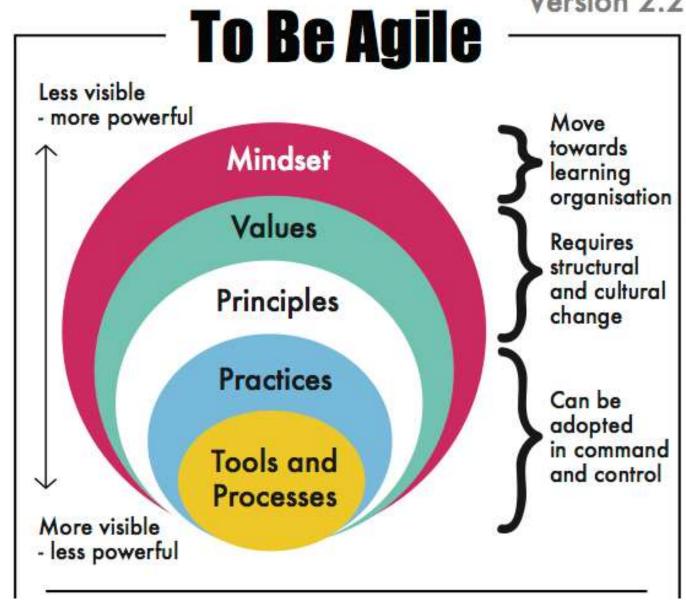


HOW TO CREATE **A PRODUCT** OWNER/ MANAGER TRAINING **PROGRAM**

Version 2.2

Intro to Agile

Agile values and principles



What is a **Product?**

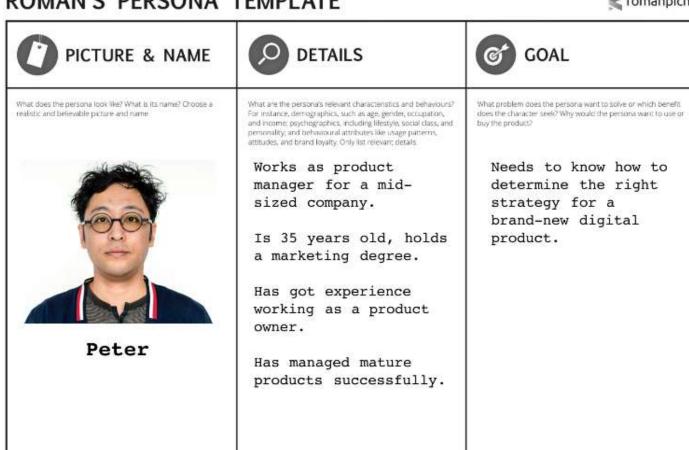


Product Lifecyle **Artifacts**

PERSONA EXAMPLE

ROMAN'S PERSONA TEMPLATE







THE PRODUCT CANVAS





NAME The name of the product.



GOAL Your overarching goal



METRICS The measures to determine if the goal has been met.



TARGET GROUP

The users and the customers with their needs.

Personas are a great way to describe the target group.





BIG PICTURE

The desired user expenence (UX) the user journeys, the product functionality, the visual design, and the nonfunctional properties.

Epins, scenarios, storybpards, workflows, design særches, mock-ups, and constraint stories are helpful techniques.

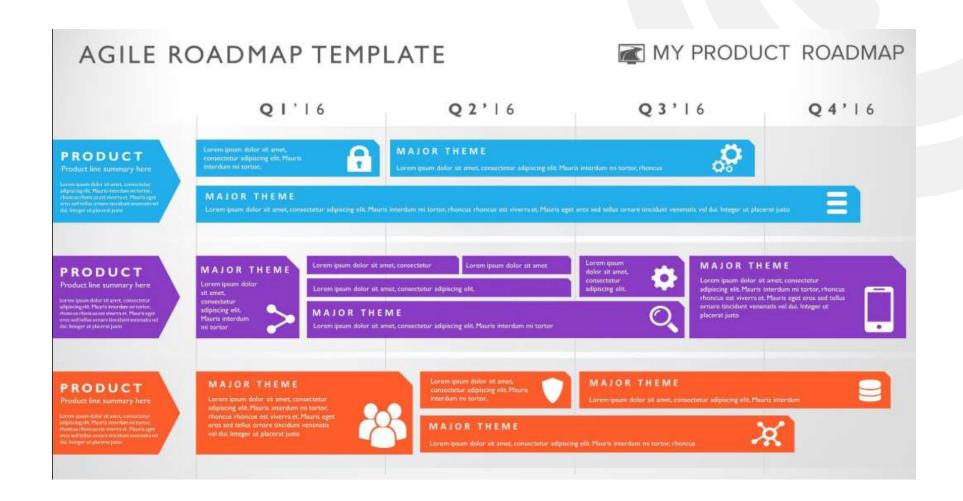


PRODUCT DETAILS

The goal of the next iteration and specific actionable. tems to reach the goal.

The items are ordered from one to r, and may be captured as detailed user stories.

