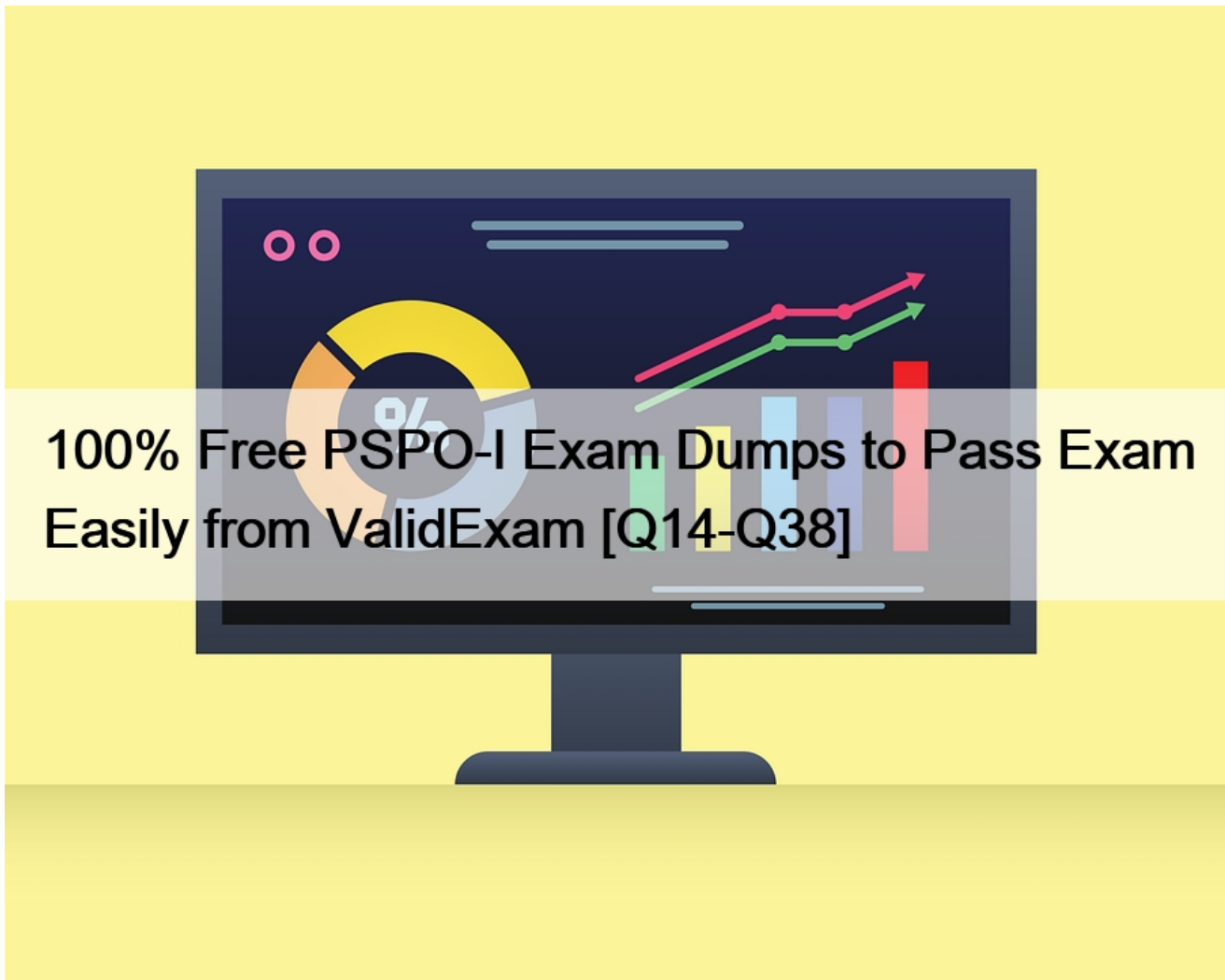# 100% Free PSPO-I Exam Dumps to Pass Exam Easily from ValidExam [Q14-Q38

100% Free PSPO-I Exam Dumps to Pass Exam Easily from ValidExam
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Scrum PSPO-I certification is recognized globally and is highly valued by organizations that have adopted the Scrum framework. It is a valuable credential for professionals who want to demonstrate their expertise in Scrum and product ownership, and is often a requirement for product owner roles in Scrum teams.

