AGILE REQUIREMENTS WITH USER STORIES

COURSE CODE

6022

COURSE COSTS

contact us for details

DURATION & LOCATION

2 days - online and onsite*

*min of 8 for onsite delivery

DEVELOPMENT UNITS

14

PRE-REQUISITES

N/A

AUDIENCE

This workshop is intended for users, product managers, business analysts, developers or testers who are currently responsible, or in the near future will be, for gathering, modelling, documenting, and managing project requirements using agile methods.

DESCRIPTION

This two-day workshop will provide the skills needed to gather and document user stories in an agile project. Attendees will learn and apply through hands-on activities how to identify stakeholders; define the project's vision, model user roles and personas, write user stories and tests, identify appropriate requirements gathering techniques and utilize user stories to plan releases and iterations.

KNOWLEDGE AREAS COVERED

PMBOK KNOWLEDGE AREAS

Project Communications Management | Project Stakeholder Management | Project Human Resources Management | Project Scope Management

BABOK KNOWLEDGE AREAS

Underlying Competencies | Elicitation and Collaboration

KEY LEARNING OBJECTIVES

- learn how user stories affect the agile planning process
- identify stakeholders and roles on agile projects
- develop a meaningful vision statement
- identify and describe user roles and personas
- write and evaluate user stories
- write agile use cases
- identify and document non-functional requirements and business rules
- learn how to manage changes to agile 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
- write acceptance tests for user stories
- identify common story 'smells'
- learn to prioritize and estimate user stories for iterations and releases
- learn how retrospectives are used to evaluate and improve iteration