User Stories Masterclass

"What is the right size for a user story?" -

"How do I make my user stories smaller?" -

"What is the difference between an Epic and a Story? And Tasks?"

Based on Allan Kelly's best-selling ["Little Book of Requirements and User Stories"](#) *User Stories Masterclass* seeks to answer these questions and more. The class is offered as a series of short workshops for product owners and developers create who want to improve communication about requirements.

This masterclass is available in three delivery formats: four 90-minute workshops, two three hours workshops or one four-hour workshop – details below.

Objective

Improve requirements capture and communication in agile software development with better user stories.

All sessions are built around one or more exercises, slides are kept to a minimum, discussion and questions are encouraged.

Who

This workshop is designed for **product owners** – including **business analysis** and **product managers** - and developers – **software engineer** and **testers** - who want to improve their user stories. **Scrum masters** and **project**

managers will also benefit from a better understanding of user stories and associated techniques.

Workshop preview

Workshop 1 provides an introduction to User Story format including epics, stories and tasks and Allan's *Two Golden Rules of User Stories*. The majority of the workshop is spent reviewing and learning from actual user stories drawn from the real world. Learnings include the role of conversations, the advantages of being specific with roles, when not to use user story format and the relationship between epics, stories and tasks.

Workshop 2 continues directly from the first workshop this one adds greater understanding of user stories by reviewing more actual stories and having attendees write some stories. Participants are encouraged to bring their own user stories for review. These story review highlights the role of the product owner, identifying value from stories, working with dependencies and spikes.

Workshop 3 looks at popular working practices which build on user stories, including: acceptance criteria, definition of done and definition of ready, 3 Amigos and specification by example. Again, real user stories taken from actual teams are used to illustrate points and encourage interactive discussion.

Workshop 4: Pulls everything together. The focus of this workshop is slicing and splitting user stories to obtain the advantages of working in the small this. Slicing techniques examined include by actor, functionality, acceptance criteria and fidelity. Exercises in this workshop give attendees an opportunity to practise splitting. Finally, the story lifecycle and role of backlogs is discussed.

Delivery formats: when run in the four 90-minute format each workshop is run self-contained session. Alternatively, the workshops may be run in pairs in two three hours sessions. In both cases sessions can be run back-to-back on consecutive days or spaced out, e.g. weekly.

The single four-hour session contains workshops one and two plus abridged versions of three and four.

Materials

All attendees receive:

- Electronic copy of Allan Kelly's best-selling "Little Book Requirements and User Stories"
- Electronic copies of slides
- Recording of workshops (provided attendees agree to recording)
- Certificate of attendance

Creator and host

This workshop is created and facilitated by Allan Kelly BSc, MBA, author of "Art of Agile Product Ownership", "Little Book of Requirements and User Stories", "Continuous Digital" and "Business Patterns for Software Developers".

Dates and booking

If you would like to be among the first to know of updates on public courses please subscribe to Allan Kelly's Newsletter: http://allankelly.net/newsletter. Workshops dates and tickets can also be found on Ti.to/allan-kelly.

This course is also available to individual clients at a time of your choosing. For more details and to reserve a place email contact@allankelly.net.