Scrum PSPO-I certification is recognized globally and is highly valued by organizations that use the Scrum framework. Achieving the certification demonstrates the candidate's commitment to continuous learning and their ability to effectively perform the role of a Product Owner. Professional Scrum Product Owner I certification is also a prerequisite for advanced Scrum certifications such as the Scrum PSPO-II and Scrum PSPO-III.

NEW QUESTION 14

Which are appropriate topics for discussion in a Sprint Retrospective?

(choose the best three answers)
* Team relations.
* The value of work currently represented in the Product Backlog.
* How the Scrum Team does its work.
* Definition of Done.
* Arranging the Sprint Backlog for the next Sprint.
Correct Answers: A, C, and D.

Explanation: The Sprint Retrospective is an event where the Scrum Team reflects on how they worked together in the last Sprint and identifies ways to improve their collaboration, processes, and quality. Therefore, appropriate topics for discussion in a Sprint Retrospective are:

* Team relations: The Scrum Team should discuss how they communicated, interacted, and supported each other during the Sprint. They should celebrate their successes, acknowledge their challenges, and address any conflicts or issues that arose. They should also share feedback, appreciation, and suggestions for improvement with each other.

* How the Scrum Team does its work: The Scrum Team should inspect the methods, tools, and practices they used to deliver the product increment. They should evaluate what worked well and what could be improved. They should also identify any impediments, risks, or dependencies that affected their work and how they handled them.

* Definition of Done: The Scrum Team should review their Definition of Done and check if it is still relevant, clear, and achievable. They should also assess how well they adhered to it and if they delivered a potentially releasable product increment that meets the quality standards. They should also consider if they need to update or adapt their Definition of Done based on new insights or feedback.

The following topics are not appropriate for discussion in a Sprint Retrospective:

* The value of work currently represented in the Product Backlog: The value of the Product Backlog items is the responsibility of the Product Owner, who should continuously refine and order them based on stakeholder needs and feedback. The value of the Product Backlog items is not directly related to how the Scrum Team works together and does not affect their improvement actions for the next Sprint.

* Arranging the Sprint Backlog for the next Sprint: The Sprint Backlog is the plan for the next Sprint that is created by the Scrum Team during the Sprint Planning event. The Sprint Backlog is based on the Product Backlog items that are selected for the next Sprint and how the Developers intend to accomplish them. The Sprint Retrospective is not a planning event but a reflection event that focuses on the past Sprint.

References:

* [Scrum Guide], section 3.5: “The purpose of the Sprint Retrospective is to plan ways to increase quality and effectiveness.”

* [Professional Scrum Product Owner], chapter 7: “The Sprint Retrospective is an opportunity for the

* Scrum Team to inspect itself and create a plan for improvements to be enacted during the next Sprint.”

* What is a Sprint Retrospective? | Scrum.org: "During each Sprint Retrospective, the Scrum Team plans ways to increase product quality by improving work processes or adapting the definition of "Done" if appropriate and not in conflict with product or organizational standards."

* The Sprint Retrospective – What It Is & Tips for Making the Most of Your Meeting: "The focus is on how the team worked together in the last sprint, including: Communication Teamwork Process Tools Systems Work environment Missing competencies Collaboration with external parties"

NEW QUESTION 15

Which two of the following are correct about the Product Owner accountability (role = outdated term)?
* Prioritizes the Sprint Backlog
* Answering questions regarding the Product Backlog Items
* Is responsible for maximizing the product value

NEW QUESTION 16

Which three of the following are true about Scrum?

(choose the best three answers)
* Scrum implements self-management by replacing Project Managers with Scrum Masters.
* Scrum is based on empiricism and lean thinking.
* Scrum is a framework for developing and sustaining complex products.
* Scrum is a methodology where you can pick and choose which parts of Scrum you think will work for your environment.
* Each component of Scrum serves a specific purpose and is essential to Scrum's success and your usage of Scrum to develop complex products.
Explanation

The following are true about Scrum:

* Scrum is based on empiricism and lean thinking. Empiricism is the principle of making decisions based on what is observed and experienced, rather than on theory or speculation. Lean thinking is the

* philosophy of eliminating waste and maximizing value in any process or system. Scrum applies these concepts by providing a framework for inspecting and adapting the product and the process, and by focusing on delivering the most valuable features to the customers and stakeholders.

