



November 16 - 18, 2015

Prague

Product Owner Value Game

Dajo Breddels *(and Paul Kuijten)*

November 16 - 18, 2015

Prague

Normal agile workshop rules apply

One Extra: No Singing!



Introductions

Dajo Breddels

- Agile Coach
- Loves games

You?



Agenda

- Product Owner
- Value
- Game



PRODUCT OWNER



We care about good Product Owners

We feel they are not supported very well

We want to address this!



Therefore, we have been crowdsourcing:

- Learning Objectives
- Game engines

in our communities

Inspect and adapt through feedback



The #1 learning objective:

How to become more value-driven!



VALUE



So what does business value
mean to you?



Our take:

Anything that increases the capability of generating value of an organization, and thus the value of that organization



Take a

wiiide

perspective.

PO facilitates the dialog.



Backlog ordering:

What's most valuable to do at a specific point in time? Nothing more, nothing less.



GAME



Product Owner Value Game

Product Owner value game

www.povaluegame.org



Product Owner Value Game - Objective

Deliver as much Business Value
before the game ends



Product Owner Value Game - Rounds

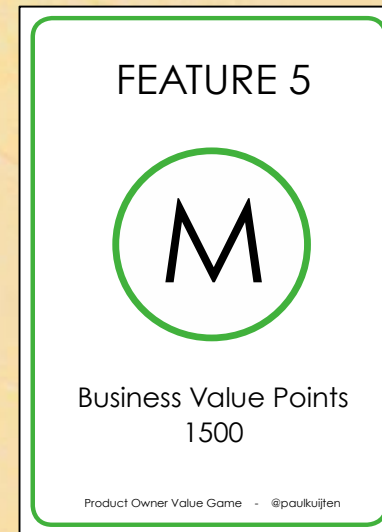
The game is 2 to 7 rounds



Product Owner Value Game - Materials



50 X




10 X



Product Owner Value Game - Features

FEATURE 5



Business Value Points
1500

Product Owner Value Game - @paukuijten

After Refinement

FEATURE 5

User Story	Points	Value
User Story 15	1	50
User Story 31	3	500
User Story 40	5	650
User Story 43	8	400
Total	17	1600

Product Owner Value Game © @dajobreddels



Product Owner Value Game – User Stories

USER STORY 23

2

Business Value Points
50

Product Owner Value Game - @dajobreddels

After Refinement

USER STORY 23

3

Business Value Points
70

Product Owner Value Game © @paukuijfen



Product Owner Value Game - Materials

FEATURE 5



Business Value Points
1500

Product Owner Value Game - @paukuijten

2 points

After Refinement

FEATURE 5

User Story	Points	Value
User Story 15	1	50
User Story 31	3	500
User Story 40	5	650
User Story 43	8	400

