

agile user story training

Agile User Story Training: A Comprehensive Guide

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Summary: This comprehensive guide to agile user story training provides a deep dive into writing effective user stories, mastering INVEST principles, and avoiding common pitfalls. It explores best practices for workshops, facilitating collaborative story mapping, and integrating user stories into the broader agile framework. The guide also addresses common challenges and offers practical solutions for successful agile user story training programs.

Keywords: Agile user story training, user story writing, INVEST, agile methodologies, scrum, Kanban, user story mapping, agile training, effective communication, collaborative workshops, agile best practices.

1. Introduction to Agile User Story Training

Agile user story training is crucial for teams adopting agile methodologies. Understanding how to effectively write and use user stories is fundamental to successful agile projects. This training equips

teams with the skills to collaborate effectively, prioritize features, and deliver value iteratively. This guide delves into the core principles of agile user story training, providing a practical framework for implementation and improvement.

2. What are User Stories and Why are they Important in Agile?

User stories are short, simple descriptions of a feature told from the perspective of the person who desires the new capability, usually a user or customer of the system. They typically follow the format: "As a [user type], I want [some goal] so that [some reason]". In agile, user stories are the building blocks of the product backlog, providing a shared understanding of the features to be developed. Their importance lies in:

Focus on User Needs: They center development around customer value.

Facilitating Collaboration: They encourage discussions and collaboration between developers, testers, and stakeholders.

Prioritization: They allow teams to prioritize features based on value and risk.

Flexibility & Adaptability: They support iterative development and adaptation to changing requirements.

3. Mastering the INVEST Principles in Agile User Story Training

Effective user stories adhere to the INVEST principles:

Independent: Stories should be independent of each other to allow for flexible development.

Negotiable: Details can be discussed and refined during development.

Valuable: They should deliver value to the user or customer.

Estimable: The effort required to complete the story should be reasonably estimable.

Small: Stories should be small enough to be completed within a sprint or iteration.

Testable: Acceptance criteria should be defined to ensure the story can be verified.

4. Common Pitfalls in Agile User Story Training and How to Avoid Them

Many teams struggle with user story writing initially. Common pitfalls include:

Writing overly detailed stories: Focus on the "what" not the "how."

Ignoring acceptance criteria: Clear criteria are vital for testing and completion.

Creating stories that are too large or too small: Aim for stories that fit within a sprint.

Lack of collaboration: Involve stakeholders early and often.

Poorly defined user roles: Ensure clarity on who the user is.

5. Agile User Story Training Workshops: Best Practices

Effective agile user story training involves interactive workshops. Best practices include:

Hands-on Exercises: Provide ample opportunities for participants to practice writing user stories.

Real-world Examples: Use case studies and examples relevant to the participants' work.

Group Activities: Encourage collaboration and knowledge sharing.

Feedback and Coaching: Provide constructive feedback on participants' story writing.

Follow-up Support: Offer ongoing support and resources after the training.

6. User Story Mapping: A Powerful Technique for Agile User Story Training

User story mapping is a collaborative technique that helps visualize the user journey and prioritize features. It involves creating a map that displays user stories organized by user goals and activities. This technique is invaluable in agile user story training, promoting a shared understanding of the product backlog and improving prioritization.

7. Integrating Agile User Story Training into the Broader Agile Framework

Agile user story training should be integrated into the broader agile framework. This includes using user stories in sprint planning, daily stand-ups, sprint reviews, and retrospectives. The training should emphasize how user stories fit within the entire agile lifecycle.

8. Measuring the Success of Agile User Story Training

The success of agile user story training can be measured by assessing improvements in:

Quality of user stories: Are they well-written, clear, and concise?

Team collaboration: Is there improved communication and collaboration?

Velocity: Has the team's development speed improved?

Product quality: Is the final product meeting user needs?

Stakeholder satisfaction: Are stakeholders happy with the development process and the final product?

9. Conclusion

Effective agile user story training is vital for teams adopting agile methodologies. By understanding the core principles, mastering best practices, and avoiding common pitfalls, teams can leverage user stories to improve collaboration, prioritize features, and deliver valuable software iteratively. Investing in high-quality agile user story training is an investment in the success of your agile projects.

FAQs

1. What is the difference between a user story and a requirement? User stories are high-level descriptions of functionality from the user's perspective, while requirements are more detailed

and technical specifications.

1. How long should a user story be? A user story should be concise enough to fit on a single index card, typically a few sentences.

1. How many user stories should be in a sprint? The number of stories depends on the team's velocity and capacity.

1. What if my user stories change during the sprint? Agile embraces change. Adapt your sprint plan as needed.

1. How do I estimate the effort required for a user story? Use techniques like story points or t-shirt sizing.

1. What is the role of acceptance criteria in agile user story training? Acceptance criteria define the conditions that must be met for a story to be considered complete.

1. How can I involve stakeholders in user story creation? Use workshops, demos, and feedback sessions.

1. What tools can help with user story management? Jira, Trello, and Azure DevOps are popular choices.

1. What if my team struggles with writing effective user stories? Provide additional training and coaching, and review their stories regularly.

Related Articles:

1. "Writing Effective User Stories: A Practical Guide": This article provides detailed guidance on crafting clear, concise, and valuable user stories.

1. "Agile User Story Mapping: A Step-by-Step Tutorial": This article offers a practical tutorial on using user story mapping for improved prioritization and visualization.

1. "Overcoming Common Pitfalls in User Story Writing": This article focuses on identifying and resolving common challenges in user story creation.

1. "The Importance of Acceptance Criteria in Agile Development": This article emphasizes the critical role of acceptance criteria in ensuring user story completion and quality.
1. "Agile Estimation Techniques for User Stories": This article explores different estimation methods for agile user stories, such as planning poker and t-shirt sizing.
1. "Integrating User Stories into Scrum and Kanban": This article details how to incorporate user stories into various agile frameworks.
1. "User Story Refinement: A Collaborative Approach": This article examines the collaborative process of refining user stories to ensure clarity and completeness.
1. "Agile User Story Templates and Examples": This article provides various templates and real-world examples of well-written user stories.
1. "Measuring the Success of Your Agile User Story Implementation": This article describes key metrics and methods for assessing the effectiveness of your agile user story approach.

agile user story training: User Stories Applied Mike Cohn, 2004-03-01 Thoroughly reviewed and eagerly anticipated by the agile community, *User Stories Applied* offers a requirements process that saves time, eliminates rework, and leads directly to better software. The best way to build software that meets users' needs is to begin with user stories: simple, clear, brief descriptions of functionality that will be valuable to real users. In *User Stories Applied*, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. User role modeling: understanding what users have in common, and where they differ Gathering stories: user interviewing, questionnaires, observation, and workshops Working with managers, trainers, salespeople and other proxies Writing user stories for acceptance testing Using stories to prioritize, set schedules, and estimate release costs Includes end-of-chapter practice questions and exercises *User Stories Applied* will be invaluable to every software developer, tester, analyst, and manager working with any agile method: XP, Scrum... or even your own home-grown approach.

