

CS-C2130 SOFTWARE PROJECT

COLLABORATION WITH PRODUCT OWNERS

Presented by Zacharias Levander

WHO AM I?

Master's student of Software Engineering
Surely I will graduate this year.

CTO of MAFY Oy

~4 years of development experience

Experience leading a few larger software projects

SUMMARY OF CONTENTS

OUR MAIN TOPICS TODAY

How was the topic studied?

What were the main findings?

Suggestions on how to proceed

How was the topic studied?

BACKGROUND

I've taken the course twice myself.
Prof. Maria Paasivaara has published a paper on the topic.
Video interviews with **teams** were watched.

RESEARCH QUESTION

"Which common challenges can be identified in the cooperation between the Development Team and Product Owner?"

STUDY

22 interviews (14 initial, 8 follow-up)

Coached 2 teams.

Acted as Product Owner for one team.

ANALYSIS

All information was combined and analysed in an attempt to find common themes.

Concretised as suggestions for POs.

MAIN FINDINGS

DIFFERENCES

PRODUCT OWNER EXPERIENCE

7 out of 14 POs have previously led similar projects.
10 out of 14 POs had technical expertise or were able to provide a person who could assist the team.

FREQUENT MEETINGS

5 out of the 14 teams met weekly, in addition to the regular Scrum events during a sprint.

SPRINT 0

Sprint 0 lengths varied from 2 to 4 weeks.
Some teams engaged their POs actively throughout Sprint 0, others did not engage them at all.

MAIN FINDINGS

CHALLENGES

COMMUNICATION

Half of the Product Owners expected their team to communicate more actively towards them.

TECHNICAL CHALLENGES

To some extent, technical challenges were expected by the Product Owners. With that "baseline" in mind, it was still the second most cited challenge.

PRODUCT VISION

Trouble grasping the Product Vision was the third most cited challenge, particularly within projects that gave the students a larger degree of freedom.

SUGGESTIONS

HOST A TEAMBUILDING EVENT

Only half of the projects I followed hosted a kickoff with their PO. This is the go-to way to start a project.

Admittedly, the ongoing pandemic may require you to get creative.



ENGAGE YOUR PO DURING SPRINT 0

Actively discuss the Product Vision, the backlog, the definition of done and establish clear work practices.

DISCUSS THE YOUR PROJECT'S CHALLENGES

What challenges does your particular project have? Are the technologies advanced? Is the scope too broad? Is the Product Vision even realistic?

Address these with your PO (and coach!) early on.

COMMUNICATE ACTIVELY TOWARDS YOUR PO

The POs are happy to help you reach a good end result. Don't be afraid to ask them if something is unclear or you would like their opinion.

Some teams made a habit of sending their PO a "weekly report". You can also invite your PO to attend some of your retrospectives.

THANK YOU!
QUESTIONS? COMMENTS?
