

## Test Exam: Product Owner

**Questions:** 20

**Zeit** 30 Minutes

**Additional time for disability compensation:** 8 Minutes

The exam is a multiple-choice exam.

There are 4 answer options for each question, of which only one is correct, unless explicitly asked for more than one answer.

The maximum possible score is 20 points. Every correct answer counts one point. Depending on the number of points achieved, the candidate is awarded the following certification:

Right Answers	Score	
0 – 10	0 % – 50 %	–
11 – 14	>50 % – <75 %	Scrum Foundation
15 – 20	75 % – 100 %	Product Owner

No rights can be derived from this information.

Good luck!

**Question 1** (1007-1.1)

Which approach (or which model or procedure) should be chosen and why in order to optimise forecast reliability when making decisions?

- a) The Kano model increases forecast reliability in product development because customer requirements can be predetermined in a precise manner. This prevents success-related functions from being implemented too late.
- b) Affinity Estimation increases the forecasting reliability when estimating the effort for User Stories, because the team approach when estimating ensures a high accuracy of the results.
- c) An iterative and incremental procedure supports fast learning, thus reducing the risks and contributing to optimising forecast reliability.
- d) Planning Poker increases the forecast reliability when estimating the effort for User Stories, since the team approach guarantees exact results.

**Question 2** (1020-1.1)

What is the best statement about building a Product Backlog?

- a) All User Stories in the Product Backlog should be very small and organised so that those with the greatest benefit can be processed first.
- b) Since large User Stories promise the greatest benefit, such as Themes and Epics, these should be given higher priority than smaller User Stories.
- c) User Stories, such as Themes and Epics, should be arranged according to their benefit in the product backlog and broken down into smaller User Stories if they are to be implemented in one of the next sprints.
- d) Agile project management according to Scrum does not require a special product backlog structure.

**Question 3** (1024-1.1)

How long does it take to plan the Sprint?

- a) The duration is set to exactly 8 hours.
- b) It depends on the size of the Development Team. It should never exceed 8 hours.
- c) The duration depends on the number of User Stories to be estimated.
- d) 4 hours (for a 2-week Sprint).

**Question 4** (1029-1.0)

In the current Sprint, a Scrum team realises that it cannot complete all selected User Stories. Who decides which entries should be completed in the current Sprint?

- a) The Product Owner.
- b) The Product Owner and development team decide on this in consultation.
- c) The Scrum Master.
- d) The customer in consultation with the Product Owner.

**Question 5** (1036-1.0)

Who bears responsibility for a task assigned to a single team member of the Scrum team?

- a) The entire Scrum team bears responsibility under the motto "one for all, all for one".
- b) The role to which the task was assigned.
- c) The Scrum Master.
- d) The Development Team.

**Question 6** (1062-1.0)

Which role in a Scrum corresponds to the role of the project manager?

- a) The Product Owner.
- b) The Scrum Master.
- c) The Scrum Master and the Product Owner share roles.
- d) This role does not exist in the Scrum.

**Question 7** (1113-1.0)

User Stories in the Product Backlog should correspond to the INVEST acronym. Among other things, they should be independent of each other. What is the best explanation with which you would try to convince a new Product Owner of the meaningfulness of this requirement?

- a) The closer the individual User Stories are intertwined, the more difficult it becomes for the development team to implement them.
- b) Closely intertwined User Stories indicate a poorly structured Product Backlog.
- c) Tightly intertwined User Stories are usually difficult to understand for the development team.
- d) Tightly intertwined User Stories complicate the estimation of the individual User Stories and make prioritisation impossible in extreme cases. The latter is particularly disadvantageous if the User Stories in the Product Backlog are to be prioritised according to their benefits in order to achieve the best possible Return on Investment (ROI).

**Question 8** (1121-1.1)

On what grounds can a Product Owner determine if the Affinity Estimation technique shall be used instead of Planning Poker to estimate the effort required to implement the User Stories?

- a) The choice of estimation method to determine the effort for implementation cannot be determined by the Product Owner.
- b) Because numerous User Stories are to be estimated.
- c) Because the Release Backlog should correspond to the DEEP acronym.
- d) Because only a few User Stories can be estimated.

**Question 9** (1136-1.0)

What is NOT an appropriate answer to the question of why a Product Vision is important?

- a) The Product Vision forms the basis for building the first Product Backlog.
- b) The Product Owner can only act on the basis of the Product Vision.
- c) It is only possible to talk to the stakeholders about their expectations in a targeted way on the basis of the Product Vision.
- d) The Product Vision serves for the long-term alignment of product development and is therefore the guiding principle on which decisions should also be based in the long term.

**Question 10** (1138-1.0)

Which statement about the Kano model of customer satisfaction is NOT correct?

