

# Professional User Stories



## Why are we offering this?

To provide a deep and practical curriculum around good practice for the creation of, and management of, Agile user stories.

With individuals from business and IT teams working remotely, it's more important than ever to facilitate clear, constructive conversations that underpin seamless software delivery.

When use cases are deconstructed into well-crafted user stories, it boosts the organisation's ability to streamline and accelerate software delivery. So, user stories are intrinsic to one of the critical success factors of the digital economy: rapid, incremental software improvements that continually enhance the user experience.

It sounds straightforward. But it's easy to lose sight of the need for simplicity. When this happens, user stories can quickly become an ineffective administrative burden.

This programme will take participants through a pragmatic training programme focused on user stories. We will assume no prior knowledge and aim to leave participants with not only a deep understanding of the why, what, and how of user stories but additionally with the ability to coach the rest of the organisation through the same journey.

## What will be achieved?

Participants ...

- Can guide a team through the specification of a successful backlog from a strategic outcome to practical user stories that are ready to work on
- Are able to ensure a customer-centric view of work
- Can appropriately prioritise a backlog of work using economic models
- Can clearly demonstrate how individual pieces of work contribute to achieving a strategic vision
- Have worked through the process of generating an appropriate user backlog for their own work.

## What will be produced?

1. A vision for their product
2. A list of user archetypes who will be benefiting from the product
3. A clear mapping from vision, through users, to major deliverables
4. The start of a workable 2 dimensional backlog

## How will we deliver these?

Item	Delivery Time	Key Output	Outcome
Agile Crash Course	2 h	Foundation knowledge	Confidence that the entire cohort has the required foundational understanding that we can build on. This understanding should enable everyone to understand why we teach the following material.
Vision Setting	1 h	A product vision	A strategic understanding of the high level why and what. Each manager should be able to clearly communicate this vision in simple terms. This vision will be used in subsequent activities to guide the detailed work.
Personas	1 h	A list of personas for the product	The product road map is able to be designed from the perspective of a customer.
Impact Mapping	1 h	An impact map that details key actors and behaviour changes	Understanding of the key actors whose behaviour we wish to influence as a result of our vision, identified what those changes are, and have began to breakdown the high level pieces of work required to do so.
The Life of a Story	1 h	Basic work tracking expertise	A common understanding of the journey a piece of work needs to take in order to get to a customer.
User Story Breakdown	1 h	Examples of broken down user stories	The ability to guide their teams in breaking down work from a strategic vision.
User Story Mapping	2 h	The beginnings of a workable backlog for their product, focused on customer journeys	The Product Owner is able to begin guiding their team through the delivery of customer value.
Software Waste and the Cost of Delay	1 h	A toolbox full of advanced techniques for economic prioritisation techniques	The product backlog has started to be prioritised based on economic factors.
<b>Total</b>	<b>10 hours / 2 days</b>		



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