In your Agile Teams

5 minutes: Daily stand-up

What did I accomplish yesterday?
What will I accomplish today?
What obstacles are impeding my progress?

What happens when a company works using agile?

The Spotify case study

How to write stories?

The persona is the protagonist of the
Agile User Story

- Ⓐ **As a persona**
- Ⓑ **I want to do something**
- Ⓒ **so that I can derive a reward**

- Who is this user?
- What makes them click?
- Who’s an example of such a person?

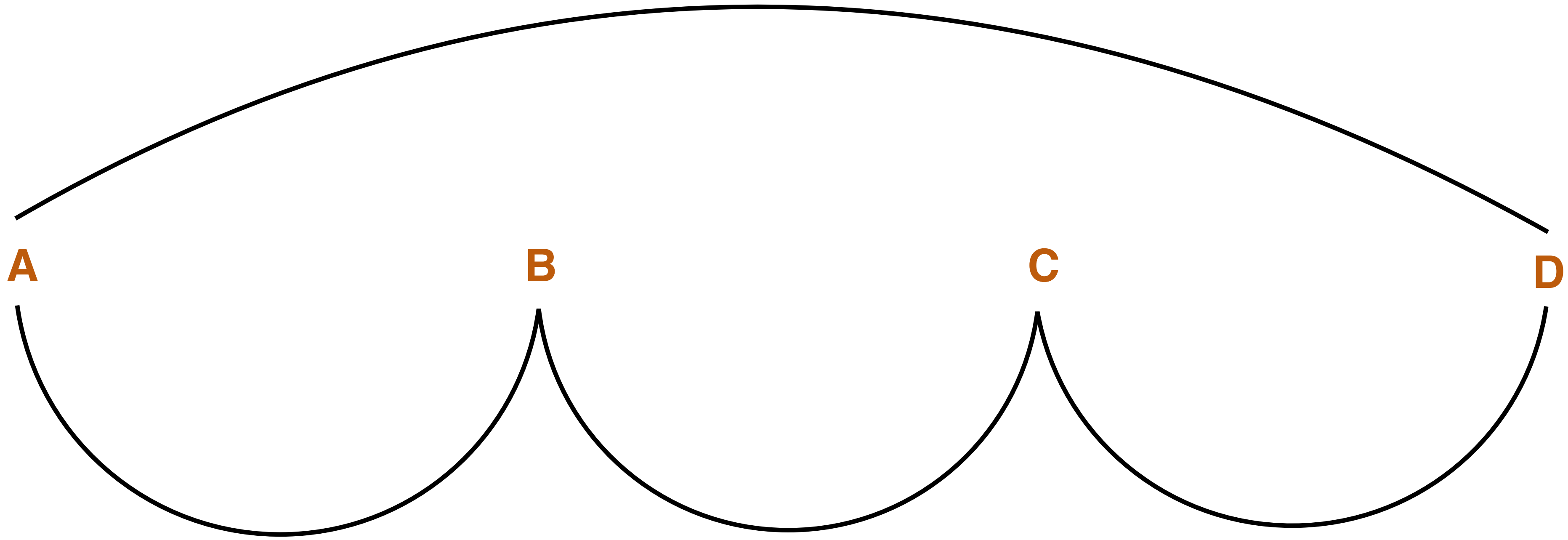
A **As a** persona

B **I want to** do something

C **so that I can** derive a reward

- Why do they want to do this?
- What’s the benefit / reward?
- How we will know if it is working?

EPIC Story: I’m going to drive from A to D



Story 1: I’m going to drive from A to B
Story 2: I’m going to drive from B to C
Story 3: I’m going to drive from C to D

Example:

Epic story

As Ted the Audi technician, I want to identify a part that needs replacing so I can decide my next steps

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Epic story

As Ted the Audi technician, I want to identify a part that needs replacing so I can decide my next steps”

Epic story

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Child story

I want to see the cost of the part and the time needed to receive it so I can decide on next steps and get an agreement from the customers

Epic story

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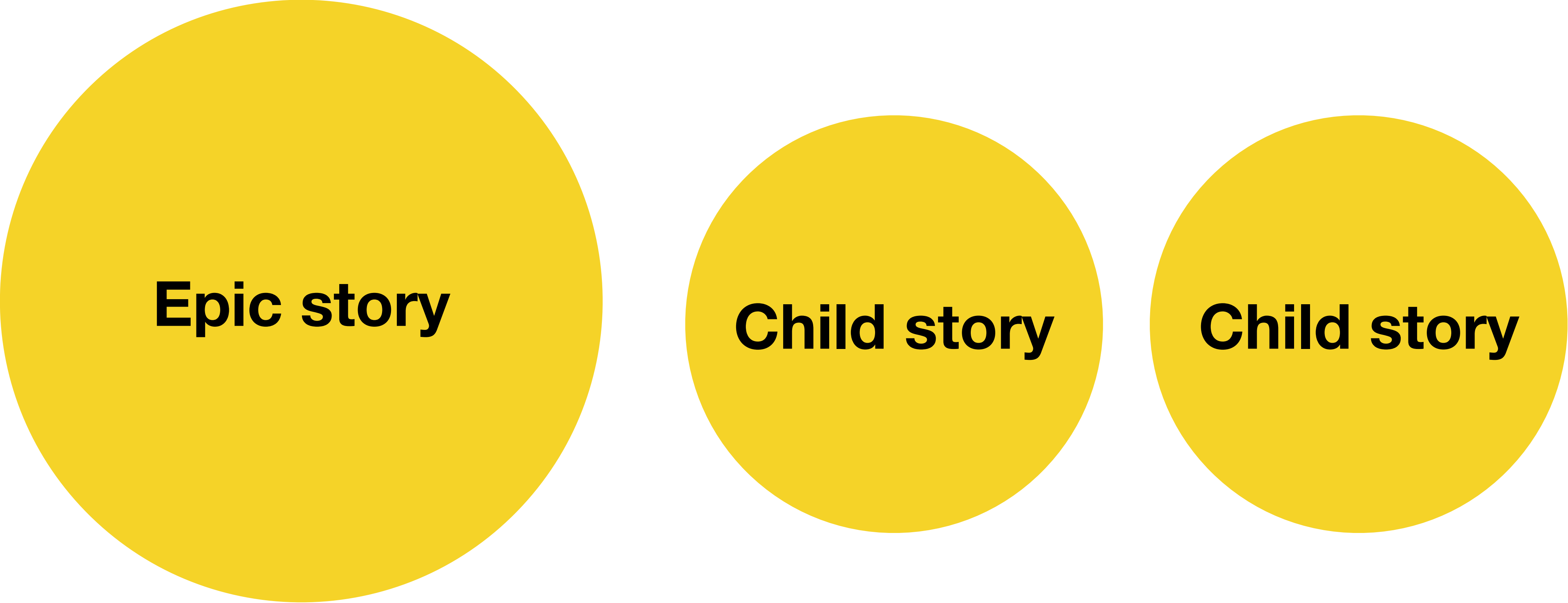
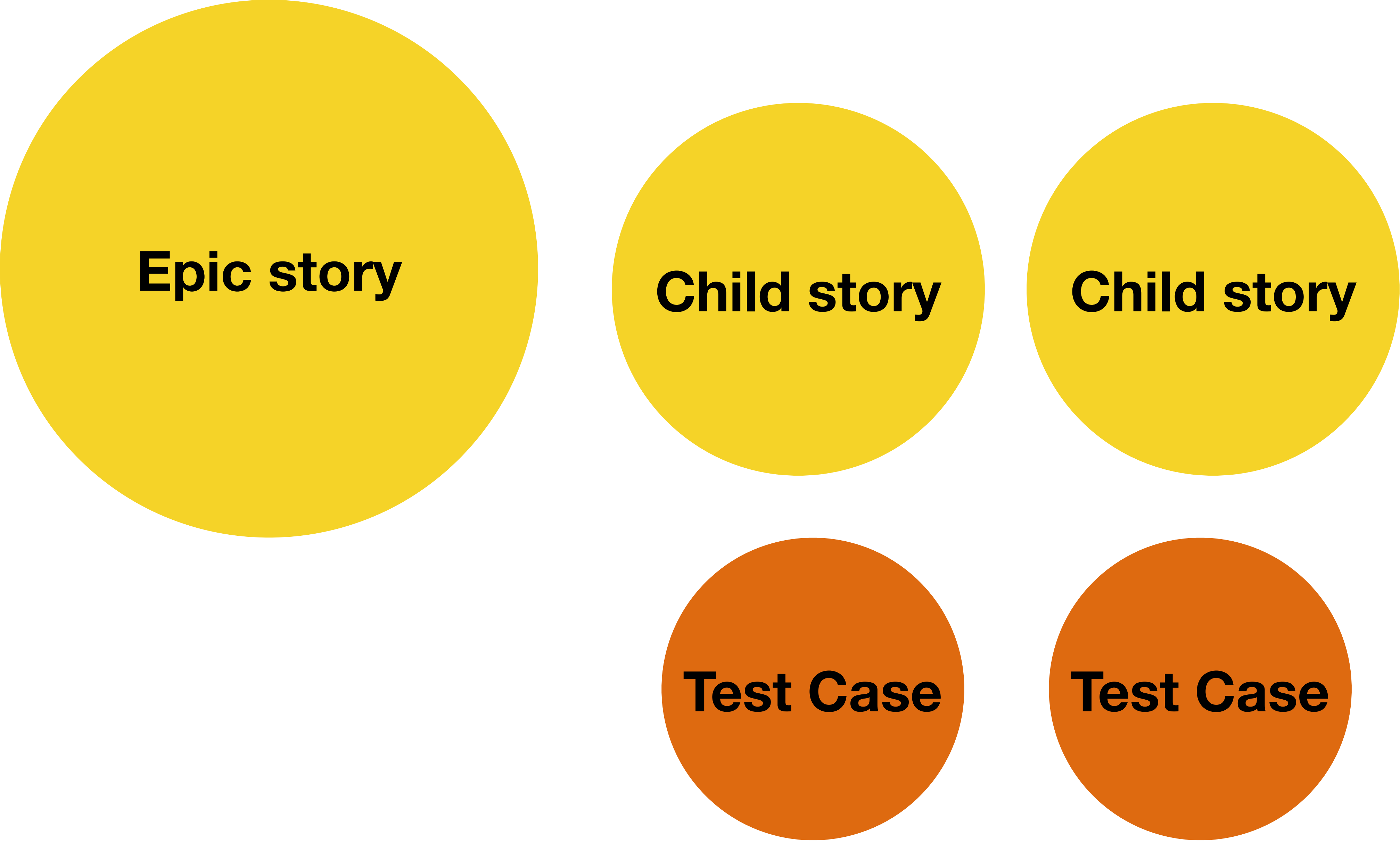