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agile user story training: *User Story Mapping* Jeff Patton, Peter Economy, 2014-09-05 User story mapping is a valuable tool for software development, once you understand why and how to use it. This insightful book examines how this often misunderstood technique can help your team stay focused on users and their needs without getting lost in the enthusiasm for individual product features. Author Jeff Patton shows you how changeable story maps enable your team to hold better conversations about the project throughout the development process. Your team will learn to come away with a shared understanding of what you're attempting to build and why. Get a high-level view of story mapping, with an exercise to learn key concepts quickly Understand how stories really work, and how they come to life in Agile and Lean projects Dive into a story's lifecycle, starting with opportunities and moving deeper into discovery Prepare your stories, pay attention while they're built, and learn from those you convert to working software

agile user story training: Agile Estimating and Planning Mike Cohn, 2005-11-01 Agile Estimating and Planning is the definitive, practical guide to estimating and planning agile projects. In this book, Agile Alliance cofounder Mike Cohn discusses the philosophy of agile estimating and planning and shows you exactly how to get the job done, with real-world examples and case studies. Concepts are clearly illustrated and readers are guided, step by step, toward how to answer the following questions: What will we build? How big will it be? When must it be done? How much can I really complete by then? You will first learn what makes a good plan-and then what makes it agile. Using the techniques in *Agile Estimating and Planning*, you can stay agile from start to finish, saving time, conserving resources, and accomplishing more. Highlights include: Why conventional prescriptive planning fails and why agile planning works How to estimate feature size using story points and ideal days-and when to use each How and when to re-estimate How to prioritize features using both financial and nonfinancial approaches How to split large features into smaller, more manageable ones How to plan iterations and predict your team's initial rate of progress How to

schedule projects that have unusually high uncertainty or schedule-related risk How to estimate projects that will be worked on by multiple teams Agile Estimating and Planning supports any agile, semiagile, or iterative process, including Scrum, XP, Feature-Driven Development, Crystal, Adaptive Software Development, DSDM, Unified Process, and many more. It will be an indispensable resource for every development manager, team leader, and team member.

agile user story training: Succeeding with Agile Mike Cohn, 2010 Proven, 100% Practical Guidance for Making Scrum and Agile Work in Any Organization This is the definitive, realistic, actionable guide to starting fast with Scrum and agile-and then succeeding over the long haul. Leading agile consultant and practitioner Mike Cohn presents detailed recommendations, powerful tips, and real-world case studies drawn from his unparalleled experience helping hundreds of software organizations make Scrum and agile work. Succeeding with Agile is for pragmatic software professionals who want real answers to the most difficult challenges they face in implementing Scrum. Cohn covers every facet of the transition: getting started, helping individuals transition to new roles, structuring teams, scaling up, working with a distributed team, and finally, implementing effective metrics and continuous improvement. Throughout, Cohn presents Things to Try Now sections based on his most successful advice. Complementary Objection sections reproduce typical conversations with those resisting change and offer practical guidance for addressing their concerns. Coverage includes Practical ways to get started immediately-and get good fast Overcoming individual resistance to the changes Scrum requires Staffing Scrum projects and building effective teams Establishing improvement communities of people who are passionate about driving change Choosing which agile technical practices to use or experiment with Leading self-organizing teams Making the most of Scrum sprints, planning, and quality techniques Scaling Scrum to distributed, multiteam projects Using Scrum on projects with complex sequential processes or challenging compliance and governance requirements Understanding Scrum's impact on HR, facilities, and project management Whether you've completed a few sprints or multiple agile projects and whatever your role-manager, developer, coach, ScrumMaster, product owner, analyst, team lead, or project lead-this book will help you succeed with your very next project. Then, it will help you go much further: It will help you transform your entire development organization.

agile user story training: Writing Effective User Stories Thomas and Angela Hathaway, 2013-07-29 WHAT IS THIS BOOK ABOUT? This Book Is About the “Card” (User Story: Card, Criteria, Conversation) User Stories are a great method for expressing stakeholder requirements, whether your projects follow an Agile, Iterative, or a Waterfall methodology. They are the basis for developers to deliver a suitable information technology (IT) app or application. Well-structured user stories express a single action to achieve a specific goal from the perspective of a single role. When writing user stories, stakeholders knowledgeable about the role should focus on the business result that the IT solution will enable while leaving technology decisions up to the developers. Good user stories are relevant to the project, unambiguous, and understandable to knowledge peers. The best user stories also contain crucial non-functional (quality) requirements, which are the best weapon in the war against unsatisfactory performance in IT solutions. This book presents two common user story structures to help you ensure that your user stories have all the required components and that they express the true business need as succinctly as possible. It offers five simple rules to ensure that your user stories are the best that they can be. That, in turn, will reduce the amount of time needed in user story elaboration and discussion with the development team. This book targets business professionals who are involved with an IT project, Product Owners in charge of managing a backlog, or Business Analysts working with an Agile team. Author’s Note The term “User Story” is a relative new addition to our language and its definition is evolving. In today’s parlance, a complete User Story has three primary components, namely the “Card”, the “Conversation”, and the “Criteria”. Different roles are responsible for creating each component. The “Card” expresses a business need. A representative of the business community is responsible for expressing the business need. Historically (and for practical reasons) the “Card” is the User Story from the perspective of the business community. Since we wrote this book specifically to address that

audience, we use the term “User Story” in that context throughout. The “Conversation” is an ongoing discussion between a developer responsible for creating software that meets the business need and the domain expert(s) who defined it (e.g., the original author of the “Card”). The developer initiates the “Conversation” with the domain expert(s) to define the “Criteria” and any additional information the developer needs to create the application. There is much to be written about both the “Conversation” and the “Criteria”, but neither component is dealt with in any detail in this publication. A well-written User Story (“Card”) can drastically reduce the time needed for the “Conversation”. It reduces misinterpretations, misunderstandings, and false starts, thereby paving the way for faster delivery of working software. We chose to limit the content of this publication to the “User Story” as understood by the business community to keep the book focused and address the widest possible audience. WHO WILL BENEFIT FROM READING THIS BOOK? How organizations develop and deliver working software has changed significantly in recent years. Because the change was greatest in the developer community, many books and courses justifiably target that group. There is, however, an overlooked group of people essential to the development of software-as-an-asset that have been neglected. Many distinct roles or job titles in the business community perform business needs analysis for digital solutions. They include: - Product Owners - Business Analysts - Requirements Engineers - Test Developers - Business- and Customer-side Team Members - Agile Team Members - Subject Matter Experts (SME) - Project Leaders and Managers - Systems Analysts and Designers - AND “anyone wearing the business analysis hat”, meaning anyone responsible for defining a future IT solution TOM AND ANGELA’S (the authors) STORY Like all good IT stories, theirs started on a project many years ago. Tom was the super techie, Angela the super SME. They fought their way through the 3-year development of a new policy maintenance system for an insurance company. They vehemently disagreed on many aspects, but in the process discovered a fundamental truth about IT projects. The business community (Angela) should decide on the business needs while the technical team’s (Tom)’s job was to make the technology deliver what the business needed. Talk about a revolutionary idea! All that was left was learning how to communicate with each other without bloodshed to make the project a resounding success. Mission accomplished. They decided this epiphany was so important that the world needed to know about it. As a result, they made it their mission (and their passion) to share this ground-breaking concept with the rest of the world. To achieve that lofty goal, they married and began the mission that still defines their life. After over 30 years of living and working together 24x7x365, they are still wildly enthusiastic about helping the victims of technology learn how to ask for and get the digital (IT) solutions they need to do their jobs better. More importantly, they are more enthusiastically in love with each other than ever before!

