PROFESSIONAL SOFTWARE ENGINEERING

PSE SWE LE 4 und 5 - Domain Driven Design

Eventstorming (I/II)

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EVENTSTORMING (I/II)

It's developers' (mis)understanding, not
domain experts' knowledge,
that gets released in production

Software development is a learning process,
working code is a side effect.

(Alberto Brandolini)

KNOWLEDGE CRUNCHING

EventStorming (Alberto Brandolini)

☐ Brainstorming-Technik, in der ein Geschäftsproblem mit Hilfe von Domain Events untersucht wird. Domain Events sind Ereignisse, die für Domain Experten von Interesse sind: relevante Ereignisse.

☐ Ereignisse werden immer in der Vergangenheitsform notiert. (Sie haben sich ja bereits ereignet.)

☐ Domain Events sind dann Ausgangspunkt von allem anderen (einem Ereignis geht in der Regel eine Aktion voraus, diese hat eventuell einen User oder ein System, der die Aktion durchführt, ...)

☐ Wir schauen also von Hinten auf das Problem (backward-looking view)

Quelle: http://www.eventstorming.org/

KNOWLEDGE CRUNCHING

<u>EventStorming (Alberto Brandolini)</u>

- Big Picture Workshop

- Design Level

- IT Modernization

  - Concept Location: Services identifizieren, die dann mittels Strangler Pattern externalisiert warden

  - To-Be Modularisierung

Quelle: http://www.eventstorming.org/

ZUTATENLISTE FÜR EINEN EVENTSTORMING WORKSHOP

Teilnehmer: (8 – 12 optimal)

- Domain Experten (must)
- Facilitator / Moderator (must)
- Developer, Architekten, Requirement Engineers, UX Experts, Tester
- Product Owner, Manager

Clear Agenda & invitation of the right people

Kick-Off: workshop goal ist known and everybody feels aligned

Raum-Setup:

- Space: 10 Meter lange Wand!
- paper roll (weißes Papier)
- a lot of orange sticky notes → we are looking for business / domain events
- mid-sized black Filzstift (Edding 1300)
- some crepe tape
- visible legend
- Some sticky notes: yellow, pinc, lilaic, blue, red, green and white Time boxing

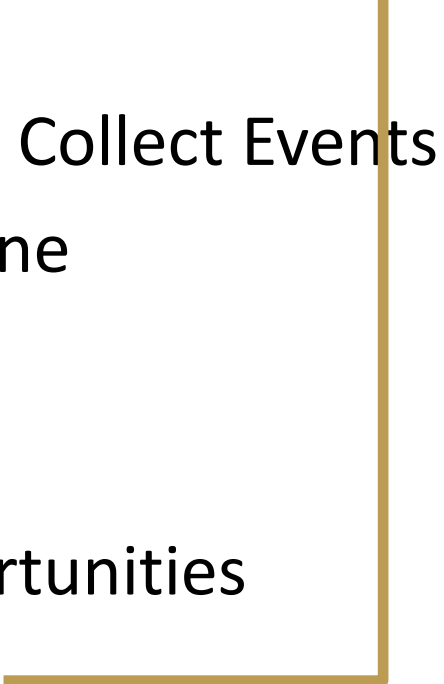**BIG PICTURE EVENTSTORMING**

BIG PICTURE EVENTSTORMING

- Ziel: gemeinsames Verständnis des Problemraumes

- Ergebnis: vollständige Sammlung aller relevanten Domain Events
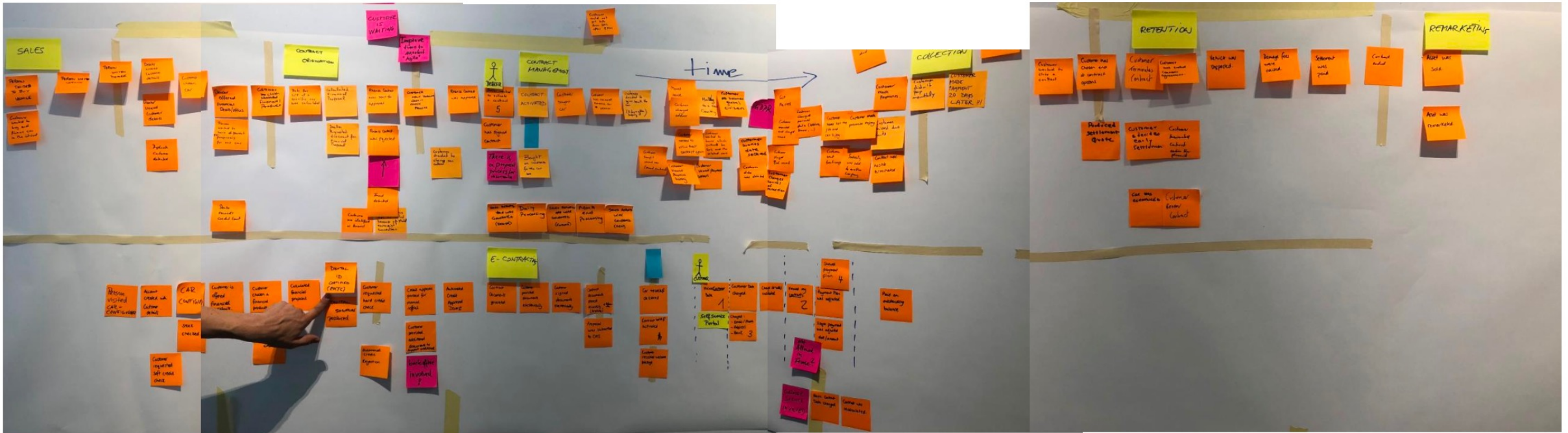
BIG PICTURE EVENTSTORMING