Epic story

Child story

Child story



Epic story

Child story

Child story

Test Case

Test Case

Epic story

As Ted the Audi technician, I want to identify a part that needs replacing so I can decide my next steps"

Child story

I know the part number and I want to find it on the system so I can figure out next steps on the repair

Test Case

??????

Epic story

As Ted the Audi technician, I want to identify a part that needs replacing so I can decide my next steps”

Child story

I know the part number and I want to find it on the system so I can figure out next steps on the repair

Test Case

Make sure it is possible to search by part numbers
+
add description to help them avoiding ordering the wrong thing

Test Case

The purpose is to layer more details to child stories

These are “testable formulations” of the story

Something you can “test” and collect feedback from it.

The Problem scenario is an upper layer you use to organise Epic stories.

Epic story

As Ted the Audi technician, I want to identify a part that needs replacing so I can decide my next steps”

Child story

I know the part number and I want to find it on the system so I can figure out next steps on the repair

Test Case

Make sure it is possible to search by part numbers

+

add description to help them avoiding ordering the wrong thing

Problem scenario:
Preparing technicians for the job

Epic story

As Ted the Audi technician, I want to identify a part that needs replacing so I can decide my next steps”

Child story

I know the part number and I want to find it on the system so I can figure out next steps on the repair

Test Case

Make sure it is possible to search by part numbers
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add description to help them avoiding ordering the wrong thing

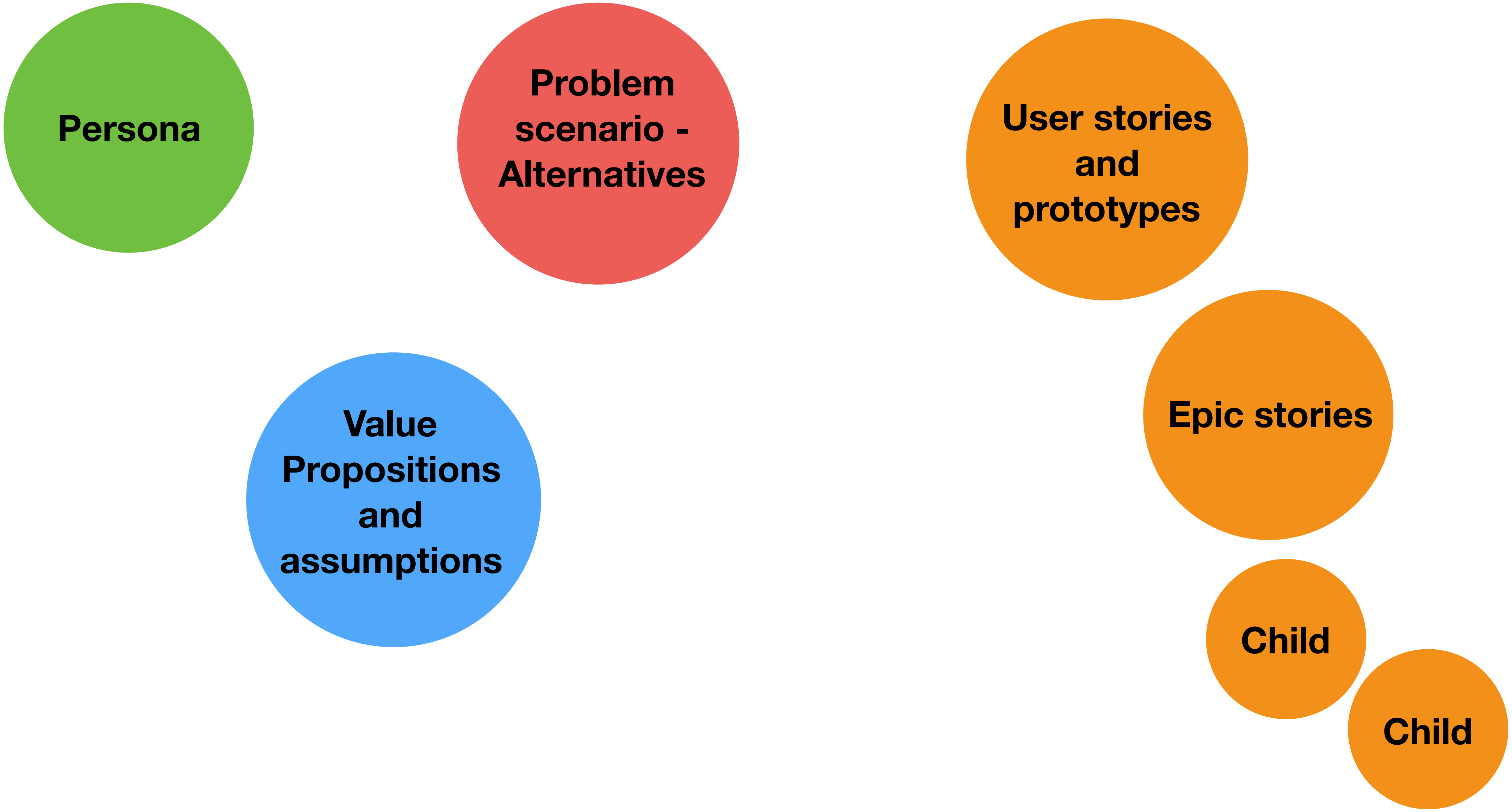
When we write user stories we are primarily focused on:

“How do we provide
good experiences
for the users?”

Basic questions areas:

- What?
- Who?
- Why?
- When?
- Where?
- How?

How can we use stories?



