

# Effective User Stories for Agile Requirements

Projects start with their requirements. How those requirements are documented or expressed has a tremendous influence on the rest of the project. Capturing those requirements and making them clear to all concerned is much easier with a technique called user stories. Though the technique emerged from agile processes, writing user stories is effective for all time-constrained projects, agile or not.

In this class, you will learn how to identify and write good user stories. You'll discover the six attributes all good stories must exhibit and be introduced to five additional guidelines for writing better stories. Together, we will explore how to employ user role modeling when gathering a project's initial stories.

During this hands-on class we will use multiple case studies to practice identifying user roles and writing stories.

## You Will Learn

- The six attributes of a good story and how to achieve them
- A useful template for writing user stories
- Practical techniques for gathering user stories
- How much work to do up-front and how much to do just-in-time

## About the Instructor

Kenny Rubin is an author, trainer, coach and mentor. Kenny has more than 20 years experience with software development organizations, having held positions as developer, project manager, ScrumMaster, Product Owner, VP of Engineering, VP of Product Marketing, VP of Marketing, VP of Sales, COO, and CEO. Kenny has trained over 10,000 people in agile development, object-oriented development and project management. Kenny is also the former Managing Director of the world-wide, non-profit Scrum Alliance.



## Agenda

*Requirements self assessment*

*Agile requirements overview*

*Documentation on agile products*

*What are user stories*

Card, conversation, confirmation

Some examples

Adding detail

The product backlog iceberg

Augmenting user stories

*Users and user roles*

Proxy bias

User roles

User role modeling

Personas

Extreme characters

*Writing user stories*

*Gathering stories*

Questionnaires

Observation

User interviews

Story-writing workshops

*INVEST in good stories*

Independent

Negotiable

Valuable

Estimatable

Sized Appropriately

Testable

Additional guidelines

*What user stories are not*

Use cases

IEEE 830 Software Requirements Specs

*Why user stories*

For more information contact Kenny Rubin  
(303) 827-3333 (office); [krubin@innolution.com](mailto:krubin@innolution.com); [www.innolution.com](http://www.innolution.com)