Total **17** **1600**

Product Owner Value Game © @dajobreddels

USER STORY 23




Business Value Points
50

Product Owner Value Game - @dajobreddels

1/2 point

After Refinement

USER STORY 23



Business Value Points
70

Product Owner Value Game © @paukuijten

3 points



Product Owner Value Game – Iteration

20

- 20 Points at the start of iteration

18

- Refining a feature costs 2

16

- Refining a user story costs $\frac{1}{2}$

15,5

- Delivering a refined user story costs X

15

- No points left: End of iteration

2

0



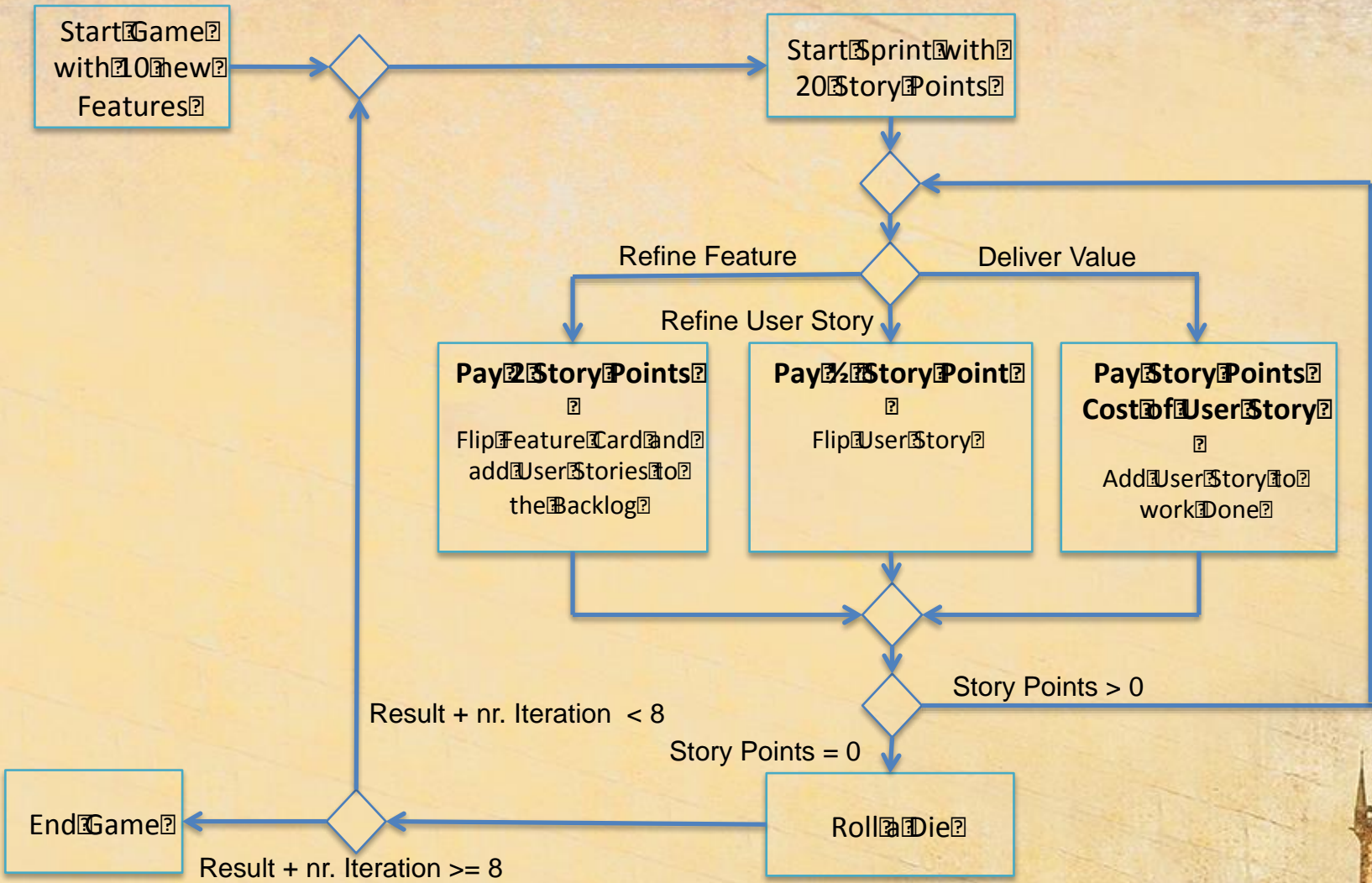
Product Owner Value Game – End of Project



- Roll a die
- Add current Iteration number
- 8 or higher game ends immediately



Product Owner Value Game – Rules Summary



Play

- Decide who keeps score of Business Value Delivered
- Decide who keeps track of Points left for this Iteration
- Decide who hands out the User Stories
- Facilitators give the deck of cards to the teams
- **PLAY!**



Backlog ordering:

What's most valuable to do at a specific point in time? Nothing more, nothing less.



Retrospective

What did you talk about?



Retrospective

Did you talk about:

- Strategy
- Slicing
- Messy Backlogs
- Delivery vs. Refinement
- Low value items



Alternative ways of play

New Insights:

- Play as normal but only hand out Feature 1 to 8
- At the end of sprint 2 hand out Feature 9 and 10

Task Switching

- Each time you change Feature or work on a User Story belonging to another Feature pay 1



Improve

Common topics:

- Naming User Stories and Features
- Splitting User Stories
- MVP
- Changing Requirements



Improve and Crowdsourced

Scrum Day Europe Amsterdam

XPDays Benelux

Agile 2015

Global Scrum Gathering Prague

?



Improve and Crowdsourced

To Improve the Game

- Choose one Topic
- Think about how to implement it
- Simplify
- Write it down and give it to me



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Use password “45edition”

