✓ **Congratulations! You passed!**

| **Grade** received 100% | **Latest Submission Grade** 100% | **To pass** 79% or higher | **Go to next item** |

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1. **Why are red button directives problematic for teams?**   1 / 1 point

   ○ Teams with too much creative freedom lose focus and are less motivated.

   ⦿ They lack explanation about what's valuable to the user and how to test for that

   ○ Too many unfamiliar design features can confuse and annoy users.

   ○ Teams get bogged down making user interface design features.

   > ✓ **Correct**
   > Red button problems are often arbitrary tasks that may not address the user's needs and lead to a valuable outcome for the end user. Teams are often also less motivated when given a specification rather than exploring solutions.

2. **Ballet slippers can be very difficult to fit, because the sizes don't correspond to street shoe sizes and there are many variations in style and fit. The owner of a dancewear store needs to help her employees identify ballet slipper options so they can find appropriately styled slippers that fit customers' feet.**   1 / 1 point

   Your design team has come up with the following child story: As a shoe assistant, I know the size and width of the customer's feet and the style slipper she'd prefer, and I want to be able to see a list of brands that match these criteria so that I can locate the best slippers for the customer to try on.

   Which of the test cases below is most relevant to this child story?

   ○ Make sure the customer likes her fitting experience better than ordering ballet slippers online

   ○ Make sure the ballet slippers can be ordered if they aren't available in the store

   ⦿ Make sure it is possible to list slippers by style.

   ○ Make sure the shoe assistant can identify at least five ballet slipper options for each customer.

   > ✓ **Correct**
   > This option is testable and will provide useful information and add value to the user story.

3. **A project manager writes a set of user stories in your issue tracking system, JIRA, and assigns them to developers to begin work. Which element of Bill Wake's INVEST checklist is more immediately applicable to improving this situation?**   1 / 1 point

   ○ Estimable

   ⦿ Negotiable

   ○ Small

   ○ Independent

   > ✓ **Correct**
   > One of the most important underlying points of 'Negotiable' is that user stories are not a specification; they are an aid for collaboration. User stories that drive better outcomes are almost always co-created by the team through collaboration and story writing workshops.

4. **When coaching your team to create strong user stories, which of the following is most effective?**   1 / 1 point

   ○ Encourage teams to build a working prototype.

   ○ Ask the team to estimate the length of time it will take to finish the project

   ○ Time is of the essence -- get straight to the point and note all errors

   ⦿ Ask the team how they would test the reward/outcome clause in the story.

   > ✓ **Correct**
   > Testing is a powerful way to reveal whether or not the narrative is strong and relevant. Teams should be encouraged to ask themselves this question throughout the process.

5. **Which of the following is most likely to improve the effectiveness of collaborative team sessions?**   1 / 1 point

   ⦿ Create an agenda that helps the team better understand the user and what constitutes a valuable outcome for them

   ○ Be spontaneous and flexible during meetings, letting the discussion determine the pace and focus

○ Make all user stories available in a centralized location so the team can access them as needed

○ Ask the team to reflect on and share ideas for next steps by the end of the day

⊘ **Correct**
Collaborating on user stories and driving to a strong shared understanding of them is a crucial element of agile. If you're acting as lead on this, think about ways to engage your team with that material so that they a) become familiar with it and (even more important) b) are a part of creating it.

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