Persona

Problem scenario - Alternatives

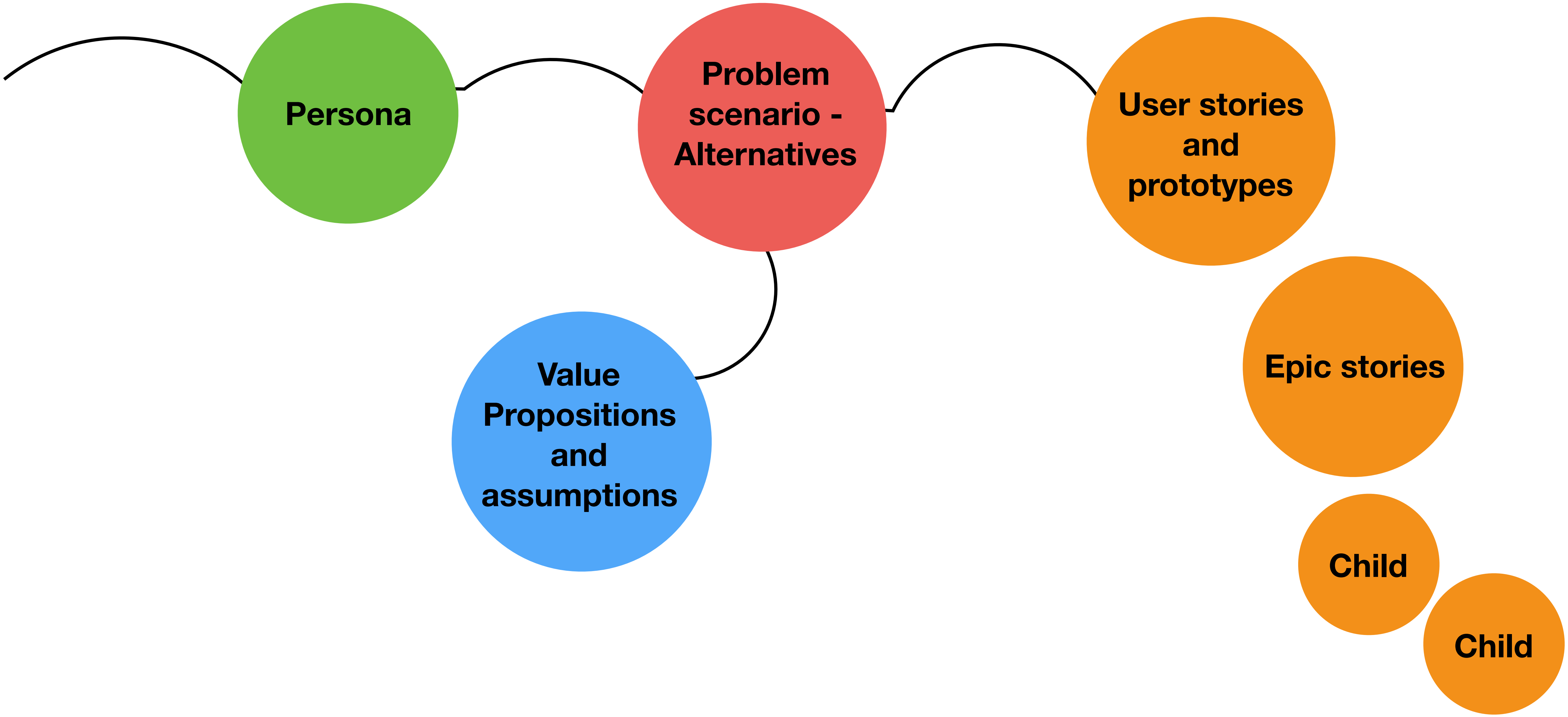
User stories and prototypes

Value Propositions and assumptions

Epic stories

Child

Child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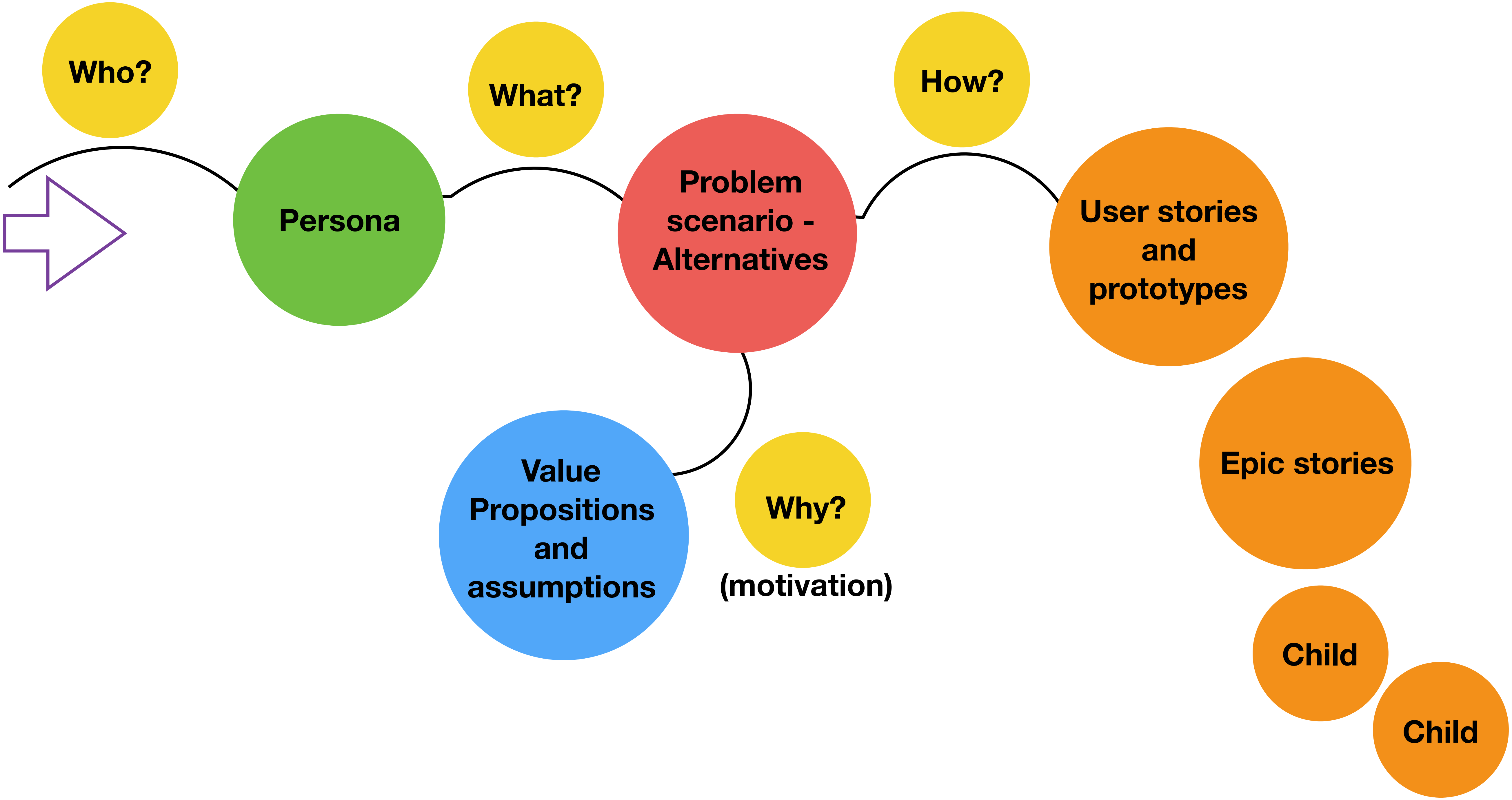


Who?

Persona

What?

Problem scenario - Alternatives

How?

User stories and prototypes

Epic stories

Child

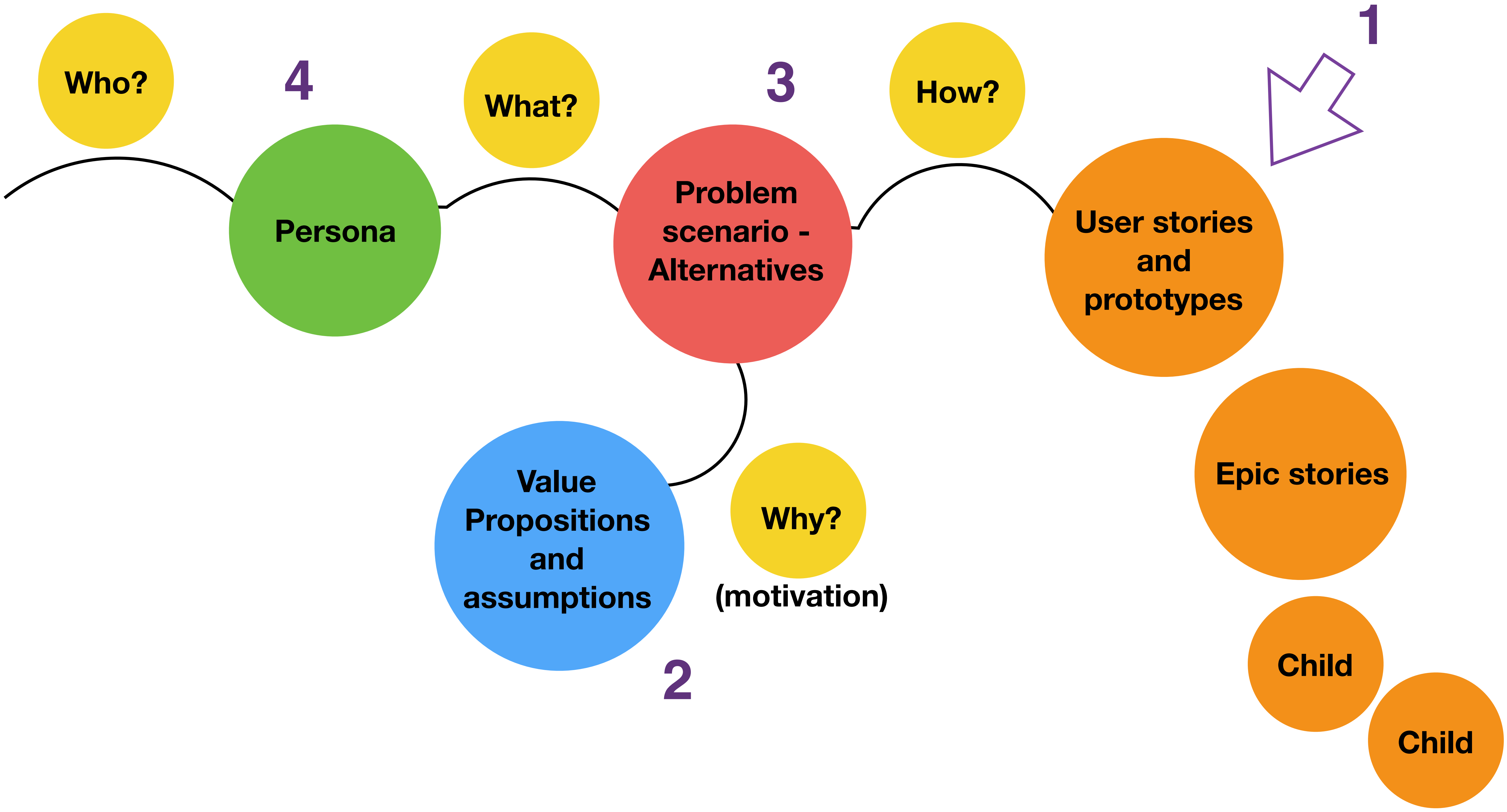
Child

Value Propositions and assumptions

Why?