agile user story training: *The Art of Agile Development* James Shore, Shane Warden, 2008 For those considering Extreme Programming, this book provides no-nonsense advice on agile planning, development, delivery, and management taken from the authors' many years of experience. While plenty of books address the what and why of agile development, very few offer the information users can apply directly.

agile user story training: *Fifty Quick Ideas to Improve Your User Stories* Gojko Adzic, David Evans, 2014-10-15 This book will help you write better stories, spot and fix common issues, split stories so that they are smaller but still valuable, and deal with difficult stuff like crosscutting concerns, long-term effects and non-functional requirements. Above all, this book will help you achieve the promise of agile and iterative delivery: to ensure that the right stuff gets delivered through productive discussions between delivery team members and business stakeholders. Who is this book for? This is a book for anyone working in an iterative delivery environment, doing planning with user stories. The ideas in this book are useful both to people relatively new to user stories and those who have been working with them for years. People who work in software delivery, regardless of their role, will find plenty of tips for engaging stakeholders better and structuring iterative plans more effectively. Business stakeholders working with software teams will discover how to provide better information to their delivery groups, how to set better priorities and how to outrun the

competition by achieving more with less software. What's inside? Unsurprisingly, the book contains exactly fifty ideas. They are grouped into five major parts: - Creating stories: This part deals with capturing information about stories before they get accepted into the delivery pipeline. You'll find ideas about what kind of information to note down on story cards and how to quickly spot potential problems. - Planning with stories: This part contains ideas that will help you manage the big-picture view, set milestones and organise long-term work. - Discussing stories: User stories are all about effective conversations, and this part contains ideas to improve discussions between delivery teams and business stakeholders. You'll find out how to discover hidden assumptions and how to facilitate effective conversations to ensure shared understanding. - Splitting stories: The ideas in this part will help you deal with large and difficult stories, offering several strategies for dividing them into smaller chunks that will help you learn fast and deliver value quickly. - Managing iterative delivery: This part contains ideas that will help you work with user stories in the short and mid term, manage capacity, prioritise and reduce scope to achieve the most with the least software. About the authors: Gojko Adzic is a strategic software delivery consultant who works with ambitious teams to improve the quality of their software products and processes. Gojko's book *Specification by Example* was awarded the #2 spot on the top 100 agile books for 2012 and won the Jolt Award for the best book of 2012. In 2011, he was voted by peers as the most influential agile testing professional, and his blog won the UK agile award for the best online publication in 2010. David Evans is a consultant, coach and trainer specialising in the field of Agile Quality. David helps organisations with strategic process improvement and coaches teams on effective agile practice. He is regularly in demand as a conference speaker and has had several articles published in international journals.

agile user story training: Lean UX Jeff Gothelf, Josh Seiden, 2016-09-12 UX design has traditionally been deliverables-based. Wireframes, site maps, flow diagrams, content inventories, taxonomies, mockups helped define the practice in its infancy. Over time, however, this deliverables-heavy process has put UX designers in the deliverables business. Many are now measured and compensated for the depth and breadth of their deliverables instead of the quality and success of the experiences they design. Designers have become documentation subject matter experts, known for the quality of the documents they create instead of the end-state experiences being designed and developed. So what's to be done? This practical book provides a roadmap and set of practices and principles that will help you keep your focus on the the experience back, rather than the deliverables. Get a tactical understanding of how to successfully integrate Lean and UX/Design; Find new material on business modeling and outcomes to help teams work more strategically; Delve into the new chapter on experiment design and Take advantage of updated examples and case studies.

agile user story training: Improv-Ing Agile Teams Paul Goddard, 2015-07-20 IMPROV IS NOT ABOUT BEING FUNNY, ORIGINAL, OR CHAOTIC. IT'S ABOUT EMBRACING CHANGE. Improvisation. The mere mention of the word makes many people quake with fear at the prospect of chaos and uncertainty. The fact is, though, human beings are improvising almost every minute of their lives it is more natural, and more filled with possibility, than you might imagine. On stage, improvisational actors use simple rules, collaborative principles, and game constraints to build unscripted yet intriguing storylines. This book explores how those same simple rules and principles can help agile teams collaborate more effectively and how purposefully working within constraints can unlock creativity. Inside, you ll find over 50 techniques and improv games tailored for agile teams, complete with step-by-step instructions. These games are based on five different principles of improvisational theatre: SAFETY how accepting failure is essential to discovery SPONTANEITY how to increase the flow of ideas STORYTELLING how narratives help teams relate to their customers and end users STATUS how adjusting personal behaviour can encourage collaboration SENSITIVITY how to become more fully engaged with fellow team members

agile user story training: Getting and Writing IT Requirements in a Lean and Agile World Thomas and Angela Hathaway, 2019-07-15 WHAT IS THIS BOOK ABOUT? Communicate Business Needs in an Agile (e.g. Scrum) or Lean (e.g. Kanban) Environment Problem solvers are in demand in

