction: <https://www.agilealliance.org/glossary/customer-satisfaction/>
- * Cost: <https://www.investopedia.com/terms/c/cost.asp>
- * Revenue: <https://www.investopedia.com/terms/r/revenue.asp>

NEW QUESTION 121

Is it allowed to forecast the Sprint progress using cumulative flows, following Scrum?

- * YES
- * NO

NEW QUESTION 122

True or False: A Product Owner should measure product value by the increase in the team's velocity.

- * True
- * False

Explanation

A Product Owner should not measure product value by the increase in the team's velocity. This is because:

- * Velocity is a measure of how much work a Scrum Team can deliver in a Sprint. It is based on the estimation of Product Backlog items that are selected for a Sprint and completed according to the Definition of Done.
- * Velocity is not a measure of product value. It does not reflect how well the product meets the needs and expectations of the customers, users, and stakeholders. It does not reflect how much value or impact the product creates in terms of revenue, satisfaction, or social good.

* Velocity is not a goal or a target for a Scrum Team. It is a planning tool that helps them forecast their future work based on their past performance. It is not a metric that should be used to compare or judge teams or individuals.

* A Product Owner should measure product value by using indicators that are relevant, meaningful, and actionable for their product context. These may include metrics such as customer feedback, usage data, market share, return on investment, or social impact.

References:

* [Scrum Guide], page 7, section [Developers](#);

* [Scrum Guide], page 10, section [Definition of Done](#);

* [Scrum Guide], page 15, section [Sprint Backlog](#);

* [Professional Scrum Product Owner Training], page 5, section [Product Value](#);

* [Professional Scrum Product Owner Training], page 9, section [Business Strategy](#);

NEW QUESTION 123

The Sprint Planning is timeboxed to a maximum of eight hours for a one-month Sprint. For shorter Sprints, the event is usually shorter.

- * FALSE
- * TRUE

NEW QUESTION 124

What elements does the Sprint Backlog consist of?

- * The Sprint Goal.
- * The Definition of Done.
- * The Team Commitment.
- * The Product Backlog items selected for the Sprint.
- * The plan for delivering.

NEW QUESTION 125

The Scrum Master must attend the Daily Scrum?

- * TRUE
- * FALSE

NEW QUESTION 126

What is the time box for the Sprint Review (one-month Sprint)?

- * Minimum 8 hours.
- * Maximum 8 hours.
- * Maximum 4 hours.
- * Minimum 4 hours.

The PSPO-I certification is ideal for individuals who want to demonstrate their expertise in product ownership and management within the Scrum framework. Professional Scrum Product Owner I certification is recognized globally and is a testament to the individual's commitment to the Scrum framework and product ownership practices. Professional Scrum Product Owner I certification also opens up new avenues for career growth and advancement, as it showcases the individual's ability to deliver value and drive business outcomes through effective product ownership.

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