* Scrum is a framework for developing and sustaining complex products. A complex product is one that has unpredictable or unknown aspects that require creativity, experimentation, and adaptation to deliver.

A framework is a set of minimal and essential rules and roles that provide structure and guidance, but leave room for flexibility and innovation. Scrum provides such a framework for teams to collaborate and deliver complex products iteratively and incrementally, while embracing change and feedback.

* Each component of Scrum serves a specific purpose and is essential to Scrum's success and your usage of Scrum to develop complex products. Scrum consists of three roles (Product Owner, Scrum Master, Developers), five events (Sprint, Sprint Planning, Daily Scrum, Sprint Review, Sprint Retrospective), and three artifacts (Product Backlog, Sprint Backlog, Increment). Each of these components has a clear definition, accountability, and goal that contributes to the overall effectiveness and value of Scrum.

Removing or changing any of these components may cause the benefits of Scrum to be lost or diminished.

References:

* Scrum Guide 2020, page 3: “Scrum is founded on empiricism and lean thinking.”

* Scrum Guide 2020, page 3: “Scrum is a lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems.”

* Scrum Guide 2020, page 4: “Each component within the framework serves a specific purpose and is essential to Scrum’s success and usage.”

NEW QUESTION 17

What is the time box for the Sprint Retrospective (one-month Sprint)?
* Maximum 3 hours.
* Maximum 4 hours.
* Minimum 8 hours.
* Minimum 4 hours.

NEW QUESTION 18

Scrum requires that the Product Owner must use which of the following items?

(choose all that apply)
* Burndown chart.
* Feature burn-up.
* Critical Path Analysis.
* Project Gantt chart.
* None of the above.
Explanation

Scrum does not require that the Product Owner must use any of the following items:

* Burndown chart: A burndown chart is a graphical representation of work left to do versus time. It can be used to track progress and forecast completion dates of projects or Sprints. However, it is not mandatory or prescribed in Scrum. It is one of the possible techniques that a Product Owner may use to monitor and communicate product development.

* Feature burn-up: A feature burn-up chart is a graphical representation of features completed versus time.

It can be used to track progress and forecast scope changes of projects or Sprints. However, it is not mandatory or prescribed in Scrum. It is one of the possible techniques that a Product Owner may use to monitor and communicate product development.

* Critical Path Analysis: Critical Path Analysis is a project management technique that identifies the sequence of tasks that must be completed on time for a project or Sprint to finish on schedule. It can be used to plan, monitor, and control complex projects or Sprints. However, it is not mandatory or prescribed in Scrum. It is one of the possible techniques that a Product Owner may use to manage product development.

* Project Gantt chart: A project Gantt chart is a graphical representation of tasks, dependencies, durations, and milestones of a project or Sprint. It can be used to plan, monitor, and control complex projects or Sprints. However, it is not mandatory or prescribed in Scrum. It is one of the possible techniques that a Product Owner may use to manage product development.

Therefore, the correct answer is none of the above.

References:

* [Scrum Guide], page 6, section “Product Owner”

* [Scrum Guide], page 11, section “Product Backlog”

* [Professional Scrum Product Owner? Training], page 8, section “Release Management”

NEW QUESTION 19

Scrum events are a formal opportunity for inspecting and adapting.
* True
* False

NEW QUESTION 20

Developers are self-managing, which of the following do they manage?

(choose the best answer)
* Product Backlog ordering.
* When to release, based on its progress.
* Sprint Backlog.
* Stakeholders for the Sprint Review.
* Sprint length.
Developers are self-managing, which means that they decide how much work they can do in a Sprint, and how they will do it1. They manage the Sprint Backlog, which is the plan for how the Developers will achieve the Sprint Goal, and the single source of truth for the work to be done in the Sprint2. The Developers create and update the Sprint Backlog throughout the Sprint as more is learned[3][3]. The other options are not managed by the Developers, but by the Product Owner or the Scrum Team as a whole. The Product Owner is accountable for ordering the Product Backlog, which is an ordered list of everything that is known to be needed in the product4. The Product Owner also decides when to release the product, based on the value, risk, and stakeholder feedback5. The Scrum Team collaborates on inviting the stakeholders for the Sprint Review, which is an event where the Scrum Team and the stakeholders inspect the product Increment and adapt the Product Backlog. The Scrum Team also decides the Sprint length, which is the time-box within which the Scrum Team delivers a product Increment.