every organization, large and small, from a Mom and Pop shop to the federal government. Increase your confidence and your value to organizations by improving your ability to analyze, extract, express, and discuss business needs in formats supported by Agile, Lean, and DevOps. The single largest challenge facing organizations around the world is how to leverage their Information Technology to gain competitive advantage. This is not about how to program the devices; it is figuring out what the devices should do. The skills needed to identify and define the best IT solutions are invaluable for every role in the organization. These skills can propel you from the mail room to the boardroom by making your organization more effective and more profitable. Whether you: - are tasked with defining business needs for a product or existing software, - need to prove that a digital solution works, - want to expand your User Story and requirements discovery toolkit, or - are interested in becoming a Business Analyst, this book presents invaluable ideas that you can steal. The future looks bright for those who embrace Lean concepts and are prepared to engage with the business community to ensure the success of Agile initiatives. WHAT YOU WILL LEARN Learn Step by Step When and How to Define Lean / Agile Requirements Agile, Lean, DevOps, and Continuous Delivery do not change the need for good business analysis. In this book, you will learn how the new software development philosophies influence the discovery, expression, and analysis of business needs. We will cover User Stories, Features, and Quality Requirements (a.k.a. Non-functional Requirements - NFR). User Story Splitting and Feature Drill-down transform business needs into technology solutions. Acceptance Tests (Scenarios, Scenario Outlines, and Examples) have become a critical part of many Lean development approaches. To support this new testing paradigm, you will also learn how to identify and optimize Scenarios, Scenario Outlines, and Examples in GIVEN-WHEN-THEN format (Gherkin) that are the bases for Acceptance Test Driven Development (ATDD) and Behavior Driven Development (BDD). This book presents concrete approaches that take you from day one of a change initiative to the ongoing acceptance testing in a continuous delivery environment. The authors introduce novel and innovative ideas that augment tried-and-true techniques for: - discovering and capturing what your stakeholders need, - writing and refining the needs as the work progresses, and - developing scenarios to verify that the software does what it should. Approaches that proved their value in conventional settings have been redefined to ferret out and eliminate waste (a pillar of the Lean philosophy). Those approaches are fine-tuned and perfected to support the Lean and Agile movement that defines current software development. In addition, the book is chock-full of examples and exercises that allow you to confirm your understanding of the presented ideas. WHO WILL BENEFIT FROM READING THIS BOOK? How organizations develop and deliver working software has changed significantly in recent years. Because the change was greatest in the developer community, many books and courses justifiably target that group. There is, however, an overlooked group of people essential to the development of software-as-an-asset that have been neglected. Many distinct roles or job titles in the business community perform business needs analysis for digital solutions. They include: - Product Owners - Business Analysts - Requirements Engineers - Test Developers - Business- and Customer-side Team Members - Agile Team Members - Subject Matter Experts (SME) - Project Leaders and Managers - Systems Analysts and Designers - AND "anyone wearing the business analysis hat", meaning anyone responsible for defining a future IT solution TOM AND ANGELA'S (the authors) STORY Like all good IT stories, theirs started on a project many years ago. Tom was the super techie, Angela the super SME. They fought their way through the 3-year development of a new policy maintenance system for an insurance company. They vehemently disagreed on many aspects, but in the process discovered a fundamental truth about IT projects. The business community (Angela) should decide on the business needs while the technical team's (Tom)'s job was to make the technology deliver what the business needed. Talk about a revolutionary idea! All that was left was learning how to communicate with each other without bloodshed to make the project a resounding success. Mission accomplished. They decided this epiphany was so important that the world needed to know about it. As a result, they made it their mission (and their passion) to share this ground-breaking concept with the rest of the world. To achieve that lofty goal, they married and began the mission that still defines their life.

After over 30 years of living and working together 24x7x365, they are still wildly enthusiastic about helping the victims of technology learn how to ask for and get the IT solutions they need to do their jobs better. More importantly, they are more enthusiastically in love with each other than ever before!

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agile user story training: Scaling Software Agility Dean Leffingwell, 2007-02-26 "Companies have been implementing large agile projects for a number of years, but the 'stigma' of 'agile only works for small projects' continues to be a frequent barrier for newcomers and a rallying cry for agile critics. What has been missing from the agile literature is a solid, practical book on the specifics of developing large projects in an agile way. Dean Leffingwell's book *Scaling Software Agility* fills this gap admirably. It offers a practical guide to large project issues such as architecture, requirements development, multi-level release planning, and team organization. Leffingwell's book is a necessary guide for large projects and large organizations making the transition to agile development." —Jim Highsmith, director, Agile Practice, Cutter Consortium, author of *Agile Project Management* "There's tension between building software fast and delivering software that lasts, between being ultra-responsive to changes in the market and maintaining a degree of stability. In his latest work, *Scaling Software Agility*, Dean Leffingwell shows how to achieve a pragmatic balance among these forces. Leffingwell's observations of the problem, his advice on the solution, and his description of the resulting best practices come from experience: he's been there, done that, and has seen what's worked." —Grady Booch, IBM Fellow Agile development practices, while still controversial in some circles, offer undeniable benefits: faster time to market, better responsiveness to changing customer requirements, and higher quality. However, agile practices have been defined and recommended primarily to small teams. In *Scaling Software Agility*, Dean Leffingwell describes how agile methods can be applied to enterprise-class development. Part I provides an overview of the most common and effective agile methods. Part II describes seven best practices of agility that natively scale to the enterprise level. Part III describes an additional set of seven organizational capabilities that companies can master to achieve the full benefits of software agility on an enterprise scale. This book is invaluable to software developers, testers and QA personnel, managers and team leads, as well as to executives of software organizations whose objective is to increase the quality and productivity of the software development process but who are faced with all the challenges of developing software on an enterprise scale.

agile user story training: Large-Scale Scrum Craig Larman, Bas Vodde, 2016-09-30 The Go-To Resource for Large-Scale Organizations to Be Agile Rather than asking, "How can we do agile at scale in our big complex organization?" a different and deeper question is, "How can we have the same simple structure that Scrum offers for the organization, and be agile at scale rather than do agile?" This profound insight is at the heart of LeSS (Large-Scale Scrum). In *Large-Scale Scrum: More with LeSS*, Craig Larman and Bas Vodde have distilled over a decade of experience in large-scale LeSS adoptions towards a simpler organization that delivers more flexibility with less complexity, more value with less waste, and more purpose with less prescription. Targeted to anyone involved in large-scale development, *Large-Scale Scrum: More with LeSS*, offers straight-to-the-point guides for how to be agile at scale, with LeSS. It will clearly guide you to Adopt

LeSS Structure a large development organization for customer value Clarify the role of management and Scrum Master Define what your product is, and why Be a great Product Owner Work with multiple whole-product focused feature teams in one Sprint that produces a shippable product Coordinate and integrate between teams Work with multi-site teams

agile user story training: Drive Daniel H. Pink, 2011-04-05 The New York Times bestseller that gives readers a paradigm-shattering new way to think about motivation from the author of When: The Scientific Secrets of Perfect Timing Most people believe that the best way to motivate is with rewards like money—the carrot-and-stick approach. That's a mistake, says Daniel H. Pink (author of To Sell Is Human: The Surprising Truth About Motivating Others). In this provocative and persuasive new book, he asserts that the secret to high performance and satisfaction-at work, at school, and at home—is the deeply human need to direct our own lives, to learn and create new things, and to do better by ourselves and our world. Drawing on four decades of scientific research on human motivation, Pink exposes the mismatch between what science knows and what business does—and how that affects every aspect of life. He examines the three elements of true motivation—autonomy, mastery, and purpose—and offers smart and surprising techniques for putting these into action in a unique book that will change how we think and transform how we live.

