

DASA

DASA DEVOPS PRODUCT OWNER

Syllabus

Version 1.0.0

September 2018

RELEASE	VERSION	DATE
Previous	Not Applicable	Not Applicable
Current	1.0.0	September 2018
Next	TBD	TBD

SCOPE AND PURPOSE OF THIS DOCUMENT

The purpose of this document is to inform all parties interested in the DASA DevOps Product Owner certification program of the areas covered in the program.

DASA DEVOPS PRODUCT OWNER

Recent developments in IT methodologies have given rise to a spate of concepts such as Agile, Scrum, DevOps, and Lean IT. These methodologies enable the realization of the customer value more rapidly than traditional methods.

The DASA Product Owner qualification extends traditional Agile Product Owner programs and deals with the extended set of requirements that the Product Owner faces when teams start to take on both Dev and Ops responsibilities. The program covers the traditional Agile and Scrum concepts and capabilities but in context of DevOps. As a result, this program is ideal for not only new and aspiring Product Owners but also exciting for experienced Product Owners who are keen to understand how their role is evolving as a result of DevOps.

QUALIFICATION OBJECTIVES

When you have acquired the required knowledge from this certification program, you will be able to:

- Understand the concepts of Agile and Scrum
- Understand the Scrum framework including roles, events, the importance of backlog and the definition of done
- Understand the role of Product Owner
- Discuss the role and characteristics of the DevOps team
- Explain the main competencies of the Product Owner
- Describe what a Product Owner does in practice

- Explain the Product Owner's work
- Discuss the importance of delivering value
- Identify the Product Vision techniques
- Discuss how to engage and influence stakeholders to maximize value
- Outline various Agile estimation techniques used by Product Owners
- Explain the role of Product Owner in managing Product Backlog
- Discuss few challenging situations of a Product Owner

TARGET AUDIENCE

The DASA DevOps Product Owner qualification is primarily aimed at:

- Existing Product Owners without certification
- Business Project Managers
- Business Executives
- Business Managers
- Business Information Managers
- Business Analysts
- Operations Managers
- Enterprise Architects

COURSE REQUIREMENTS

Basic familiarity with Agile, Scrum, and DevOps framework is beneficial.

CERTIFICATION REQUIREMENTS

You will receive the required certification from DASA on successful completion of the DASA DevOps Product Owner exam.

Exam Details

The characteristics of the DASA DevOps Product Owner exam are:

Exam Format:

- Closed-book format
- Web-Based

Questions:

- 40 multiple choice questions (MCQs)

Passing Score:

- 65%

Exam Duration:

- 60 minutes
- 15 minutes extra time for non-native English speakers.

LEARNING OUTCOMES

A classification widely used when designing assessments for certification and education is the Bloom's Taxonomy of Educational Objectives. This classifies learning objectives into six ascending learning levels, each defining a higher degree of competencies and skills. (Bloom et al, 1956, Taxonomy of Educational Objectives).

This structured approach helps to ensure:

- A clear segregation in learning level content between the different qualification levels.
- Learning outcomes are documented consistently across different areas of the program.
- Exam questions and papers are consistent and are created to a similar level of difficulty.

The Professional qualification examines learning outcomes at levels 2 (Comprehension), 3 (Application), and 4 (Analysis).

DASA DEVOPS PRODUCT OWNER LEARNING OUTCOMES				
	1. Knowledge	2. Comprehension	3. Application	4. Analysis
Generic Definition from Learning Outcomes	Know key facts, terms and concepts from the guidance.	Understand the key concepts from the guidance.	Be able to apply the concepts related to the syllabus area for a given situation.	Be able to analyze and distinguish between appropriate and inappropriate use of the method for a given situation.
Qualification Learning Outcomes	Know key facts, including terms, concepts, principles, and techniques from the guidance.	Understand the concepts, principles, and framework of Agile/Scrum and can explain how these are applied in the environment.	Shows that candidates have the ability to make use of information in a context different from the one in which it was learned.	Shows that candidates have the ability to examine and break information into parts by identifying motives or causes, make inferences and find evidence to support generalizations.

SYLLABUS AREAS

The following syllabus areas are identified.

SYLLABUS AREA CODE	SYLLABUS AREA TITLE
CPO	Context of the Product Owner
RPO	The Role of the Product Owner
EP	Envisioning the Product
MV	Maximizing Value
TV	Translating Value
DV	Delivering Value

SYLLABUS

In the following tables, the key aspects of the DASA DevOps Product Owner Syllabus are described.

