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An **easy to learn** and **low tech** collaboration  
technique that can help you **jumpstart**  
**Domain-Driven Design.**

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# WHO SHOULD PARTICIPATE?



Data  
Scientist



Business  
Owner



Designer



Developer



Product  
Manager



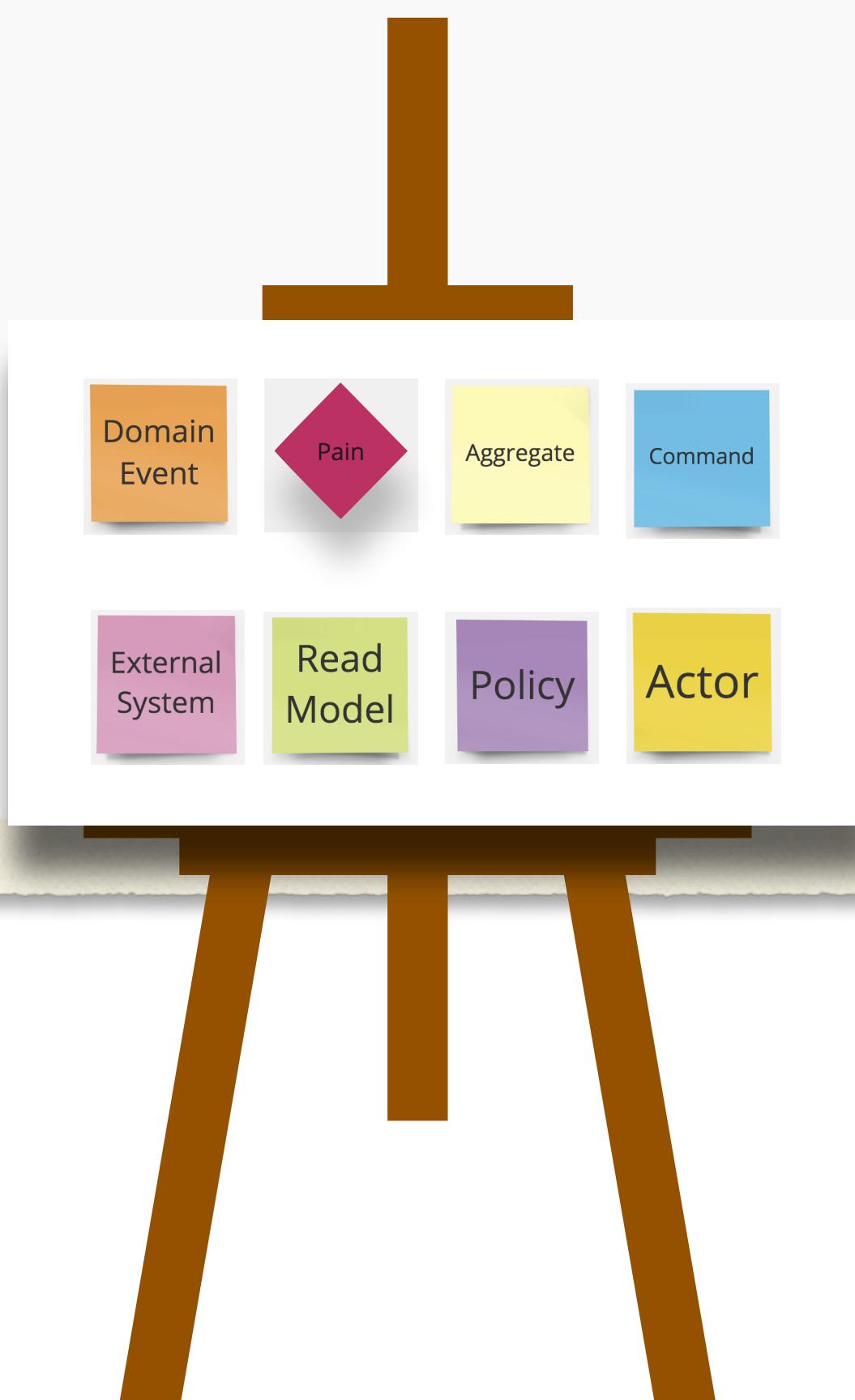
Operator



Tester

# WHAT DO YOU NEED?

A Large Modeling Surface



Markers



Colored Stickies



# Where distributed teams get work done

The online collaborative whiteboard platform to bring teams together, anytime, anywhere.