agile user story training: Agile Software Requirements Dean Leffingwell, 2010-12-27 “We need better approaches to understanding and managing software requirements, and Dean provides them in this book. He draws ideas from three very useful intellectual pools: classical management practices, Agile methods, and lean product development. By combining the strengths of these three approaches, he has produced something that works better than any one in isolation.” -From the Foreword by Don Reinertsen, President of Reinertsen & Associates; author of Managing the Design Factory; and leading expert on rapid product development Effective requirements discovery and analysis is a critical best practice for serious application development. Until now, however, requirements and Agile methods have rarely coexisted peacefully. For many enterprises considering Agile approaches, the absence of effective and scalable Agile requirements processes has been a showstopper for Agile adoption. In Agile Software Requirements, Dean Leffingwell shows exactly how to create effective requirements in Agile environments. Part I presents the “big picture” of Agile requirements in the enterprise, and describes an overall process model for Agile requirements at the project team, program, and portfolio levels Part II describes a simple and lightweight, yet comprehensive model that Agile project teams can use to manage requirements Part III shows how to develop Agile requirements for complex systems that require the cooperation of multiple teams Part IV guides enterprises in developing Agile requirements for ever-larger “systems of systems,” application suites, and product portfolios This book will help you leverage the benefits of Agile without sacrificing the value of effective requirements discovery and analysis. You’ll find proven solutions you can apply right now—whether you’re a software developer or tester, executive, project/program manager, architect, or team leader.

agile user story training: Coaching Agile Teams Lyssa Adkins, 2010-05-18 The Provocative and Practical Guide to Coaching Agile Teams As an agile coach, you can help project teams become outstanding at agile, creating products that make them proud and helping organizations reap the powerful benefits of teams that deliver both innovation and excellence. More and more frequently, ScrumMasters and project managers are being asked to coach agile teams. But it’s a challenging role. It requires new skills—as well as a subtle understanding of when to step in and when to step back. Migrating from “command and control” to agile coaching requires a whole new mind-set. In Coaching Agile Teams, Lyssa Adkins gives agile coaches the insights they need to adopt this new mind-set and to guide teams to extraordinary performance in a re-energized work environment. You’ll gain a deep view into the role of the agile coach, discover what works and what doesn’t, and learn how to adapt powerful skills from many allied disciplines, including the fields of professional coaching and mentoring. Coverage includes Understanding what it takes to be a great agile coach Mastering all of the agile coach’s roles: teacher, mentor, problem solver, conflict navigator, and performance coach Creating an environment where self-organized, high-performance teams can

emerge Coaching teams past cooperation and into full collaboration Evolving your leadership style as your team grows and changes Staying actively engaged without dominating your team and stunting its growth Recognizing failure, recovery, and success modes in your coaching Getting the most out of your own personal agile coaching journey Whether you're an agile coach, leader, trainer, mentor, facilitator, ScrumMaster, project manager, product owner, or team member, this book will help you become skilled at helping others become truly great. What could possibly be more rewarding?

agile user story training: ADKAR Jeff Hiatt, 2006 In his first complete text on the ADKAR model, Jeff Hiatt explains the origin of the model and explores what drives each building block of ADKAR. Learn how to build awareness, create desire, develop knowledge, foster ability and reinforce changes in your organization. The ADKAR Model is changing how we think about managing the people side of change, and provides a powerful foundation to help you succeed at change.

agile user story training: The Fourth Industrial Revolution Klaus Schwab, 2017-01-03 World-renowned economist Klaus Schwab, Founder and Executive Chairman of the World Economic Forum, explains that we have an opportunity to shape the fourth industrial revolution, which will fundamentally alter how we live and work. Schwab argues that this revolution is different in scale, scope and complexity from any that have come before. Characterized by a range of new technologies that are fusing the physical, digital and biological worlds, the developments are affecting all disciplines, economies, industries and governments, and even challenging ideas about what it means to be human. Artificial intelligence is already all around us, from supercomputers, drones and virtual assistants to 3D printing, DNA sequencing, smart thermostats, wearable sensors and microchips smaller than a grain of sand. But this is just the beginning: nanomaterials 200 times stronger than steel and a million times thinner than a strand of hair and the first transplant of a 3D printed liver are already in development. Imagine "smart factories" in which global systems of manufacturing are coordinated virtually, or implantable mobile phones made of biosynthetic materials. The fourth industrial revolution, says Schwab, is more significant, and its ramifications more profound, than in any prior period of human history. He outlines the key technologies driving this revolution and discusses the major impacts expected on government, business, civil society and individuals. Schwab also offers bold ideas on how to harness these changes and shape a better future—one in which technology empowers people rather than replaces them; progress serves society rather than disrupts it; and in which innovators respect moral and ethical boundaries rather than cross them. We all have the opportunity to contribute to developing new frameworks that advance progress.

agile user story training: Agile Product Management with Scrum Roman Pichler, 2010-03-11 The First Guide to Scrum-Based Agile Product Management In Agile Product Management with Scrum, leading Scrum consultant Roman Pichler uses real-world examples to demonstrate how product owners can create successful products with Scrum. He describes a broad range of agile product management practices, including making agile product discovery work, taking advantage of emergent requirements, creating the minimal marketable product, leveraging early customer feedback, and working closely with the development team. Benefitting from Pichler's extensive experience, you'll learn how Scrum product ownership differs from traditional product management and how to avoid and overcome the common challenges that Scrum product owners face. Coverage includes Understanding the product owner's role: what product owners do, how they do it, and the surprising implications Envisioning the product: creating a compelling product vision to galvanize and guide the team and stakeholders Grooming the product backlog: managing the product backlog effectively even for the most complex products Planning the release: bringing clarity to scheduling, budgeting, and functionality decisions Collaborating in sprint meetings: understanding the product owner's role in sprint meetings, including the dos and don'ts Transitioning into product ownership: succeeding as a product owner and establishing the role in the enterprise This book is an indispensable resource for anyone who works as a product owner, or expects to do so, as well as executives and coaches interested in establishing agile product

management.