References:

* 1: The Scrum Guide, November 2020, p. 6

* 2: The Scrum Guide, November 2020, p. 10

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

* 4: The Scrum Guide, November 2020, p. 6

* 5: Managing Products with Agility, Scrum.org, accessed on December 16, 2023

* : The Scrum Guide, November 2020, p. 13

* : The Scrum Guide, November 2020, p. 9

NEW QUESTION 21

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 22

What is the main role of a QA in Scrum?
* Support to have less technical debt.
* Support the testers in the process.
* There are no QA’s in Scrum.

NEW QUESTION 23

What prerequisites must be prepared before a Sprint Planning can start?
* A meeting structure prepared by the Scrum Master.
* There are no prerequisites.
* A Sprint Backlog predefined by the team.
* A fully prepared Product Backlog.

NEW QUESTION 24

Which are appropriate topics for discussion in a Sprint Retrospective?

(choose the best three answers)
* Team relations.
* The value of work currently represented in the Product Backlog.
* How the Scrum Team does its work.
* Definition of Done.
* Arranging the Sprint Backlog for the next Sprint.
Explanation

Correct Answers: A, C, and D.

Explanation: The Sprint Retrospective is an event where the Scrum Team reflects on how they worked together in the last Sprint and identifies ways to improve their collaboration, processes, and quality. Therefore, appropriate topics for discussion in a Sprint Retrospective are:

* Team relations: The Scrum Team should discuss how they communicated, interacted, and supported

* each other during the Sprint. They should celebrate their successes, acknowledge their challenges, and address any conflicts or issues that arose. They should also share feedback, appreciation, and suggestions for improvement with each other.

* How the Scrum Team does its work: The Scrum Team should inspect the methods, tools, and practices they used to deliver the

product increment. They should evaluate what worked well and what could be improved. They should also identify any impediments, risks, or dependencies that affected their work and how they handled them.

* Definition of Done: The Scrum Team should review their Definition of Done and check if it is still relevant, clear, and achievable. They should also assess how well they adhered to it and if they delivered a potentially releasable product increment that meets the quality standards. They should also consider if they need to update or adapt their Definition of Done based on new insights or feedback.

The following topics are not appropriate for discussion in a Sprint Retrospective:

* The value of work currently represented in the Product Backlog: The value of the Product Backlog items is the responsibility of the Product Owner, who should continuously refine and order them based on stakeholder needs and feedback. The value of the Product Backlog items is not directly related to how the Scrum Team works together and does not affect their improvement actions for the next Sprint.

* Arranging the Sprint Backlog for the next Sprint: The Sprint Backlog is the plan for the next Sprint that is created by the Scrum Team during the Sprint Planning event. The Sprint Backlog is based on the Product Backlog items that are selected for the next Sprint and how the Developers intend to accomplish them. The Sprint Retrospective is not a planning event but a reflection event that focuses on the past Sprint.

References:

* [Scrum Guide], section 3.5: “The purpose of the Sprint Retrospective is to plan ways to increase quality and effectiveness.”

* [Professional Scrum Product Owner], chapter 7: “The Sprint Retrospective is an opportunity for the Scrum Team to inspect itself and create a plan for improvements to be enacted during the next Sprint.”

* What is a Sprint Retrospective? | Scrum.org: “During each Sprint Retrospective, the Scrum Team plans ways to increase product quality by improving work processes or adapting the definition of “Done” if appropriate and not in conflict with product or organizational standards.”

* The Sprint Retrospective – What It Is & Tips for Making the Most of Your Meeting: “The focus is on how the team worked together in the last sprint, including: Communication Teamwork Process Tools Systems Work environment Missing competencies Collaboration with external parties”

NEW QUESTION 25

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 buildingand 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 26

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 27

True or False: The Product Owner must write all of the Product Backlog items (e.g.,user stories, requirements, etc.) on the Product Backlog before handing them over to the Scrum Team.
* True
* False
Explanation

It is not true that the Product Owner must write all of the Product Backlog items (e.g. user stories, requirements, etc.) on the Product Backlog before handing them over to the Scrum Team. This is because:

* The Product Backlog is an emergent, ordered list of what is needed to improve the product. It is never complete and constantly changes to reflect the needs and desires of the customers, users, and stakeholders.

