Product Owner Value Game
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Introductions

Dajo Breddels
- agile coach
- Loves games

Paul Kuijten
- agile coach
- Loves games
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 wide perspective.
PO facilitates the dialog.
Backlog ordering:

What’s most valuable to do at a specific point in time? Nothing more, nothing less.
GAME
Deliver as much Business Value before the game ends
The game is 2 to 7 rounds
USER STORY 23

Business Value Points
50

2

50 X

FEATURE 5

Business Value Points
1500

M

10 X
## Product Owner Value Game - Features

### FEATURE 5

**Business Value Points**
1500

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<table>
<thead>
<tr>
<th>User Story</th>
<th>Points</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>User Story 15</td>
<td>1</td>
<td>50</td>
</tr>
<tr>
<td>User Story 31</td>
<td>3</td>
<td>500</td>
</tr>
<tr>
<td>User Story 40</td>
<td>5</td>
<td>650</td>
</tr>
<tr>
<td>User Story 43</td>
<td>8</td>
<td>400</td>
</tr>
</tbody>
</table>

**Total**
17
1600
USER STORY 23

Business Value Points
50

After Refinement

USER STORY 23

Business Value Points
70
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| Total | 17 | 1600 |

2 points

1/2 point

3 points
Product Owner Value Game – Iteration

- 20 Points at the start of iteration
- Refining a feature costs 2
- Refining a user story costs $\frac{1}{2}$
- Delivering a refined user story costs $X$
- No points left: End of iteration
Product Owner Value Game – End of Project

• Roll a die
• Add current Iteration number
• 8 or higher game ends immediately
Start Game with 10 new Features

Start Sprint with 20 Story Points

Pay 2 Story Points
Flip Feature Card and add User Stories to the Backlog

Pay ½ Story Point
Flip User Story

Pay Story Points Cost of User Story
Add User Story to work Done

Refine Feature
Refine User Story
Deliver Value

Result + nr. Iteration < 8
Story Points > 0

Result + nr. Iteration >= 8
Story Points = 0

Roll a Die

End Game
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.
What did you talk about?
Retrospective

Did you talk about:

• Strategy
• Slicing
• Messy backlogs
• Delivery vs refinement
• Low value items
Common topics

• Naming User Stories and Features
• Splitting User Stories
• MVP
• Changing requirements
Improve and Crowdsourced
To Improve the game

• Choose one topic
• Think about how to implement it
• Simplify
• Write it down and hand it over to us
Get your free copy

One hundred games in this room
Online at POValuegame.org
Use password “Agile2015Special”