agile user story training: User Stories Jorge Abad, Lucho Salazar, 2019-10-24 Stories are a powerful means to promote cooperation and to teach many things and user stories, as we know, are no exception to this condition. The user stories allow you to create a link between the users or consumers and the product developers. This relationship is the first major step towards the creation and achievement of the pinnacle of admirable products, which positively influence the people who use or consume them and even change them to improve their lifestyle. This book is a compilation of many previous articles the authors published on their blogs and other specialized sites: Learned lessons (<http://www.lecciones-aprendidas.info/>) Gazafatonario (<http://www.gazafatonarioit.com/>) All this added to totally new material and numerous practical examples that enrich and extend the original work. In this, the anatomy of user stories is described in detail, the meaning of each of the INVEST attributes is intensely addressed and different patterns are treated to divide stories, with illustrative lessons. It also raises different ways of representing a user story, emphasizing that the most representative of this instrument are the conversations that it fosters. The underlying message is that the stories are to tell them, not to write them. In the final part, the authors present a Canvas to Talk about User Stories, a visual tool to document different aspects or dimensions of new or existing user stories in the product backlog. As the authors say in the foreword, they present some of the ways of doing things when it comes to user stories, it is a view, supported by their experience of many years not only in projects and development efforts with Agile and Lean thinking, but with other approaches and methods that at this point are considered traditionalists. In any case, the motivation for continuous improvement is present throughout the book and that is perhaps the only certainty left by its author

agile user story training: The Agile Self-assessment Game Ben Linders, 2019-01-16 The Agile Self-Assessment Game is used by teams and organizations to self-assess their agility. Playing the game enables teams to reflect on their own team interworking, discover how agile they are and decide what they can do to increase their agility to deliver more value to their customers and stakeholders. This is the first book specifically about Agile Self-assessments. In this book, Ben Linders explains what self-assessments are and why you would do them, and explores how to do them using the Agile Self-assessment Game. He's also sharing experience stories from people who played the game. This book is based on his experience as a developer, tester, team leader, project manager, quality manager, process manager, consultant, coach, trainer, and adviser in Agile, Lean, Quality and Continuous Improvement. It takes a deep dive into self-assessments, viewing them from different perspectives and provides ideas, suggestions, practices, and experiences that will help you to do effective agile self-assessments with your teams. The book is aimed at Scrum masters, agile coaches, consultants leading agile transformations, developers and testers, project managers, line managers, and CxOs; basically for anyone who is looking for an effective way to help their agile teams improve and to increase the agility of their organization. With plenty of ideas, suggestions, and practical cases on Agile Self-assessments, this book will help you to apply assessments and help teams to improve. Note: The agile coaching cards needed to play the games described in the book can be downloaded for a nominal fee at benlinders.com/downloads.

agile user story training: Agile Project Management with Scrum Ken Schwaber, 2004-02-11 The rules and practices for Scrum—a simple process for managing complex projects—are few, straightforward, and easy to learn. But Scrum's simplicity itself—its lack of prescription—can be disarming, and new practitioners often find themselves reverting to old project management habits and tools and yielding lesser results. In this illuminating series of case studies, Scrum co-creator and evangelist Ken Schwaber identifies the real-world lessons—the successes and failures—culled from his years of experience coaching companies in agile project management. Through them, you'll understand how to use Scrum to solve complex problems and drive better results—delivering more valuable software faster. Gain the foundation in Scrum theory—and practice—you need to: Rein in even the most complex, unwieldy projects Effectively manage unknown or changing product requirements Simplify the chain of command with self-managing

development teams Receive clearer specifications—and feedback—from customers Greatly reduce project planning time and required tools Build—and release—products in 30-day cycles so clients get deliverables earlier Avoid missteps by regularly inspecting, reporting on, and fine-tuning projects Support multiple teams working on a large-scale project from many geographic locations Maximize return on investment!

agile user story training: User Story Writing & Backlog Refinement Workbook Jack Julian Caine, 2018-07-19 This workbook is designed for those that are new to agile and scrum and those who wish to increase their basic agile and scrum knowledge. It is applicable to any role in any organization (public or private) interested in learning the fundamentals of user story writing and backlog refinement. This workbook should be used as a gateway towards more advanced role-based training in agile and/or scrum. This workbook is intended for use during an instructor-led course For licensing of the instructor materials (e.g. slides, etc.), please contact Jack Caine at jackjcaine@gmail.com

agile user story training: Head First Agile Andrew Stellman, Jennifer Greene, 2017-09-18 Head First Agile is a complete guide to learning real-world agile ideas, practices, principles. What will you learn from this book? In Head First Agile, you'll learn all about the ideas behind agile and the straightforward practices that drive it. You'll take deep dives into Scrum, XP, Lean, and Kanban, the most common real-world agile approaches today. You'll learn how to use agile to help your teams plan better, work better together, write better code, and improve as a team—because agile not only leads to great results, but agile teams say they also have a much better time at work. Head First Agile will help you get agile into your brain... and onto your team! Preparing for your PMI-ACP® certification? This book also has everything you need to get certified, with 100% coverage of the PMI-ACP® exam. Luckily, the most effective way to prepare for the exam is to get agile into your brain—so instead of cramming, you're learning. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Agile uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

agile user story training: Dare to Lead Brené Brown, 2018-10-09 #1 NEW YORK TIMES BESTSELLER • Brené Brown has taught us what it means to dare greatly, rise strong, and brave the wilderness. Now, based on new research conducted with leaders, change makers, and culture shifters, she's showing us how to put those ideas into practice so we can step up and lead. Don't miss the five-part HBO Max docuseries Brené Brown: Atlas of the Heart! NAMED ONE OF THE BEST BOOKS OF THE YEAR BY BLOOMBERG Leadership is not about titles, status, and wielding power. A leader is anyone who takes responsibility for recognizing the potential in people and ideas, and has the courage to develop that potential. When we dare to lead, we don't pretend to have the right answers; we stay curious and ask the right questions. We don't see power as finite and hoard it; we know that power becomes infinite when we share it with others. We don't avoid difficult conversations and situations; we lean into vulnerability when it's necessary to do good work. But daring leadership in a culture defined by scarcity, fear, and uncertainty requires skill-building around traits that are deeply and uniquely human. The irony is that we're choosing not to invest in developing the hearts and minds of leaders at the exact same time as we're scrambling to figure out what we have to offer that machines and AI can't do better and faster. What can we do better? Empathy, connection, and courage, to start. Four-time #1 New York Times bestselling author Brené Brown has spent the past two decades studying the emotions and experiences that give meaning to our lives, and the past seven years working with transformative leaders and teams spanning the globe. She found that leaders in organizations ranging from small entrepreneurial startups and family-owned businesses to nonprofits, civic organizations, and Fortune 50 companies all ask the same question: How do you cultivate braver, more daring leaders, and how do you embed the value of courage in your culture? In this new book, Brown uses research, stories, and examples to answer these questions in the no-BS style that millions of readers have come to expect and love. Brown

writes, “One of the most important findings of my career is that daring leadership is a collection of four skill sets that are 100 percent teachable, observable, and measurable. It’s learning and unlearning that requires brave work, tough conversations, and showing up with your whole heart. Easy? No. Because choosing courage over comfort is not always our default. Worth it? Always. We want to be brave with our lives and our work. It’s why we’re here.” Whether you’ve read *Daring Greatly* and *Rising Strong* or you’re new to Brené Brown’s work, this book is for anyone who wants to step up and into brave leadership.

