Two Days Authoring User Stories Workshop

The User Story Workshop offers a comprehensive, hands-on introduction to authoring high quality user stories combining techniques from eXtreme Programming and User Centred Design (CDP).

User Stories helps us manage requirements. Their primary job is to define the value a user gains from the system. Since User Stories focus on the underlying Agile values of collaboration and Just-In-Time definition, it makes them a good Agile tool. User Stories are small narrative texts (2-3 sentences) in everyday/business language of the end user of a system. These capture what the user does, or needs to do as a part of his/her job function.

This workshop focuses on the foundations of User Stories. It gives insights about how to author and maintain effective stories that meet the INVEST principle. In addition various patterns, strategies, tools and techniques are also explored.

Learning Outcomes

- Learn how agile values affect requirements engineering
- Using Agile as a risk mitigation strategy to handle requirements
- Develop a meaningful vision statement
- Identify and describe user roles and personas
- Write and evaluate user stories
- Identify and document nonfunctional requirements and business rules
- Learn how to manage changes to requirements
- Learn the characteristics of an effective user representative
- Learn how to use lightweight techniques for iterative requirements gathering
- Learn how to conduct story writing workshops using low fidelity prototypes
- Writing effective acceptance criteria and tests for user stories
- Identify common story “smells”
- Learn to prioritise and estimate user stories for iterations and releases

Course Outline

- The Big Picture
  - Defining the Project Vision
  - Identifying project stakeholders
  - Defining and Modelling User Roles
  - Prioritising User Roles and Goals
  - Defining the User Story Map
  - Crafting Release Milestones and Themes

- Interaction Design with Low Fidelity Prototyping
- Capture nonfunctional requirements as stories
- Working with user proxies
- Conducting interviews
- Conducting a story-writing workshop
  - Authoring Epics and User Stories
• Refining user stories using INVEST principle
• Writing acceptance criteria and tests for user stories
• Detecting story smells
• Handling defects

• Planning with User Stories
  • Estimating with story points
  • Planning iterations and releases
  • Prioritizing the product backlog
  • Various techniques to break user stories down to manage them inside iterations

• Workshop Retrospective

Acceptance Criteria Driven Product Discovery

Participants
- Product Manager/Owners
- SMEs
- Operation/Support Reps
- Tech BAs
- User Experience Designer
- App Developers
- Architects
- Testers (QA+UAT)
- Project Managers

Method of Instruction

• We use a Socratic method for training that involves a 100% hands-on workshop with interactive dialogues and live demos

Transfer %

• Knowledge: 40%, Skill-Building: 60%

Target Audience

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Product Owner, Business Analyst, Scrum Master, Team Leads, Architects, Test Lead

Course Level

- Beginner to Intermediate

Course Prerequisites

- Required: Understanding of the life-cycle of software projects
- Required: In-depth understanding of Business Analysis and User Requirements Gathering

General Requirements

To ensure a successful class, we require the following facilities:

- VGA projector (1024x768 minimum) & Projector screen
- 1 White board & Dry erase markers
- Cluster seating with 5-6 people on each table
- 1 Flip chart with the stand and marker pens for each table
- Notepad and Pen for each participant
- Ample room for students in terms of room size and set up
- For Dev trainings: at least one powerful workstation between two programmers