* 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 also accountable for managing the Product Backlog items effectively. They must ensure that they are transparent, visible, and understood by everyone who needs to work on them. They must also collaborate with the Developers and stakeholders to refine, order, and prioritize them based on value and impact.

* The Product Owner does not need to write all of the Product Backlog items by themselves or before handing them over to the Scrum Team. They can involve others in creating or contributing to them, such as customers, users, stakeholders, or Developers. They can also add or modify them at any time during the product development process, as long as they are clear and ready for selection in Sprint Planning.

References:

* [Scrum Guide], page 6, section “Product Owner”

* [Scrum Guide], page 11, section “Product Backlog”

* [Scrum Guide], page 10, section “Product Goal”

* [Scrum Guide], page 12, section “Product Backlog Refinement”

* [Scrum Guide], page 14, section “Sprint Planning”

NEW QUESTION 28

What is the responsibility of the Product Owner in crafting the Sprint Goal?

(choose the best answer)
* The Product Owner has no responsibility for the Sprint Goal. It is the sole responsibility of the Developers.
* The Product Owner cannot attend Sprint Planning without having documented the Sprint Goal in advance.
* The Product Owner should come to Sprint Planning with a business objective in mind and work with the Developers to craft the Sprint Goal.
* The Product Owner must work with stakeholders to set each Sprint’s Goal.
* The Product Owner defines the scope for a Sprint and therefore also the Sprint Goal.
Explanation

* The Sprint Goal is a short statement of what the Scrum Team intends to achieve during a Sprint. It provides guidance and direction for the Scrum Team, as well as a basis for inspecting and adapting the product and the process. The Sprint Goal is aligned with the product vision and goals, and it reflects the value and purpose of the Sprint.

* 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.

* The Sprint Planning is an event that occurs at the beginning of each Sprint, where the Scrum Team plans how to deliver a valuable product Increment. The Sprint Planning consists of two topics: What can be done this Sprint? and How will the chosen work get done? The outcome of the Sprint Planning is an agreed-upon Sprint Goal, a Sprint Backlog, and a plan for delivering the Increment.

* The responsibility of crafting the Sprint Goal is shared by both the Product Owner and the Developers.

The Product Owner should come to Sprint Planning with a business objective in mind, based on their understanding of the product vision, goals, value proposition, stakeholder feedback, market conditions, or other relevant factors. The Product Owner should propose how this objective can be achieved by selecting some Product Backlog items that can deliver value to customers or users. The Developers

* should collaborate with the Product Owner to craft a clear and concise Sprint Goal that expresses what they want to accomplish as a team during this Sprint. The Developers should also ensure that they have enough capacity and skills to deliver on this Sprint Goal.

References:

* Scrum Guide: https://www.scrumguides.org/scrum-guide.html

* Sprint Goal: https://www.scrum.org/resources/what-is-a-sprint-goal

* Product Owner: https://www.scrum.org/resources/what-is-a-product-owner

* Developers: https://www.scrum.org/resources/what-is-a-developer-in-scrum

* Sprint Planning: https://www.scrum.org/resources/what-is-sprint-planning

NEW QUESTION 29

A product's success is measured by:

(choose the best three answers)
* The impact on cost.
* The impact on my performance rating.
* The impact on revenue.
* The impact on my boss's mood.
* The delivery of upfront defined scope compared to the upfront planned time.
* The impact on customer satisfaction.
Explanation

A product's success is measured by the value it delivers to the customers and the organization. The impact on cost, revenue, and customer satisfaction are three important indicators of value. The Scrum Guide states that

"The Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team."1 The Product Owner should consider the cost of developing and maintaining the product, the revenue generated by the product, and the satisfaction of the customers and users who use the product. These factors help the Product Owner to prioritize the Product Backlog, define the Product Goal, and collaborate with the stakeholders.

References:

1: The Scrum Guide2, page 6

2: The Scrum Guide

NEW QUESTION 30

Which tasks should take place between two Sprints?
* Working on the Definition of Done.
* The Sprint Retrospective.
* None

NEW QUESTION 31

Which of the following statements are correct about "technical debt"?
* If you have a high level of "technical debt", it could lead to false assumptions about the current state of the system.
* If you have "technical debt", no further features should be developed until the "technical debt" is fixed.
* It creates uncertainty, because when you add more and more features more and more problems will occur.

