

User Stories For Agile Projects



A SIMULATION POWERED LEARNING® WORKSHOP

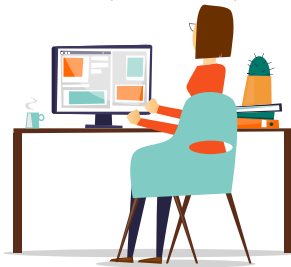
User Stories For Agile Projects

1 day - 7 PDUs

User Stories for Agile Projects is a 1 day class where participants learn how to develop and leverage User Stories on Agile projects. This class provides hands-on experience in capturing (writing) User Stories, User Story mapping, defining Acceptance Criteria, and understanding the life-cycle of a Story in an Agile product development framework.

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As a (USER)
I want to (DO THIS)
so that I can (ACHIEVE THAT)



During the hands-on simulation, participants will work in product discovery teams and use story mapping, product analysis and story capture, and workflow process mapping to identify and capture initial user stories. The teams will then organize the stories into an ordered product backlog, progressively elaborate the stories – looking at patterns for decomposing large stories into right sized stories, and refine the highest priority stories to a point where they have a shared understanding of the story and it meets the definition of ready.

TOPICS YOU WILL PRACTICE AND LEARN:

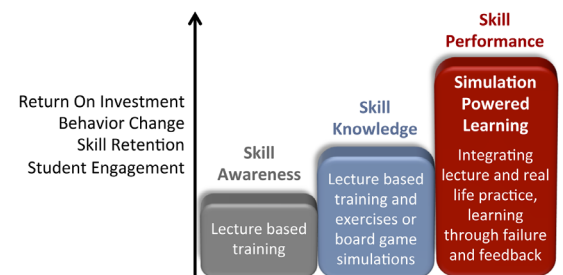
- Understand the practices, principles, and values articulated in the Agile Manifesto.
- Build skills in identifying and capturing stories and building a product backlog.
- Gain experience writing “good” user stories and gain a deep understanding of the purpose and use of user stories throughout the product development lifecycle.
- Learn how to create a story map to identify and capture product requirements.
- Learn strategies to elaborate and decompose large stories into “right sized” stories that are ready for development in upcoming iterations.

WHO SHOULD ATTEND:

This workshop is for anyone wanting to know more about, or is involved in, writing or using user stories. Whether you are a product owner, scrum master, business analyst, team member, stakeholder or someone who wants to understand “what is a user story”, this class is designed for you.

TURNING KNOWLEDGE INTO PERFORMANCE

Practice makes perfect. Our simulations put participants into a computer generated situation with real-life team members, stakeholders and challenges. Participants make real-life decisions and then see the results of those decisions – good and bad. They go back to work and are able to immediately apply what they have learned!



TESTIMONIAL

“The class was fun and interactive; and the information is timely and useful. I appreciated the variety of tools presented and how they can be applied in an agile or modified version of agile” – B.H State of Minnesota



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