agile user story training: Leading Exponential Change Erich R. Bühler, 2019-05-01 *Leading Exponential Change* (second edition, May 2019) unveils the secrets of Enterprise Agility. The way companies manage change has undergone dramatic shifts, and organizations have tried to adapt to relentless market innovations by using artificial intelligence, Big Data, the Scrum Framework, increasingly connected people, and new mind-sets such as Agile or Lean. But all these approaches have only established disruptive change as a new, relentless reality. In *Leading Exponential Change*, world-renowned consultant Erich R. Bühler shares the secrets that differentiate truly remarkable companies from those that fail to adapt to today’s constantly changing market conditions. During his years on the front lines, the author recognized that no two companies were the same—and that what worked in one enterprise might not work in another. He studied a wide range of organizations to determine the specific behaviors and mind-sets needed to embrace change. One thing became clear: human beings are not physiologically prepared for constant alterations in processes, roles, and ways of working. Realizing that a new approach was needed, Bühler developed a set of revolutionary principles and techniques to create responsive people and organizations that challenged traditional thinking (and many Agile concepts). Drawing on his experience as an international change consultant, the author takes you deep into why companies struggle to adapt even when they have the right people. He also analyzes the reasons some consultants face endless obstacles and resistance to change while others succeed. This groundbreaking book offers new foundations to help company leaders, managers, Agile consultants, HR representatives, mentors, and scrum masters become skilled at helping others to influence change. Here readers find five types of Agility—including Mental Agility and how to increase it! Bühler also explains two game-changing frameworks for increasing adaptability to change: the ELSA framework, ideal for environments where people welcome change, and DeLTA, which helps manage change in companies with hostile work environments. Drawing from years of experience and employing an easy-to-follow approach, Bühler also addresses the differences between Agile and Enterprise/Business Agility, explores what happens to the brain during change, explains methods for improving innovation, and teaches important concepts about organizational psychology and the neuroscience of change. Between the first and second editions, Bühler traveled around the world interviewing change consultants from different countries and cultures to verify which of his techniques had a positive impact and which ones needed to be improved. Bolstered by this new data, the second edition of *Leading Exponential Change* is packed with new paradigms, practices, ready-to-use tools, and real-life stories from the author and other industry-revered consultants specializing in innovation, human resources, and coaching. Paperback and ebook editions are available in Spanish (*Lidera el cambio exponencial*) and Portuguese (*Lidere a Mudança Exponencial*), and this second edition is also available on audio for listening on the go.

agile user story training: Mindset Carol S. Dweck, 2007-12-26 From the renowned psychologist who introduced the world to “growth mindset” comes this updated edition of the million-copy bestseller—featuring transformative insights into redefining success, building lifelong resilience, and supercharging self-improvement. “Through clever research studies and engaging writing, Dweck illuminates how our beliefs about our capabilities exert tremendous influence on how we learn and which paths we take in life.”—Bill Gates, *GatesNotes* “It’s not always the people who start out the smartest who end up the smartest.” After decades of research, world-renowned Stanford University psychologist Carol S. Dweck, Ph.D., discovered a simple but groundbreaking idea: the power of mindset. In this brilliant book, she shows how success in school, work, sports, the

arts, and almost every area of human endeavor can be dramatically influenced by how we think about our talents and abilities. People with a fixed mindset—those who believe that abilities are fixed—are less likely to flourish than those with a growth mindset—those who believe that abilities can be developed. Mindset reveals how great parents, teachers, managers, and athletes can put this idea to use to foster outstanding accomplishment. In this edition, Dweck offers new insights into her now famous and broadly embraced concept. She introduces a phenomenon she calls false growth mindset and guides people toward adopting a deeper, truer growth mindset. She also expands the mindset concept beyond the individual, applying it to the cultures of groups and organizations. With the right mindset, you can motivate those you lead, teach, and love—to transform their lives and your own.

agile user story training: Scrum Insights for Practitioners Hiren Doshi, 2016-11-16 Hiren Doshi, Scrum.org Professional Scrum Trainer & Coach in his book, *Scrum Insights for Practitioners: The Scrum Guide Companion* helps the practitioners master the Scrum framework by gaining in-depth practical insights and helps answer questions like: What are some common myths, mysteries, and misconceptions of Scrum? The Scrum Guide recommends three to nine members in a Development Team, but we have fifteen members. Is this Scrum? Can you share some tactics to do effective Sprint Planning, Daily Scrum, Sprint Review, Sprint Retrospective, and Product Backlog Refinement? My designation is development manager. Does this mean I have no role in Scrum? How is Scrum Empirical? Can Scrum Master and Product Owner be the same person? We don't have a Scrum Master. Are we still practicing Scrum? What does Self-Organization really mean? How does Scrum embrace the four values and twelve principles of the Agile Manifesto? Please share a case study on Scrum based product development? Recommendations for the book from the Scrum champions Take advantage of Hiren's vast experience and avoid making the common errors people make as they begin their journey. This book contains a wealth of practical information that will be useful to readers as they work to implement the basic theory found in *The Scrum Guide*-Steve Porter, team member, Scrum.org In his book *Scrum Insights for Practitioners*, Hiren has extended the core rules of *The Scrum Guide* with practices he has found useful. Hiren answers questions regarding Scrum that potentially remain unanswered even after one reads *The Scrum Guide*. Hiren dismantles common misconceptions about Scrum, regardless of the source of such misconceptions. Hiren elaborates on basic information provided in *The Scrum Guide*, as well as on the principles underlying Scrum-Gunther Verheyen, Author of *Scrum - A Pocket Guide, a Smart Travel Companion* Hiren Doshi has written a fine companion to *The Scrum Guide*, filling in some of the intentional gaps left in the Scrum framework. Using this companion along with *The Scrum Guide* will undoubtedly improve the outlook for those teams that internalize its teachings.-Charles Bradley, ScrumCrazy.com This book will help you understand the nuances of Scrum. It takes a very practical approach toward implementing Scrum without compromising on its values and principles. A useful and handy reference for Scrum practitioners!-Gopinath R, Agile coach and practitioner

agile user story training: *The Surprising Power of Liberating Structures* Henri Lipmanowicz, Keith McCandless, 2014-10-28 Smart leaders know that they would greatly increase productivity and innovation if only they could get everyone fully engaged. So do professors, facilitators and all changemakers. The challenge is how. *Liberating Structures* are novel, practical and no-nonsense methods to help you accomplish this goal with groups of any size. Prepare to be surprised by how simple and easy they are for anyone to use. This book shows you how with detailed descriptions for putting them into practice plus tips on how to get started and traps to avoid. It takes the design and facilitation methods experts use and puts them within reach of anyone in any organization or initiative, from the frontline to the C-suite. Part One: *The Hidden Structure of Engagement* will ground you with the conceptual framework and vocabulary of *Liberating Structures*. It contrasts *Liberating Structures* with conventional methods and shows the benefits of using them to transform the way people collaborate, learn, and discover solutions together. Part Two: *Getting Started and Beyond* offers guidelines for experimenting in a wide range of applications from small group interactions to system-wide initiatives: meetings, projects, problem solving, change initiatives,

product launches, strategy development, etc. Part Three: Stories from the Field illustrates the endless possibilities Liberating Structures offer with stories from users around the world, in all types of organizations -- from healthcare to academic to military to global business enterprises, from judicial and legislative environments to R&D. Part Four: The Field Guide for Including, Engaging, and Unleashing Everyone describes how to use each of the 33 Liberating Structures with step-by-step explanations of what to do and what to expect. Discover today what Liberating Structures can do for you, without expensive investments, complicated training, or difficult restructuring. Liberate everyone's contributions -- all it takes is the determination to experiment.