PRODUCT ROADMAP - VISUAL 1



Roles and Responsibilities



Product Manager

- Market/Customer facing. Identifies market needs. Collocated with marketing/ business.
- Owns vision and roadmaps, program backlog, pricing, licensing, ROI.
- Drives PI objectives and release content via prioritized features and enablers.
- Establishes feature acceptance criteria.

Product Owner

- Solution, technology, and team facing. Collocated with team(s).
- Contributes to vision and program backlog. Owns team backlog and implementation.
- Defines iterations and stories. Accepts iteration increments.
- Drives iteration goals and iteration content via prioritized stories.
- Establishes story acceptance criteria, accepts stories into the baseline.

Team

- Customer/stakeholder facing.
- Owns story estimates and implementation of value.
- Contributes to intentional architecture. Owns emergent design.
- Contributes to backlog refinement and creation of stories.
- Integrates with other teams.

Are you setup for success?









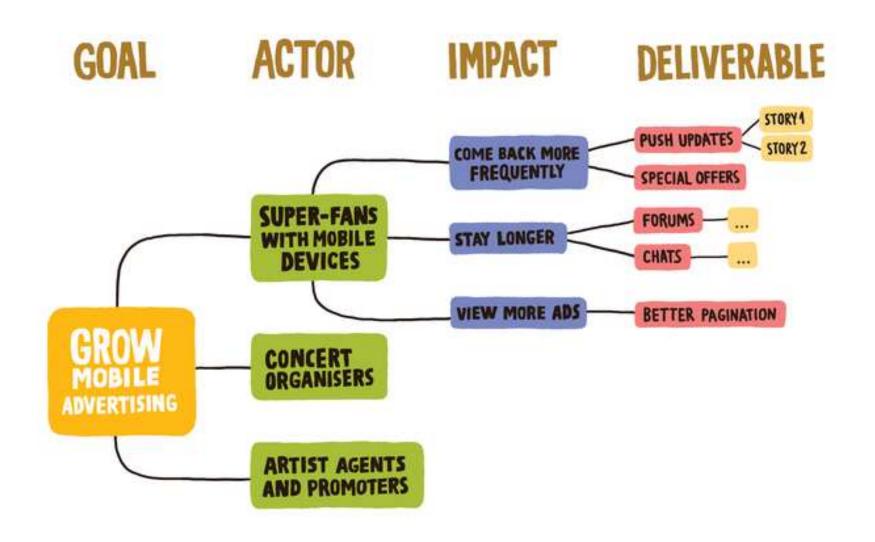
Product Owner/Manager Skills

- Active listening
- Story mapping
- Mind mapping
- Conflict resolution
- Stakeholder communication
- Feedback loops
- Self-awareness
- Self organized teams
- Winning the team over
- Negotiation / Influencing without authority
- Outcomes vs outputs
- Product based funding

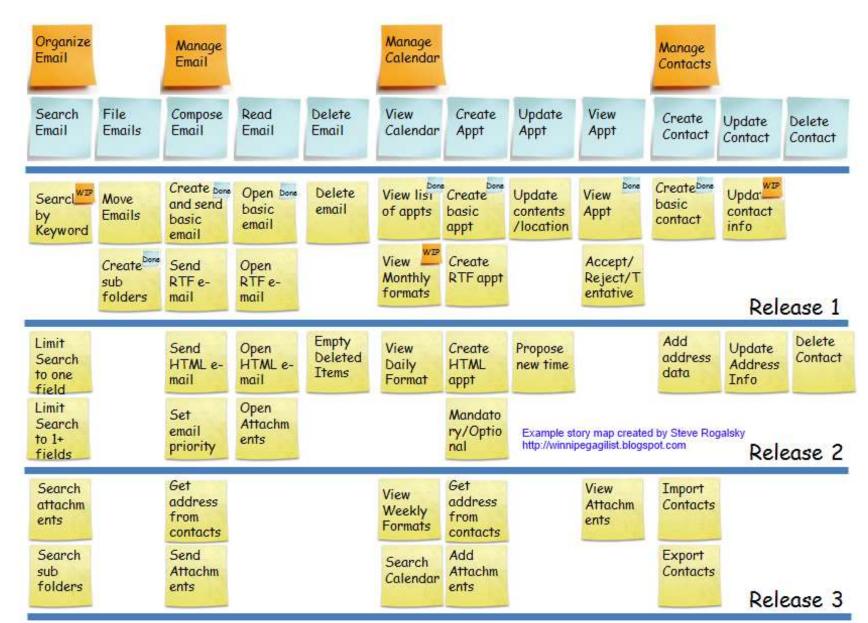
- Calculating value
- Rollout
- Giving a good demo
- Product Owner/Manager elevator speech
- Product vs. Project mindset
- Data driven decision making
- Selling to peers/leadership/business
- Feature writing
- User Story writing



Impact Mapping



Story Mapping





THANKYOU



ALEXBASA@GMAIL.COM



HTTPS://WWW.LINKEDIN.COM/IN/ALEX-BASA11111/