CONTEXT OF THE PRODUCT OWNER

Syllabus Area Code		Syllabus Area:	Primary References
Level	Topic	Context of the Product Owner (CPO)	
CPO			
		Understand the basics of Product Owner, Agile, Scrum, and DevOps	
		Specifically to recall:	
01	01	Product Owner: <ul style="list-style-type: none"> Who is Product Owner? A Product Owner Works in a Context 	Scrum Guide
01	02	Agile Introduction <ul style="list-style-type: none"> What is Agile? Traditional versus Agile The Agile Manifesto Agile Principles 	agilemanifesto.org

01	03	<p>Scrum Overview:</p> <ul style="list-style-type: none"> • Introduction to Scrum • Scrum Artifacts • Scrum Events • Scrum Roles • The Scrum Team 	Scrum Guide
01	04	<p>Relationship Between Agile, Lean, and DevOps</p> <ul style="list-style-type: none"> • Agile, Lean, and DevOps Share a Common Origin • Relationship Between Agile and DevOps • What is DevOps? • Some DevOps Definitions • Why merge Dev and Ops? • DevOps Core Principles • The Team • Key Characteristics of a DevOps Team • When Autonomy is Not Possible 	

THE ROLE OF THE PRODUCT OWNER

Syllabus Area Code RPO		Syllabus Area: The Role of the Product Owner (RPO)	Primary References
Level	Topic		
Understand the role and responsibilities of Product Owner Specifically to recall:			
1	01	Role of the Product Owner: <ul style="list-style-type: none"> • What People Say about the Product Owner Role • How the Role of the Product Owner Evolved? • Becoming a Product Owner • The Role and Responsibilities of the Product Owner 	Scrum Guide
01	02	Competencies of the Product Owner: <ul style="list-style-type: none"> • DASA Competence Framework • Product Owner Knowledge Areas at Expert Level • The Product Owner is also a Leader 	
01	03	Product Owner in Practice: <ul style="list-style-type: none"> • The Role of the Product Owner during Iteration • Decomposing the Product Vision • Daily Standup • The Sprint Backlog • The Sprint Review/Demo • The Sprint Retrospective • Sprint in the Life of a Product Owner 	Scrum Guide

ENVISIONING THE PRODUCT

Syllabus Area Code EP		Syllabus Area: Envisioning the Product (EP)	Primary References
Level	Topic		
Know the key aspects of envisioning the product			
Specifically to recall:			
01	01	Value of the Product: <ul style="list-style-type: none"> • Business Value • Steering on Value in an Agile Organization • Business Value: Take the Perspective of a Hotel Owner vs a (Potential) Guest • Sources of Business Value • Linking Business Value to Structure 	romanpichler.com The Art of Business Value, Mark Schwartz
01	02	Envisioning the Product: <ul style="list-style-type: none"> • Product Owner Tools • Product Vision • Product Vision Techniques 	
01	03	Decomposing the Vision: <ul style="list-style-type: none"> • Product Vision Board • Business Value and Return on Investment (ROI) • Use Business Value and ROI to Make Strategic Decisions • The Minimal Viable Product • Epics, Features, and User Stories • Translating Customer Requirements into User Stories • Slicing and Dicing Stories 	romanpichler.com

MAXIMIZING VALUE

Syllabus Area Code MV		Syllabus Area: Maximizing Value (MV)	Primary References
Level	Topic		
Describe how to maximize value together with stakeholders			
Specifically to recall:			
01	01	Engaging Stakeholders: <ul style="list-style-type: none"> • The Stakeholder Management Process • The Stakeholder Map • Stakeholder Touch Points • Stakeholder's Right and Responsibilities 	
01	02	Influencing Stakeholders: <ul style="list-style-type: none"> • Ways to Influence and Persuade • Barriers to Successful Persuasion • Successful Persuasion • Don't Forget Many of the Traditional Tools as Well! 	

TRANSLATING VALUE

Syllabus Area Code TV		Syllabus Area: Translating Value (TV)	Primary References
Level	Topic		
Know the concept of translating value			
Specifically to recall:			
01	01	Backlog: <ul style="list-style-type: none"> • Product Backlog • Definition of Done • Technical Debt • The Impediment List • The Product Backlog Refinement • From Product Backlog to Team Backlog • Balanced Allocation of Resources • Definition of Ready • Creating a Sprint Backlog 	Scrum Guide
01	02	Estimating Work: <ul style="list-style-type: none"> • What is Agile Estimation? • Agile Estimation Techniques • Estimation Using Hours or Story Points 	

DELIVERING VALUE

Syllabus Area Code DV		Syllabus Area: Delivering Value (DV)	Primary References
Level	Topic		
Understand how to deliver and scale value			
Specifically to recall:			
01	01	Monitoring Progress: <ul style="list-style-type: none"> • Creating, Building, and Monitoring • How to monitor progress of a Backlog item? • Burndown Charts • Kanban Boards • The Scrum Board • Calculating the Velocity of the Team • Monitoring Other Items on the Team Backlog 	Scrum Guide
01	02	Scaling Delivery: <ul style="list-style-type: none"> • When do you need more teams to deliver Value? • Scaling Agile Essentials • Scaling Agile: Agile in Large, Complex Projects • Sprint in the Life of a Product Owner 	scaledagileframework.com less.works
01	03	Challenging Situations for a Product Owner: <ul style="list-style-type: none"> • Dealing with Challenging Situations 	