(motivation)

…. and in reverse when I’m at the end…



Who?

4

What?

3

How?

1

Persona

Problem scenario - Alternatives

User stories and prototypes

Epic stories

Value Propositions and assumptions

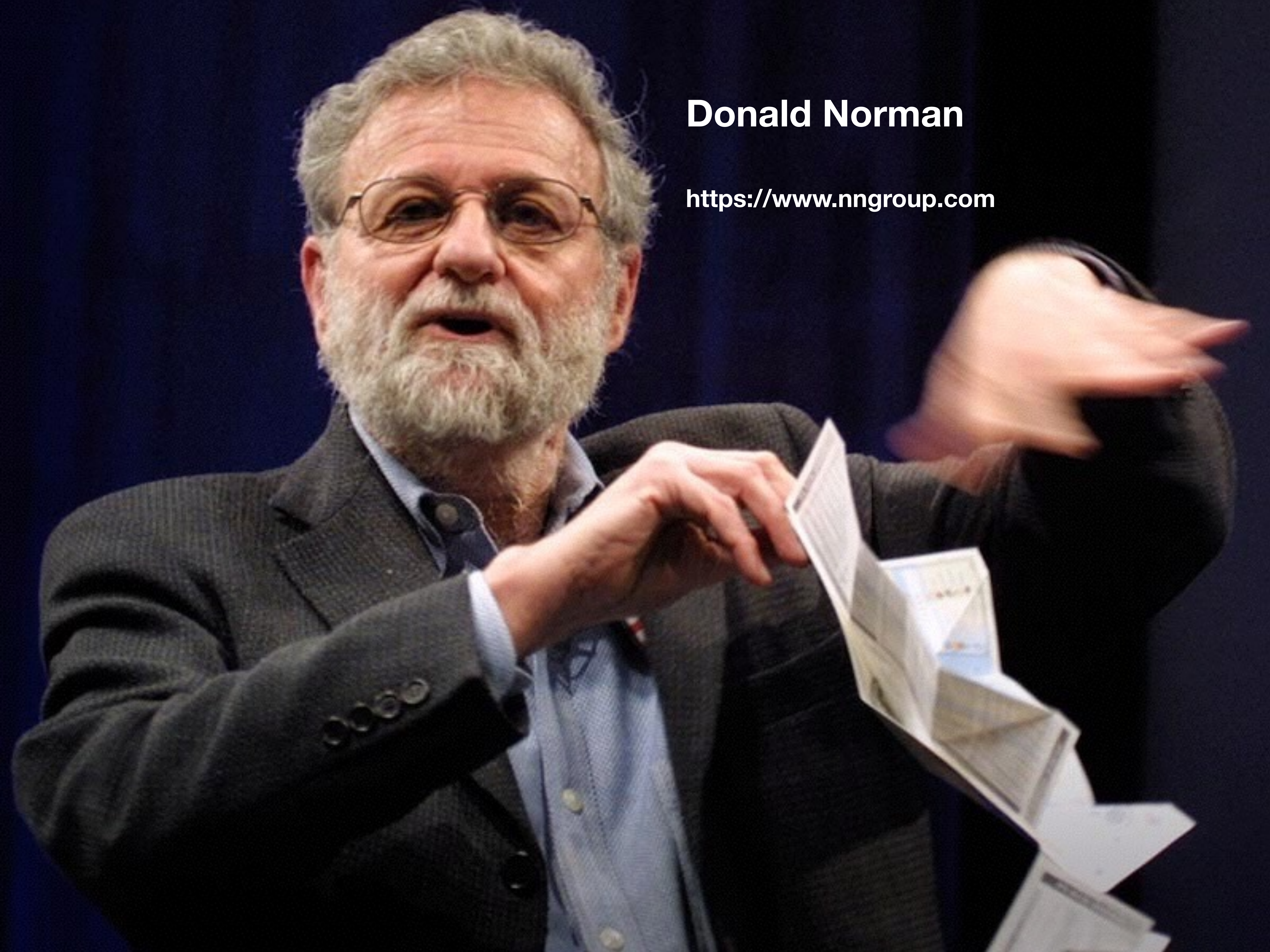
Why?

(motivation)

