The Product Owner Value Game

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Acknowledgements

Created by:

- Dajo Breddels
- Paul Kuitjen

For more information: povaluegame.org



www.povaluegame.org

Agenda

Intro 10 min

Play the Jame 30 min

> Retrospective 15 min

Learning Objectives

How to become more value driven

Maximize outcome with minimum output

Game Objective

Deliver the maximum Business Value before the end of the game

Measured, for purposes of the game, in "Value Points"

Feature Cards



After Refinement FEATURE 5 User Story Points Value User Story 15 User Story 31 3 500 User Story 40 5 650 User Story 43 8 400 Total 17 1600 Product Owner Value Game - @dajobreddels

Front Back 10 Features

User Stories





Front Back 50 User Stories

Playing the Game

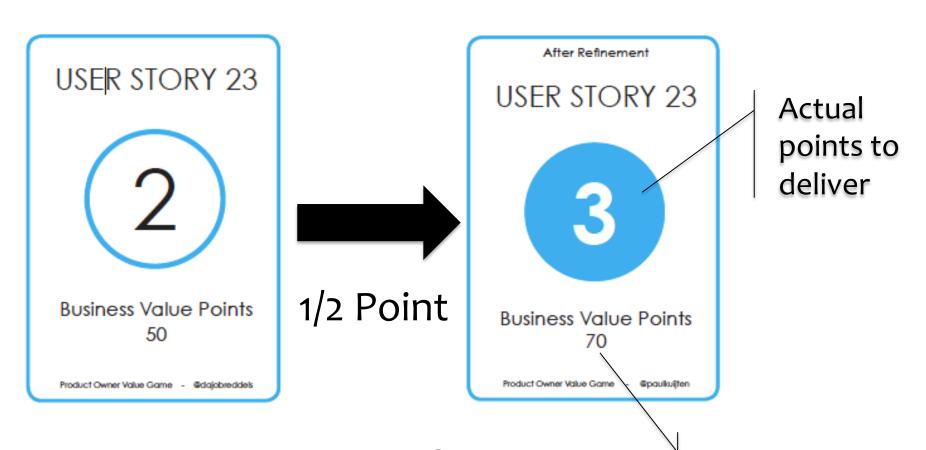
- 2 7 IterationsIn each Iteration Team has a capacity of 20 pointsActions:
- Refine feature 2 Points
- Refine user story ½ point
- Deliver user story Points on back of card
 Business Value Delivered = Total Business Value
 Points on all delivered user stories

"Refine" a Feature



Add listed user stories to your backlog (ie) Deal out user stories front side up on table

"Refine" a User Story



A user story must be refined before it can be delivered.

Actual Business Value delivered

End of the Game

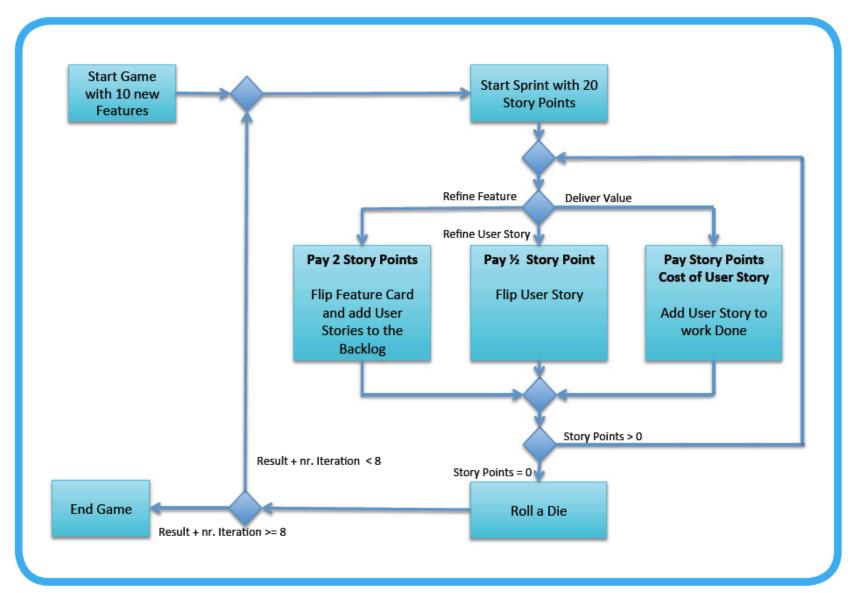
After end of iteration

- Roll a die
- Add current iteration number
- If resulting sum ≥ 8, game is over.
- If resulting sum < 8, do another iteration





For those who like process flows...



20

18

17.5

17

16

14

13.5

.5

0

Total Business

Value Delivered

0

0

0

0

25

135

135

485

485

	/ III CAdifipic	
Action		Points
		Remainin

Start the Iteration

Refine Feature 8 (2 points)

Refine User Story 4 (1/2 point)

Refine User Story 16 (1/2 point)

Deliver User Story 16 (2 points)

Refine User Story 44 (1/2 point

Deliver User Story 16 (13 points)

Refine a User Story (1/2 point)

Deliver User Story 4 (1 point)

Game setup

At each table:

- Volunteer to keep track of business value delivered
- Volunteer to keep track of points left in the iteration
- Volunteer to hand out user stories when feature is refined (Keep user stories face up until refined)
- Lay out features face up on table

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Always Remember...

Backlog Refinement:

What's the most valuable thing to do at a specific point in time?

Nothing more, nothing less.
Now, PLAY!

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Retrospective

What was your strategy?
What are some things you discussed?
Any observations?
How would you apply this back to your job?

Instant Feedback

@beyondreqs, I learned
[brilliant insight] playing the
#POValueGame #dsmAgile



Stay in Touch

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