PassTest

Bessere Qualität , bessere Dienstleistungen!

Q&A

Exam : **PSU-I**

Title : Professional Scrum with
User Experience (PSU I)

Version : DEMO

1.True or False: UX work can always be completed in a Sprint (ie less than 30 days).
A. TRUE
B. FALSE
Answer: B
Explanation:
UX work is emergent and never "Done". UX falls into the complex domain where the outcomes can only be known in hindsight and exist as long as the product exists.

2.True or False: All proposed work should be tested via Hypotheses and Experiments.
A. TRUE
B. FALSE
Answer: B
Explanation:
Not all proposed work needs a hypothesis and designed experiments. Product work can include bug fixes, enhancements, non-functional requirements, security, etc.

3.What is the value of having UX skills and practices inside a Scrum Team? (choose the best answer)
A. To increase the velocity of the amount of UX work 'done'.
B. Connecting with the end-users through feedback loops.
C. Knowing which team member to assign the design work.
D. Working directly with the stakeholders to implement their design ideas.
Answer: B
Explanation:
UX practices include customer-centric activities that provide the Scrum Team with insights and broadening their skills. These team-based learning opportunities focused on outcomes and end-user response will position the team with new insights related to building a product that has a much higher probability of leading to high engagement rates in the marketplace.

4.If the "build-measure-learn" feedback loop helps to minimize risk and enable quick learning, how would designing and running experiments help the team? (choose the best two answers)
A. To learn as early as possible.
B. To increase efficiency.
C. To satisfy the stakeholders.
D. To validate their hypothesis.
Answer: A,D
Explanation:
An experiment is essentially a test. To get the most out of an experiment you need to identify the hypothesis you are trying to prove. The hypothesis should come from any assumptions you have made in the ideation or from the learnings of any previous experiments. Once you have the hypothesis you can plan how to prove or disprove the theory. This is the experiment. By testing ideas, you can understand how they might perform on a larger scale. You can also learn from your failures and mistakes, and refine your ideas to make them better.

5.What would likely happen if a Scrum Team considers using separate definitions of 'done' for Discovery

and Delivery work? (choose the best two answers)

A. Having clear definitions of work will increase productivity and velocity.

B. The team will be more likely to swarm and help when needed.

C. Stakeholders will be confused about what it means to be 'done'.

D. The team will likely separate the backlog items into Discovery and Delivery type work in the Product Backlog.

Answer: C,D

Explanation:

Having multiple DoD's within the same team will reduce transparency and increase complexity as it can make it more difficult for people outside of the team to understand what it means when an item is moved to 'done'. Having separate DoD's will require the team to highlight which Product Backlog items belong to which DoD. Remember, increasing velocity is not the objective of Scrum. Also, you cannot guarantee increased velocity by having separate DoD's.