2

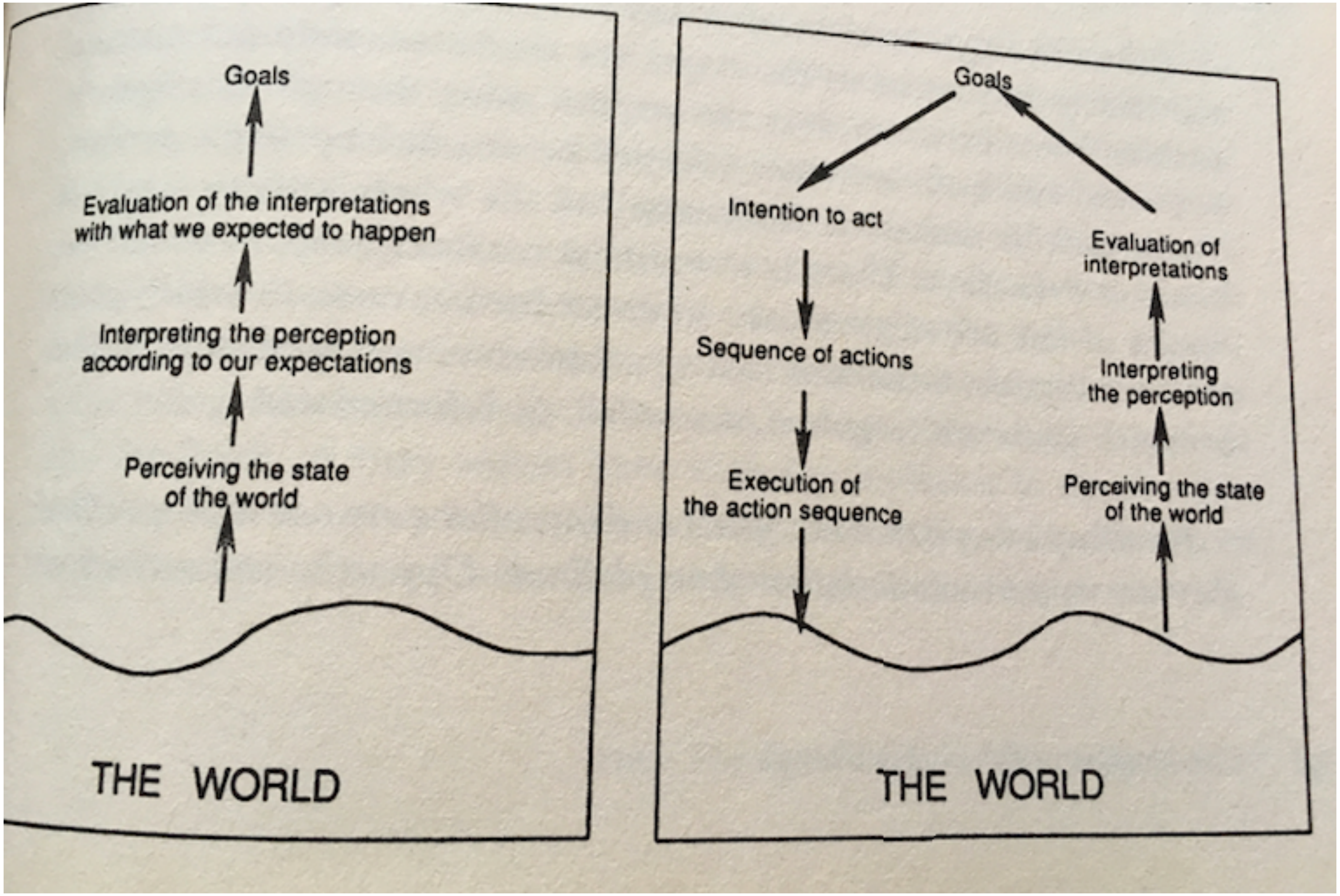
Child

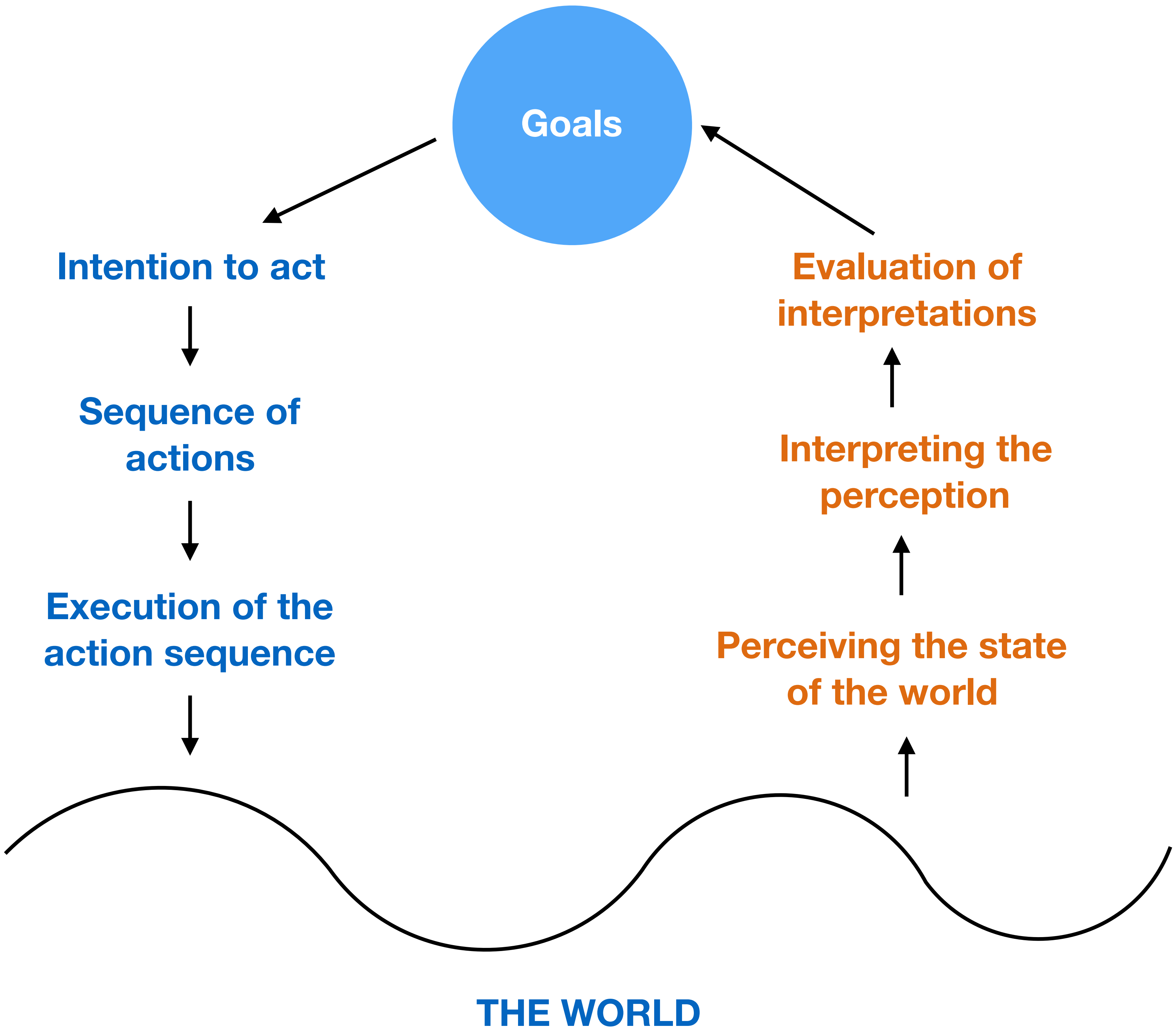
Child



Donald Norman

https://www.nngroup.com


Goals
Evaluation of the interpretations with what we expected to happen
Interpreting the perception according to our expectations
Perceiving the state of the world
THE WORLD
Goals
Intention to act
Sequence of actions
Execution of the action sequence
Evaluation of interpretations
Interpreting the perception
Perceiving the state of the world
THE WORLD



Goals

Intention to act

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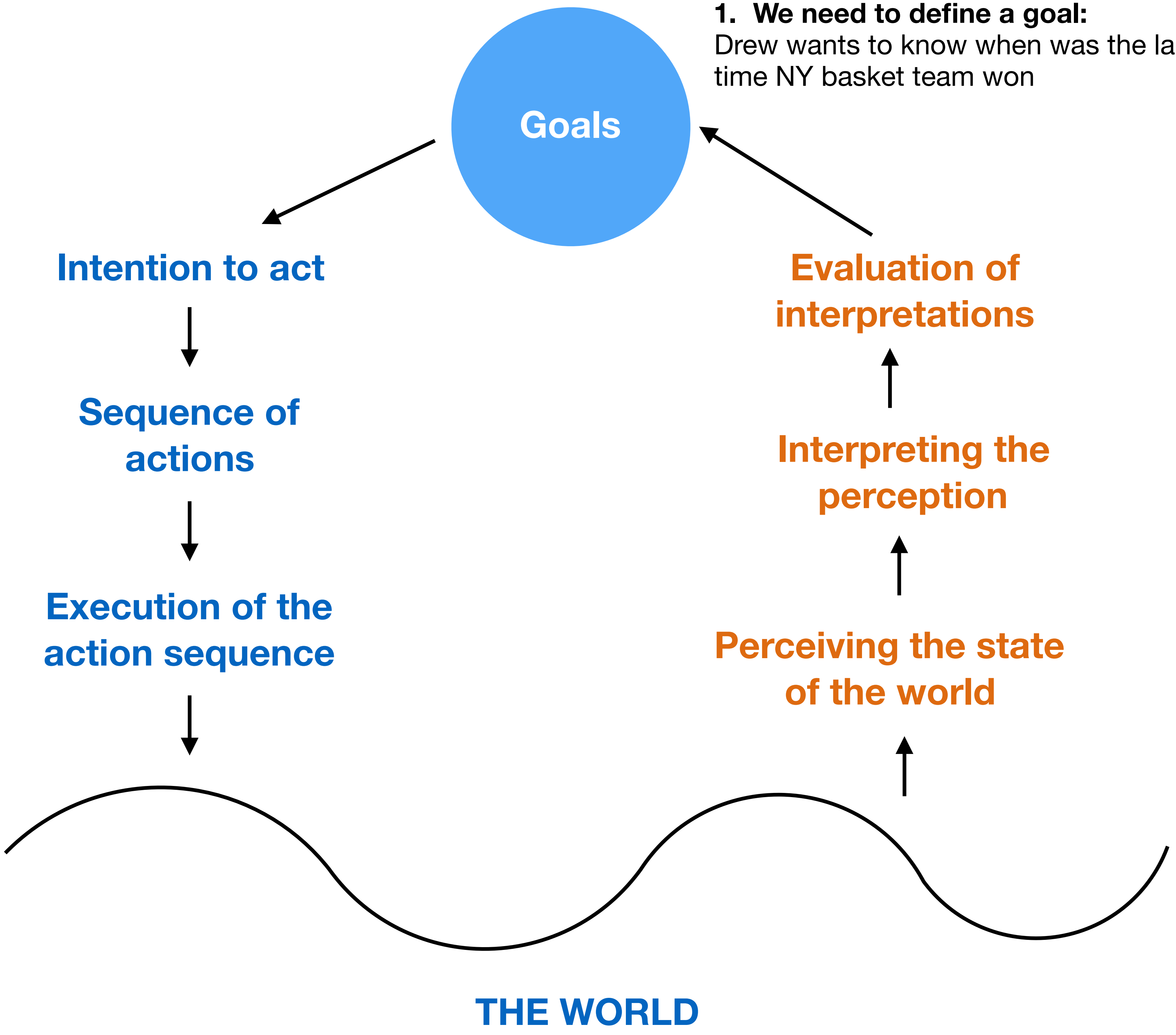