* It is the task of the Product Owner to take it into account during the release planning.

NEW QUESTION 32

More Velocity means more Value!
* True
* False

NEW QUESTION 33

The Product Backlog can be changed:
* Weekly
* Daily
* Once per Sprint
* Anytime

NEW QUESTION 34

Why would you expect a Product Owner to care that the Scrum Team adheres to its Definition of Done?

(choose the best two answers)
* The Product Owner should not concern themselves with meeting the Definition of Done, it is the Developer’s responsibility.
* To be able to punish the team when they do not meet their velocity goal for the Sprint.
* To forecast the team’s productivity over time.
* The Definition of Done can affect the product’s total cost of ownership.
* To have complete transparency into what has been done at the end of each Sprint.
Explanation

The Product Owner should care that the Scrum Team adheres to its Definition of Done because:

It helps to forecast the team’s productivity over time. By having a clear and consistent Definition of Done, the Product Owner can measure the amount of work that the team can deliver in each Sprint and plan accordingly.

It affects the product’s total cost of ownership. By ensuring that the work done by the team meets the quality standards and expectations of the stakeholders, the Product Owner can reduce the risk of technical debt, rework, defects, and maintenance costs in the future.

References:

Scrum Guide 2020, page 10: “The Definition of Done is a formal description of the state of the Increment when it meets the quality measures required for the product.” Scrum Guide 2020, page 11: “The Product Owner is accountable for effective Product Backlog management, which includes … ordering Product Backlog items; and, ensuring that the Product Backlog is transparent, visible and understood.” Scrum Guide 2020, page 14: “The Definition of Done creates transparency by providing everyone a shared understanding of what work was completed as part of the Increment. If a Product Backlog item does not meet the Definition of Done, it cannot be released or even presented at the Sprint Review.

Instead, it returns to the Product Backlog for future consideration.”

NEW QUESTION 35

Who has to take over ownership of the Scrum Events?
* The Program Manager
* The Scrum Master
* The Product Owner
* The Scrum Team

NEW QUESTION 36

Which of the following Scrum Events are time boxed?
* Sprint Zero
* Sprint Planning
* Daily Scrum
* Sprint Retrospective
* Sprint Grooming
* Hardening Sprint

NEW QUESTION 37

Which of the following answers limits “work in progress”?
* Using Timeboxes
* Having a Scrum Master
* Having Sprint Reviews
* Having Sprint Retrospectives

NEW QUESTION 38

True or False: During the Sprint Review the stakeholder’s role is to reorder the Product Backlog.
* True
* False
Explanation

During the Sprint Review, the stakeholder’s role is not to reorder the Product Backlog, but rather to provide feedback and suggestions on the product and the process. Therefore, the answer is false because:

The Sprint Review is an informal meeting, not a status meeting, and the presentation of the Increment is intended to elicit feedback and foster collaboration. The stakeholders are invited to attend the Sprint Review as observers, participants, or customers, and they can share their opinions, ideas, or requests regarding the product and its features, functionality, quality, value, etc.

The ordering of the Product Backlog is the sole responsibility of the Product Owner. They order Product Backlog items to best achieve goals and missions. The Product Owner may consider the feedback and suggestions from the stakeholders, as well as other factors such as dependencies, risks, costs, etc., when ordering the Product Backlog. However, they are not obliged to follow or implement them.

The Product Backlog is not a fixed or final list of requirements, but rather an emergent and dynamic artifact that represents all the possible changes to the product. The Product Owner is accountable for effective Product Backlog management, which includes refining, communicating, and optimizing the Product Backlog items. The Product Owner may update the Product Backlog at any time, not only during the Sprint Review.

References:

Scrum Guide 2020, page 11: “The ordering of the items in the Product Backlog is the sole responsibility of the Product Owner.” Scrum Guide 2020, page 11: “The Product Owner is accountable for effective Product Backlog management, which includes … ordering Product Backlog items; and ensuring that the Product Backlog is transparent, visible and understood.” Scrum Guide 2020, page 15: “The Sprint Review is an informal meeting, not a status meeting, and the presentation of the Increment is intended to elicit feedback and foster collaboration.”

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