- a) It implies that most of the resources can be assigned to the development of the product features that evoke excitement (“Delighters”), since this usually leads to a better Return on Investment (ROI).
- b) It describes the relationship between the achievement of certain properties of a product/service and expected customer satisfaction.
- c) It allows the wishes (expectations) of customers (stakeholders) to be recorded, classified and taken into account in product development and the use of resources.
- d) It serves to classify the expectations of the stakeholders as concerns the basic, performance and excitement factors of the product.

**Question 11** (1141-1.0)

What is the result of Release planning?

- a) A schedule that shows which Product Backlog elements are created in which Sprint.
- b) A schedule that shows which Product Backlog elements can be expected and by when.
- c) A plan that shows which Sprint Backlog elements can be started in which Sprint.
- d) A plan that shows which Sprint Backlog elements are created in which Sprint.

**Question 12** (1143-1.0)

As a Product Owner, you are the person responsible for Product Planning. Which basic settings should you manage when planning?

- a) All advance planning should only go so far as is sufficient for the next two, maximum three Sprints.
- b) All advance planning should only go so far as is sufficiently helpful for the future.
- c) All advance planning should only go so far as is sufficient for the next two, maximum three Releases.
- d) All advance planning should only go so far as is sufficient for the next three, maximum six months.

**Question 13** (1147-1.0)

What is NOT an advantage of planning on multiple levels?

- a) The output of the superordinate planning level represents the input for the subordinate level. This is a prerequisite for ensuring that daily development work is always aligned with the strategy of the top planning level.
- b) The planning described on several levels with the Planning Onion offers a way of planning products in practice that is easy to establish.
- c) Suitable interlinking of the individual planning levels can ensure that new findings from daily development work can be taken into account as feedback in higher planning levels.
- d) The planning described on several levels with the Planning Onion helps all stakeholders to keep an overview if implemented correctly.

**Question 14** (1150-1.0)

In the role of the Product Owner, you will receive instructions from your manager to move the Daily Scrum to 11:00 a.m. so that you can take part in the daily status meeting with sales. How do you react to the fact that there are some serious problems with the development right now?

- a) You talk to the Scrum Team, inform them of the facts, ask for their understanding and agree to a solution in the Scrum Team.
- b) You write an email to the Scrum team and inform it of the new date for the Daily Scrum. In order to give this instruction, the necessary emphasis, cc all superiors.
- c) Since you do not have to be present at the Daily Scrum as a Product Owner, you simply do not take part in the appointment anymore.
- d) You talk to the Scrum Team, tell them the facts, ask for their understanding and give them a the new appointment.

**Question 15** (1152-1.0)

What is the best way to ensure that only those User Stories are included in the Sprint Backlog that can most likely be worked on and completed in the Sprint?

- a) The Product Owner ensures that all User Stories that are eligible for this Sprint consist of the three Cs (Card, Conversation, Confirmation).
- b) The development team ensures that all User Stories that are eligible for this Sprint consist of the three C's (Card, Conversation, Confirmation).
- c) The Scrum Team ensures that there is a Definition of Ready (DoR) that can be used to check whether a Product Backlog element is ready for processing.
- d) The Product Owner ensures that all User Stories that are eligible for this Sprint consist of the three Cs (Card, Conversation, Confirmation). In addition, he prepares intensively for the conversation with the development team so that he can answer all questions.

**Question 16** (1155-1.1)

What is the best description for a Definition of Done (DoD)?

- a) The Definition of Done (DoD) is a checklist that ensures that an implemented User Story meets the requirements.
- b) The Definition of Done (DoD) is a checklist jointly drawn up by the Scrum team, which the Development Team uses to ensure that an implemented User Story meets the requirements.
- c) The Definition of Done (DoD) is a checklist that ensures that all work for a User Story in Epic form is completed.
- d) The Definition of Done (DoD) is a checklist which the development team follows to ensure that all work for a User Story can be completed in a single Sprint.

**Question 17** (1158-1.0)

Which statement should a Product Owner most likely agree with?

- a) The Product Backlog should always have the necessary level of detail (Theme – Epic – User Story). The elements in the Sprint Backlog must be broken down into technical tasks by the development team.
- b) The Product Owner is responsible for the results of the correct content and structure of the Product Backlog. By contrast, the development team prioritises what is included in the Sprint Backlog.
- c) The Product Backlog consists of User Stories with different levels of detail. This ensures that all elements of the Product Backlog can be assigned an exact size of Story Points or Ideal Time.
- d) The Development Team usually has to break down the components of the Sprint Backlog into single technical tasks so that they can be better planned in the Sprint. Therefore, the Product Owner should ensure that the product Backlog is prioritised.

**Question 18** (1161-1.0)

Which combination of statements contains the best statement in terms of Scrum?