1. We need to define a goal:
Drew wants to know when was the last time NY basket team won

Goals

Intention to act

Sequence of actions

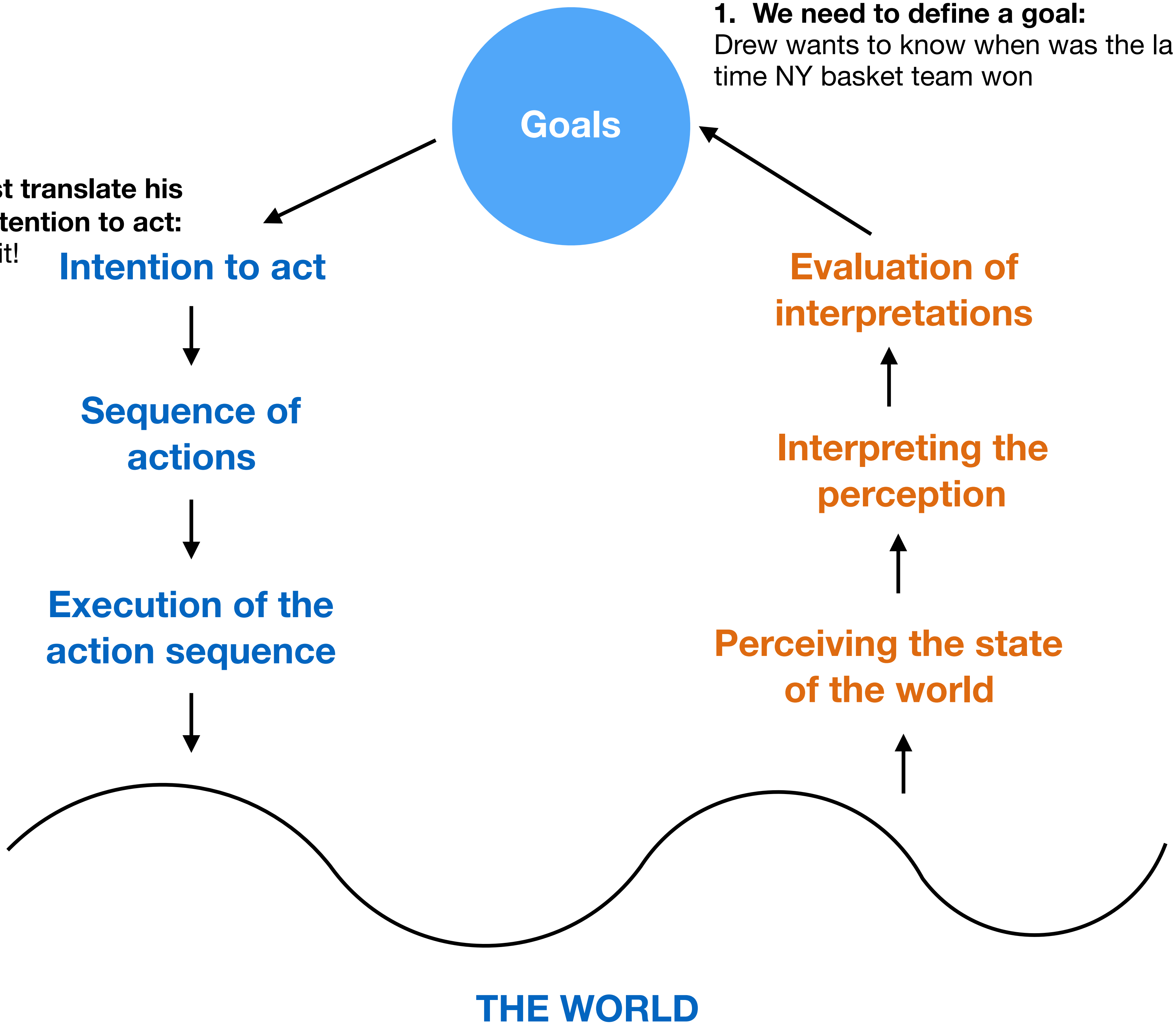
Execution of the action sequence

Evaluation of interpretations

Interpreting the perception

Perceiving the state of the world

THE WORLD



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Drew wants to know when was the last time NY basket team won

2. Drew must translate his goal in an intention to act:
Let's google it!

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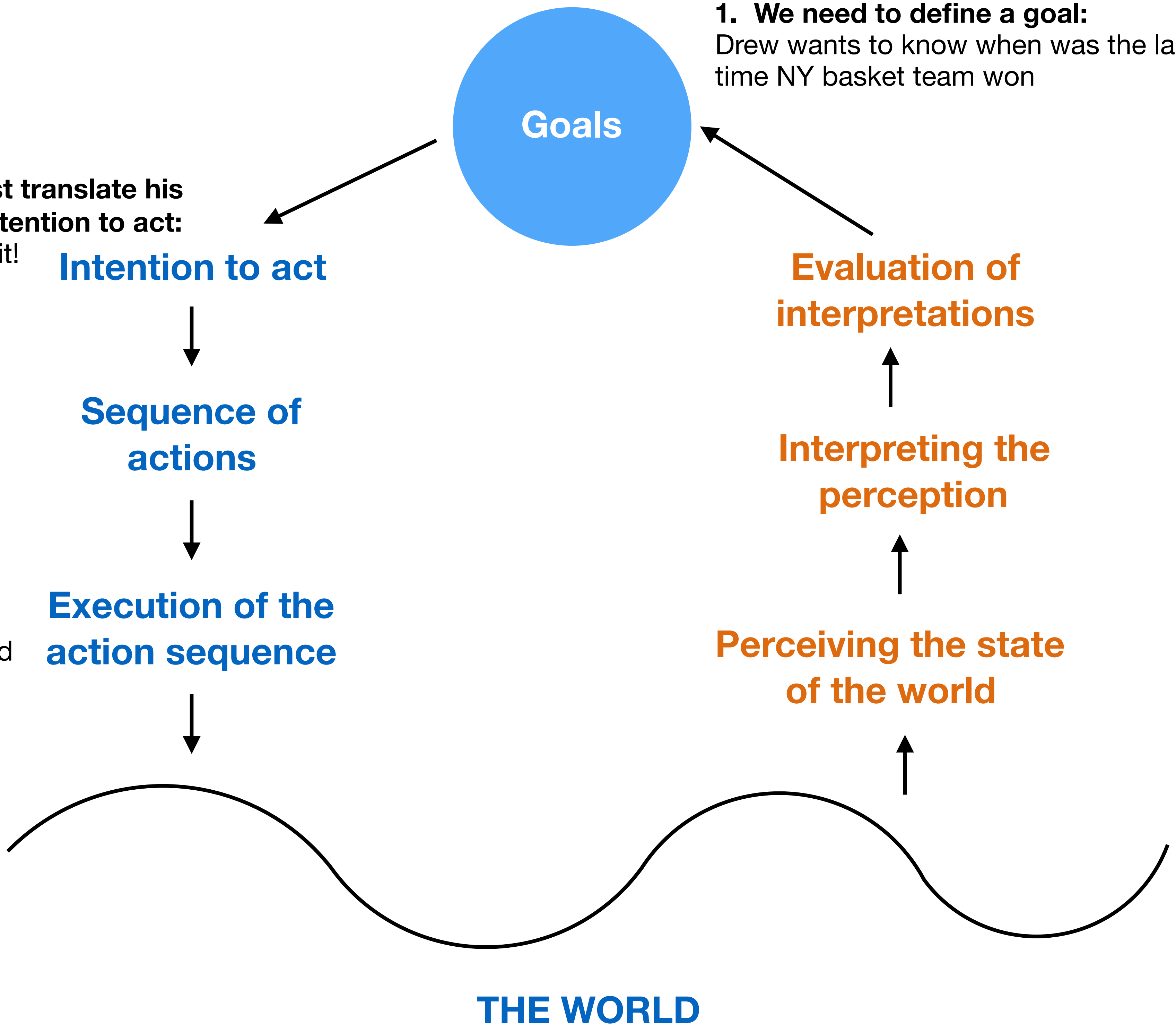


Goals

1. **We need to define a goal:**
Drew wants to know when was the last time NY basket team won

2. Drew must translate his goal in an intention to act:
Let's google it!

Intention to act

3. Drew must specify an action sequence: The literal steps necessary to complete the task.

a. Open laptop
b. Open browser
c. go to: google.com
d. type in the search bar "when was last time…"
e. Click enter
f. Wait for the page to load
g. View results