Phasen BigPicture EventStorming:

1. Kick Off
2. Chaotic Exploration: Collect Events
3. Enforcing the Timeline
4. User and Systems
5. Explicit walkthrough
6. Problems and Opportunities
7. Pick your Problem

Phasen Design Level EventStorming:

1. Kick Off (Problem is known)
2. Start with selected Domain Event
3. Identify all other design elements
4. Select next Domain Event (goto 2)

BIG PICTURE EVENTSTORMING

Phase: Kickoff & Exploration (15 min)

- ☐ (informal presentation round: discover everyone's background, attitude, goals & self introduction)
- ☐ make the goal explicit:

> „We are going to explore the business process as a whole by placing all the relevant **events** along the timeline."
> (We will highlight ideas, risks and opportunities along the way.)
> → Goal: **common understanding of the problem space**

Phase: Chaotic Exploration (30 min)

- ☐ Start (icebreaker) with placing domain events on the wall along a timeline – chaotic exploration, no perfect outcome expected

BIG PICTURE EVENTSTORMING

Phase: Enforcing the timeline (max. 45 min)

☐ Goal: Bring order into chaos and identify the scope for our further investigation

☐ **Make sure we are actually following the timeline**. We would like the flow to be consistent from beginning to the end.

☐ Make the events more accurate, check for:

- ☐ **Syntactic rules**: verb in past tense, verb, ….
- ☐ **Semantic analysis**: dupplication, better words for ….

☐ Strict timeline: are there **gaps** in the causal chain (of events)

☐ Sorting the events:

- ☐ Identify **Pivotal Events** (mark them with yellow crepe tape)
- ☐ Optional: Work with swimlanes (red) (personas, sector, branch, division, …)
- ☐ Optional: Look for temporal milestones (blue)
- ☐ Optional: Chapters sorting (yellow) (business process, business model,…)

BIG PICTURE EVENTSTORMING

Phase: Fix the the scope for further investigation (30 min)

- Identifiy 2 or 3 pivotal events:
  - scope starting event and scope ending event
  - and some in the middle to divide the whole group into two groups working
  - Use crepe tape to mark the boundaries
  - Transfer the pivotal events and start with a a new paper roll

- Ask for (the first) event trigger: identify **user**, **systems**, time, other events – 10 min

Phase: Explicit walk-through (20 Min)

- Story telling: „may I ask Adam to walk throguth the events and tell the story that connects them" - 10 min (is the model complete?)
- Root cause analysis: Reverse narrative – start with pivotal events, ask for: „For event A all it takes to have event B?" „ What needs to happen, in order to have event C happen"
- Explore inconsistencies in a forward and backward fashion.

BIG PICTURE EVENTSTORMING

Phase: Getting a deep common understanding of the fixed scope (60 min)

- Identify and add **problems** & **opportunities** to our model (10 – 15 min): hotspot notation (purple) and opportunities (green): for every problem there is a solution!

  Arrow voting (making problems and opportunities personel, is there a specific focus we want to set?) – use dark blue sticky note with an arrow.

- Explain the complete meta model (color code) and select problems & opportunities for further analysis.

BUSINESS MODEL

☐ Wie könnte ein Geschäftsmodell für einen Onlineshop aussehen, der Design-Möbel verkauft:

  ☐ Möbel sollen für eine breite Masse erschwinglich sein.

  ☐ Die gesamte Customer Journey soll Online erfolgen.

  ☐ Das Möbel-Design wird in Berlin in unserem Design-Lab gemacht.

  ☐ Möbel werden dann in (großer Stückzahl) offshore gefertigt und via Schiff in eine Warenlager geliefert.

  ☐ Dauer von der Fertigung bis zur Lieferung in das Warenlager soll möglichst kurz sein

  ☐ Wir starten mit dem Abverkauf, sobald die Ware eingegangen ist (und geprüft wurde).

Aufgabe: Beschreibe das Geschäftsmodell mittels Business Model Canvas: 15 Minuten

BIG PICTURE EVENTSTORMING

- Aufgabe: Führe ein Big-Picture EventStorming durch: (45 Minuten)

  - Erfasse alle Domain Events rückwärts bis zur Idee eines neuen Möbel-Produktes.
  - Starte bei „Produkt wird beim Kunden genutzt"

Produkt wird beim Kunden genutzt

time

FURTHER READING

Event Storming

Event Storming
Alberto Brandolini