- a) One way to measure the profitability of a product is to calculate the Return on Investment (ROI). Therefore, an ROI assessment should be carried out for each User Story.
- b) Consideration regarding the Return on Investment (ROI) can hardly be implemented sensibly for any fine-grained User Story. Therefore, the ROI should ideally only be calculated for larger/more complex User Stories (Epic or Theme) and used to prioritise the Product Backlog.
- c) The Return on Invest (ROI) helps to identify the break-even point. Every Product Owner must keep an eye on this in order to control the further development of his product.
- d) The Return on Investment (ROI) should ideally be calculated at the release level, especially when it comes to major releases.

**Question 19** (1163-1.0)

A good Product Owner always ensures that every User Story corresponds to the INVEST acronym. Which statement provides the best reason for this?

- a) Each User Story must be testable, among other things, in order to be able to objectively determine its correct implementation. As soon as the implemented User Story has passed all tests without errors, it is used in live operation.
- b) Each User Story must, among other things, be valuable (i.e. have a value that justifies the effort to implement the Story).
- c) Among other things, one must be able to implement each User Story as independently as possible from the technical framework.
- d) Among other things, each User Story must be negotiable.

**Question 20** (1166-1.0)

Which statement gives the best information about the product increment?

- a) Every implemented User Story, which corresponds to the Definition of Done, becomes part of the Sprint's product increment.
- b) Each implemented User Story becomes part of the Sprint's product increment.
- c) The product increment created in the Sprint is delivered in the next Release.
- d) In principle, each product increment can be delivered in one of the next Releases.

**Solution: Test-Exam Product Owner**

Question	A	B	C	D
1			X	
2			X	
3				X
4		X		
5		X		
6				X
7				X
8	X			
9		X		
10	X			
11		X		
12		X		
13		X		
14	X			
15			X	
16		X		
17	X			
18				X
19		X		
20				X



## Explanation: Test Exam Product Owner

### Question 1 (1007-1.1)

- a) **Wrong.** The Kano model only helps to group functions into the areas of basic, performance and excitement factors. Recognising possible and meaningful functions continues to be based on the skills of those responsible.
- b) **Wrong.** The team approach with Affinity Estimation can generally increase the forecast reliability (exactness) of the estimation result. However, due to the limited amount of values available for a forecast and the inevitable error in estimating, high-level precision cannot be achieved.
- c) **Correct.** [The Scrum Guide™, July 2016]: Scrum uses an iterative, incremental approach (empirical process management) to optimise forecast reliability and control risks.
- d) **Wrong.** The team approach with Planning Poker can generally increase the forecast reliability (exactness) of the estimation result. However, due to the limited amount of values available for a forecast and the inevitable error in estimating, an exact result cannot be achieved.

### Question 2 (1020-1.1)

- a) **Wrong.** Only User Stories that are to be implemented in one of the next Sprints should be small enough.
- b) **Wrong.** The User Stories belonging to a Theme (or to an Epic) can fulfil very different usage levels. Only the entirety of all User Stories is the basis for the use of the Theme (or the Epic).
- c) **Correct.**
- d) **Wrong.** This contradicts the spirit of an adaptive approach.

### Question 3 (1024-1.1)

- a) **Wrong.** The duration depends on the Sprint length. See comment on answer D.
- b) **Wrong.** The duration depends on the Sprint length. See comment on answer D.
- c) **Wrong.** The duration depends on the Sprint length. See comment on answer D.
- d) **Correct.** The maximum time to plan a Sprint is 8 hours for a 4-week Sprint and is shortened according to the defined duration of the Sprint. With a 2-week Sprint, it is a maximum of 4 hours.

### Question 4 (1029-1.0)

- a) **Wrong.** See explanation for answer B.
- b) **Correct.** According to the Scrum Guide™, the Product Backlog entries are negotiated between the Product Owner and the development team. This can happen ad hoc or in advance (in Sprint Planning).
- c) **Wrong.** See explanation for answer B.
- d) **Wrong.** See explanation for answer B.

### Question 5 (1036-1.0)

- a) **Wrong.** This motto applies to the development team.
- b) **Correct.**
- c) **Wrong.** The Scrum Master is only responsible for his tasks.
- d) **Wrong.** The development team is only responsible for its tasks.

### Question 6 (1062-1.0)

- a) **Wrong.**
- b) **Wrong.**
- c) **Wrong.**
- d) **Correct.**

### Question 7 (1113-1.0)

- a) **Wrong.**
- b) **Wrong.**
- c) **Wrong.**
- d) **Correct.**

**Question 8** (1121-1.1)

- a) Correct.
- b) Wrong.
- c) Wrong.
- d) Wrong.

**Question 9** (1136-1.0)

- a) Wrong.
- b) Correct. The Product Owner is responsible for creating a Product Vision. This is basically his first task.
- c) Wrong.
- d) Wrong.