Sequence of actions

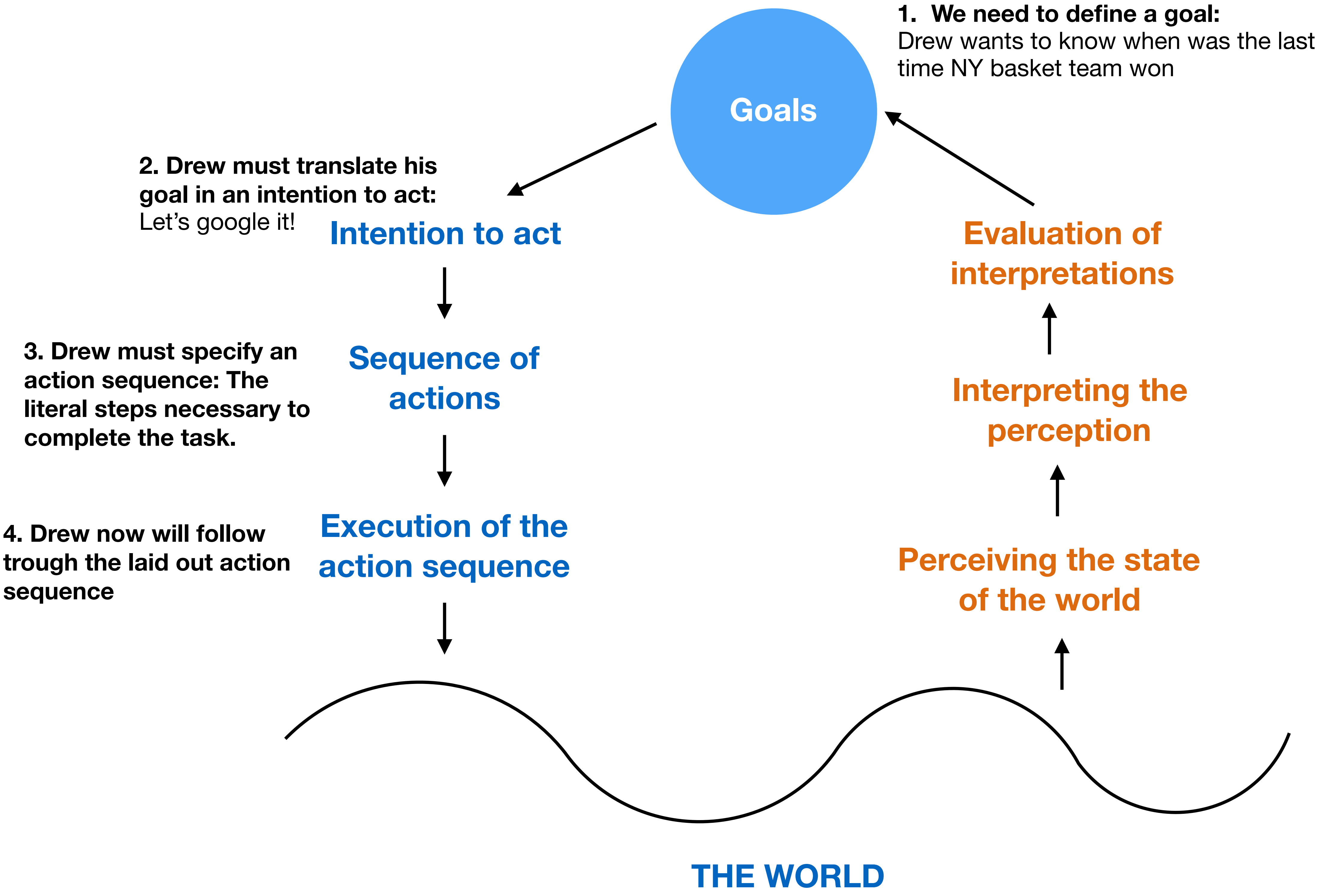
Execution of the action sequence

Perceiving the state of the world

Interpreting the perception

Evaluation of interpretations

THE WORLD



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Sequence of actions

4. Drew now will follow trough the laid out action sequence

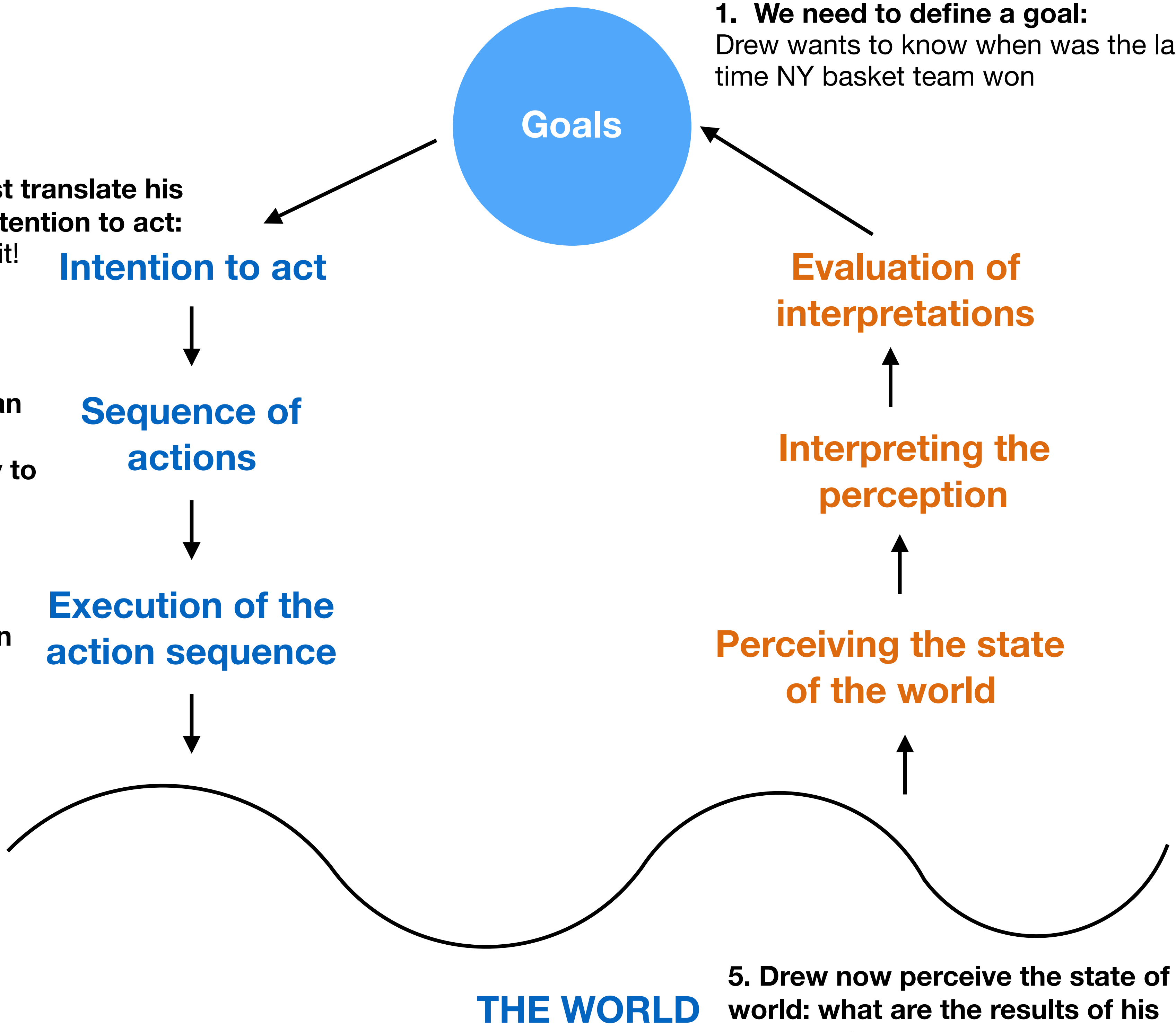
Execution of the action sequence

Evaluation of interpretations

Interpreting the perception

Perceiving the state of the world

THE WORLD



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Execution of the action sequence

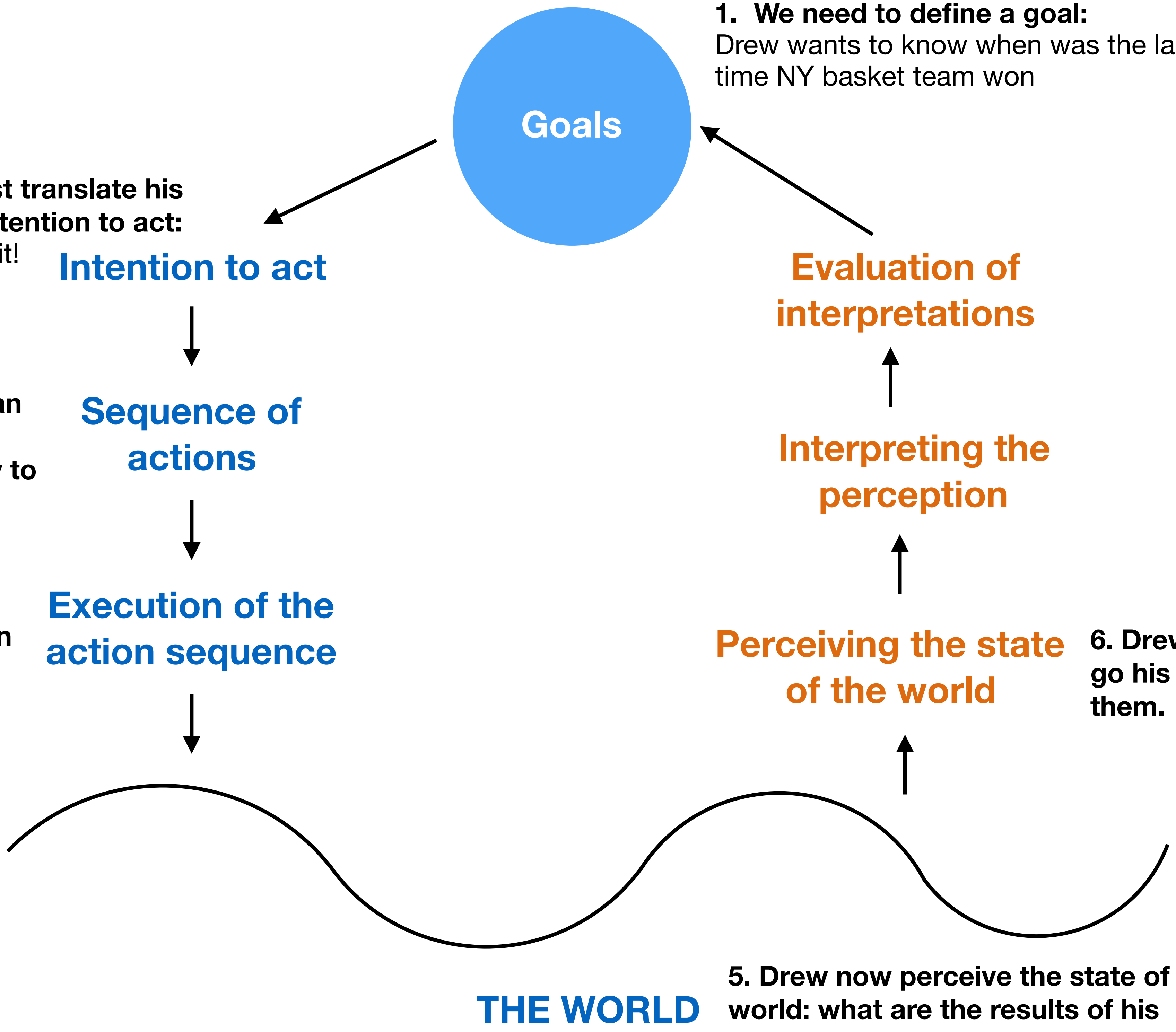
THE WORLD

5. Drew now perceive the state of the world: what are the results of his research?

Perceiving the state of the world

Interpreting the perception

Evaluation of interpretations



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Execution of the action sequence