agile user story training: Agile Excellence for Product Managers Greg Cohen, 2010 Agile Excellence for Product Managers is a plain-speaking guide on how to work with Agile development teams to achieve phenomenal product success. It covers the why and how of agile development (including Scrum, XP, and Lean,) the role of product management, release planning, and more.

agile user story training: The Project Manager's Guide to Mastering Agile Charles G. Cobb, 2015-01-05 Streamline project workflow with expert agile implementation The Project Management Profession is beginning to go through rapid and profound transformation due to the widespread adoption of agile methodologies. Those changes are likely to dramatically change the role of project managers in many environments as we have known them and raise the bar for the entire project management profession; however, we are in the early stages of that transformation and there is a lot of confusion about the impact it has on project managers: There are many stereotypes and misconceptions that exist about both Agile and traditional plan-driven project management, Agile and traditional project management principles and practices are treated as separate and independent domains of knowledge with little or no integration between the two and sometimes seen as in conflict with each other Agile and Waterfall are thought of as two binary, mutually-exclusive choices and companies sometimes try to force-fit their business and projects to one of those extremes when the right solution is to fit the approach to the project It's no wonder that many Project Managers might be confused by all of this! This book will help project managers unravel a lot of the confusion that exists; develop a totally new perspective to see Agile and traditional plan-driven project management principles and practices in a new light as complementary to each other rather than competitive; and learn to develop an adaptive approach to blend those principles and practices together in the right proportions to fit any situation. There are many books on Agile and many books on traditional project management but what's very unique about this book is that it takes an objective approach to help you understand the strengths and weaknesses of both of those areas to see how they can work synergistically to improve project outcomes in any project. The book includes discussion topics, real world case studies, and sample enterprise-level agile frameworks that facilitate hands-on learning as well as an in-depth discussion of the principles behind both Agile and traditional plan-driven project management practices to provide a more thorough level of understanding.

agile user story training: How to Lead in Product Management: Practices to Align Stakeholders, Guide Development Teams, and Create Value Together Roman Pichler, 2020-03-10 This book will help you become a better product leader. Benefitting from Roman Pichler's extensive experience, you will learn how to align stakeholders and guide development teams even in challenging circumstances, avoid common leadership mistakes, and grow as a leader. Written in an engaging and easily accessible style, How to Lead in Product Management offers a wealth of practical tips and strategies. Through helpful examples, the book illustrates how you can directly apply the techniques to your work. Coverage includes: * Choosing the right leadership style * Cultivating empathy, building trust, and influencing others * Increasing your authority and empowering others * Directing stakeholders and development teams through common goals * Making decisions that people will support and follow through * Successfully resolving disputes and conflicts even with senior stakeholders * Listening deeply to discover and address hidden needs and interests * Practising mindfulness and embracing a growth mindset to develop as a leader Praise for How to Lead in Product Management: Roman has done it again, delivering a practical book for the

product management community that appeals to both heart and mind. *How to Lead in Product Management* is packed with concise, direct, and practical advice that addresses the deeper, personal aspects of the product leadership. Roman's book shares wisdom on topics including goals, healthy interactions with stakeholders, handling conflict, effective conversations, decision-making, having a growth mindset, and self-care. It is a must read for both new and experienced product people.

~Ellen Gottesdiener, Product Coach at EBG Consulting Being a great product manager is tough. It requires domain knowledge, industry knowledge, technical skills, but also the skills to lead and inspire a team. Roman Pichler's *How to Lead in Product Management* is the best book I've read for equipping product managers to lead their teams. ~Mike Cohn, Author of *Succeeding with Agile*, *Agile Estimating and Planning*, and *User Stories Applied* This is the book that has been missing for product people. Roman has created another masterpiece, a fast read with lots of value. It's a must read for every aspiring product manager. ~Magnus Billgren, CEO of Tolpagorni Product Management *How Lead in Product Management* is for everyone who manages a product or drives important business decisions. Roman lays out the key challenges of product leadership and shows us ways of thoughtfully working with team members, stakeholders, partners, and the inevitable conflicts. ~Rich Mironov, CEO of Mironov Consulting and Smokejumper Head of Product

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agile user story training: *A Scrum Book* Jeff Sutherland, James O. Coplien, 2019-08-16 Building a successful product usually involves teams of people, and many choose the Scrum approach to aid in creating products that deliver the highest possible value. *Implementing Scrum* gives teams a collection of powerful ideas they can assemble to fit their needs and meet their goals. The ninety-four patterns contained within are elaborated nuggets of insight into Scrum™'s building blocks, how they work, and how to use them. They offer novices a roadmap for starting from scratch, yet they help intermediate practitioners fine-tune or fortify their Scrum implementations. Experienced practitioners can use the patterns and supporting explanations to get a better understanding of how the parts of Scrum complement each other to solve common problems in product development. The patterns are written in the well-known Alexandrian form, whose roots in architecture and design have enjoyed broad application in the software world. The form organizes each pattern so you can navigate directly to organizational design tradeoffs or jump to the solution or rationale that makes the solution work. The patterns flow together naturally through the context sections at their beginning and end. Learn everything you need to know to master and implement Scrum one step at a time—the agile way.

agile user story training: *The Scrum Field Guide* Mitch Lacey, 2015-12-22 Thousands of organizations are adopting Scrum to transform the way they execute complex projects, in software and beyond. This guide will give you the skills and confidence needed to deploy Scrum, resulting in high-performing teams and satisfied customers. Drawing on years of hands-on experience helping companies succeed, Certified Scrum Trainer (CST) Mitch Lacey helps you overcome the major challenges of Scrum adoption and the deeper issues that emerge later. Extensively revised to reflect improved Scrum practices and tools, this edition adds an all-new section of tips from the field. Lacey covers many new topics, including immersive interviewing, collaborative estimation, and deepening business alignment. In 35 engaging chapters, you'll learn how to build support and maximize value across your company. Now part of the renowned Mike Cohn Signature Series on agile development, this pragmatic guide addresses everything from establishing roles and priorities to determining team velocity, setting sprint length, and conducting customer reviews. Coverage includes Bringing teams and new team members on board Creating a workable definition of "done" Planning for short-term wins, and removing impediments to success Balancing predictability and adaptability in release planning Running productive daily scrums Fixing failing sprints Accurately costing projects, and measuring the value they deliver Managing risks in dynamic Scrum projects Prioritizing and