**Question 10** (1138-1.0)

- a) Correct. The Kano model says nothing about the use of resources in product development. The Product Owner must make or bring about this decision.
- b) Wrong.
- c) Wrong.
- d) Wrong.

**Question 11** (1141-1.0)

- a) Wrong. Fundamentally, this is contrary to the agile approach where it can be assumed that a long-term plan can also be adhered to.
- b) Correct.
- c) Wrong. The Sprint Backlog is only created in the planning meeting at the beginning of each Sprint.
- d) Wrong. The Sprint Backlog is only created in the planning meeting at the beginning of each Sprint.

**Question 12** (1143-1.0)

- a) Wrong.
- b) Correct.
- c) Wrong.
- d) Wrong.

**Question 13** (1147-1.0)

- a) Wrong.
- b) Correct. Putting such a plan into practice is not easy.
- c) Wrong.
- d) Wrong.

**Question 14** (1150-1.0)

- a) Correct.
- b) Wrong. In this situation, writing an email is the worst approach. Furthermore, an amicable solution must be sought in the Scrum Team, as it is a self-organising team.
- c) Wrong. Given the serious problems in development, the Product Owner should have a strong interest in participating in the Daily Scrum as a listener.
- d) Wrong.

**Question 15** (1152-1.0)

- a) Wrong.** Without a DoR, points during the conversation could be overlooked that could make processing difficult or impossible. There is therefore a great risk that certain User Stories cannot be completed in the Sprint as planned.
- b) Wrong.** Without a DoR, points during the conversation could be overlooked that could make processing difficult or impossible. There is therefore a great risk that certain User Stories cannot be completed in the Sprint as planned.
- c) Correct.** The DoR offers the best security that only those elements that can also be edited are included in the Sprint Backlog.
- d) Wrong.** Without a DoR, points during the conversation could be overlooked that could make processing difficult or impossible. There is therefore a great risk that certain User Stories cannot be completed in the Sprint as planned.

**Question 16** (1155-1.1)

- a) Wrong.** A list alone cannot guarantee anything. It is just a basis to ensure something.
- b) Correct.** This is the best answer as it shows the team responsible the development and use of the DoD and the underlying intent.
- c) Wrong.** A list alone cannot guarantee anything. It is just a basis to ensure something.
- d) Wrong.** The DoD is a checklist that checks whether all work for a User Story has been implemented. However, it does not provide any information as to whether the User Story can be completed in a single Sprint. The latter can only be derived from the velocity and the size of the User Story.

**Question 17** (1158-1.0)

- a) Correct.** The development team usually has to break down the individual User Stories contained in the Sprint Backlog into individual technical tasks so that the work can be planned by the development team.
- b) Wrong.** The development team does not prioritise work. The Product Owner prioritises according to (usually) economic aspects. As part of Product Backlog maintenance (grooming), the development team can "only" support the Product Owner in this work.
- c) Wrong.** The assignment of Story Points or ideal times is based on estimates. Estimates are always error prone. The different levels of detail of the User Stories in the Product Backlog should not lead to better estimation results but should prevent details being planned at an early stage, which may have to be changed again due to newer findings. This is to prevent the wasting of planning resources.
- d) Wrong.** Sentence 2 is no justification for sentence 1. Otherwise, both statements are correct in their own right.

**Question 18** (1161-1.0)

- a) Wrong.** As a rule, meaningful ROI assessments cannot be created for small User Stories. The attempt will surely lead to an increase in wasted resources.
- b) Wrong.** To prioritise the Product Backlog, it is more appropriate to consider the cost-benefit ratio.
- c) Wrong.** The break-even point does not play a role in all product developments. For example, this is usually the case when developing internally used solutions.
- d) Correct.** For major releases, an ROI should best be calculated and proven if this is important for the project.

**Question 19** (1163-1.0)

- a) Wrong.** Not every User Story has to go into live operation immediately after the test. There are also User Stories (so-called Spikes) that are only implemented with the aim of being able to acquire sufficient knowledge as the basis for certain decisions.
- b) Right.** Development work are justified only for Stories where, in principle, a value can be recognised.

- c) Wrong.** This statement is preferable but does not apply to the subject of the demands for independence according to the acronym INVEST. Each User Story should be as independent as possible from other User Stories so that it can be implemented when needed.
- d) Wrong.** This statement contains no reason.

**Question 20** (1166-1.0)

- a) Wrong.** There are also User Stories purely for acquiring knowledge for certain stakeholders.
- b) Wrong.** There are also User Stories purely for acquiring knowledge for certain stakeholders.
- c) Wrong.** There is no certainty whether it will be delivered in the next Sprint.
- d) Correct.**



**Answers:**

<b>Question</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>
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