THE WORLD

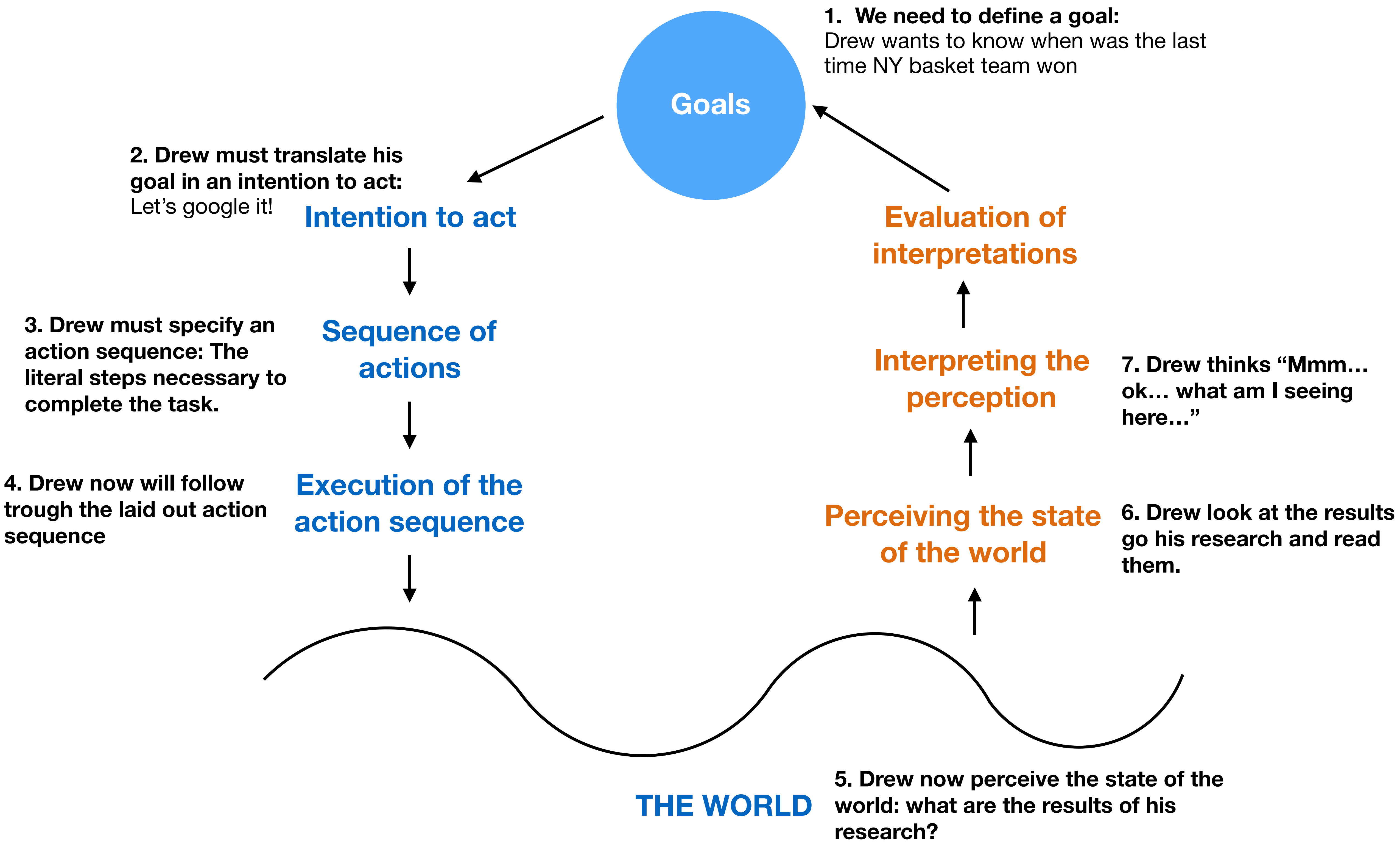
5. Drew now perceive the state of the world: what are the results of his research?

Perceiving the state of the world

6. Drew look at the results go his research and read them.

Interpreting the perception

Evaluation of interpretations



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Execution of the action sequence

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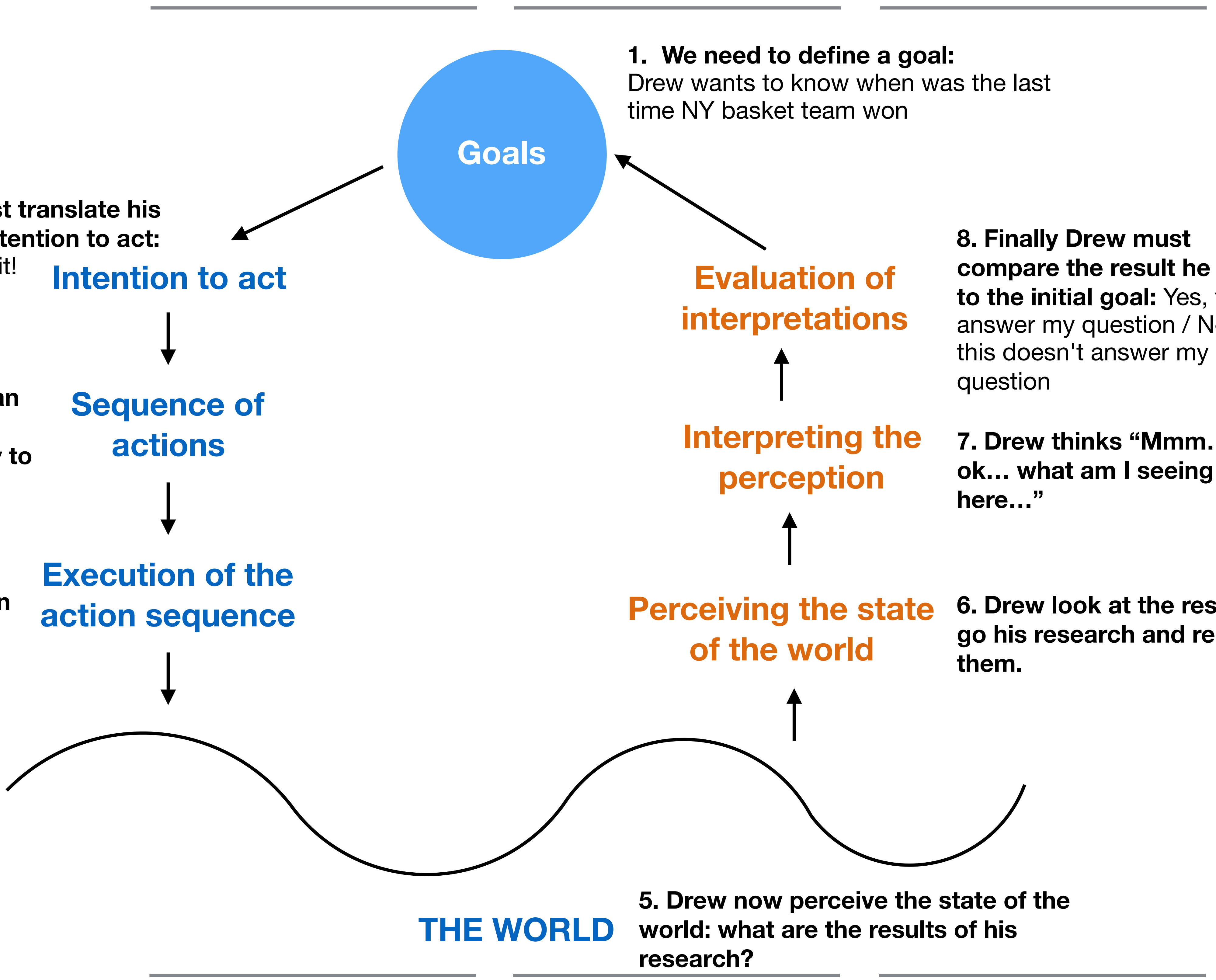
Perceiving the state of the world

6. Drew look at the results go his research and read them.

Interpreting the perception

7. Drew thinks "Mmm… ok… what am I seeing here…"

Evaluation of interpretations



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6. Drew look at the results go his research and read them.

Interpreting the perception

7. Drew thinks "Mmm… ok… what am I seeing here…"

Evaluation of interpretations

8. Finally Drew must compare the result he gets to the initial goal: Yes, this answer my question / No, this doesn't answer my question

2 tips for today:

Don’t force the happy path (a linear path were you have a clear idea of what the user is doing)

Storyboard _ it helps in defining better Epics and defining details

Today:

Problem scenario sprint
(summary version of day 5)

Work with your Agile team

	Time	Activity
Team	20 min	Pick top problem scenarios (emerged in the interviews)
Team	20 min	Pair problems with propositions
Team	20 min	Stick voting, discussion
	10 min	Break
Alone	20 min	Draft epics
Team	10 min	Present compare
Team	15 min	Draft storyboards (in pairs for converged epics)
Team	10 min	Review, compare, update
Alone	30 min	Draft child stories
	10 min	Break

	Time	**Activity**
Team	15 min	Let peer-read - discuss
Alone	20 min	Find patterns and comparable
Team	15 min	Review and compare + vote
Alone	30 min	Wireframes
	10 min	Break
Team	20 min	Discuss and review wireframes