Start a whiteboard →

3 boards and unlimited teammates for free



Mark



Anna

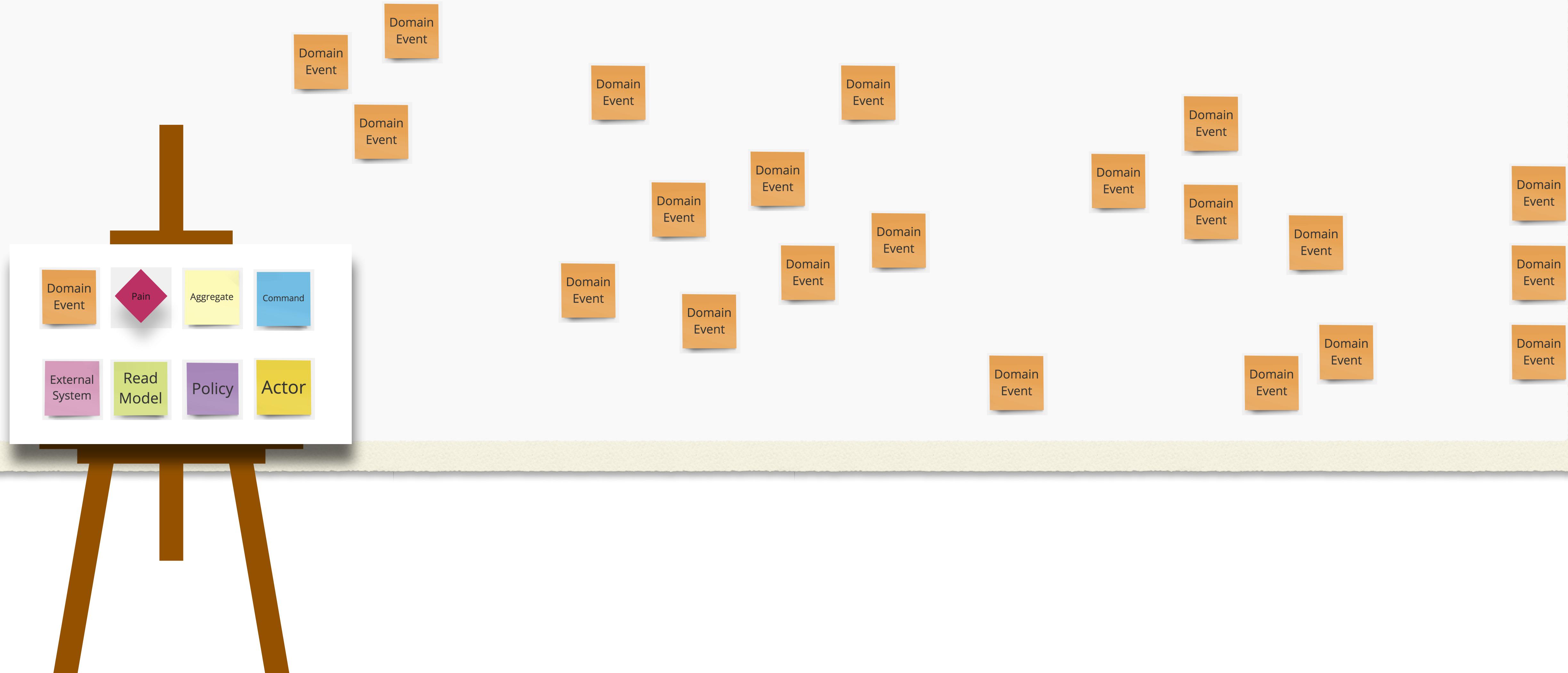
Elena

<https://miro.com>

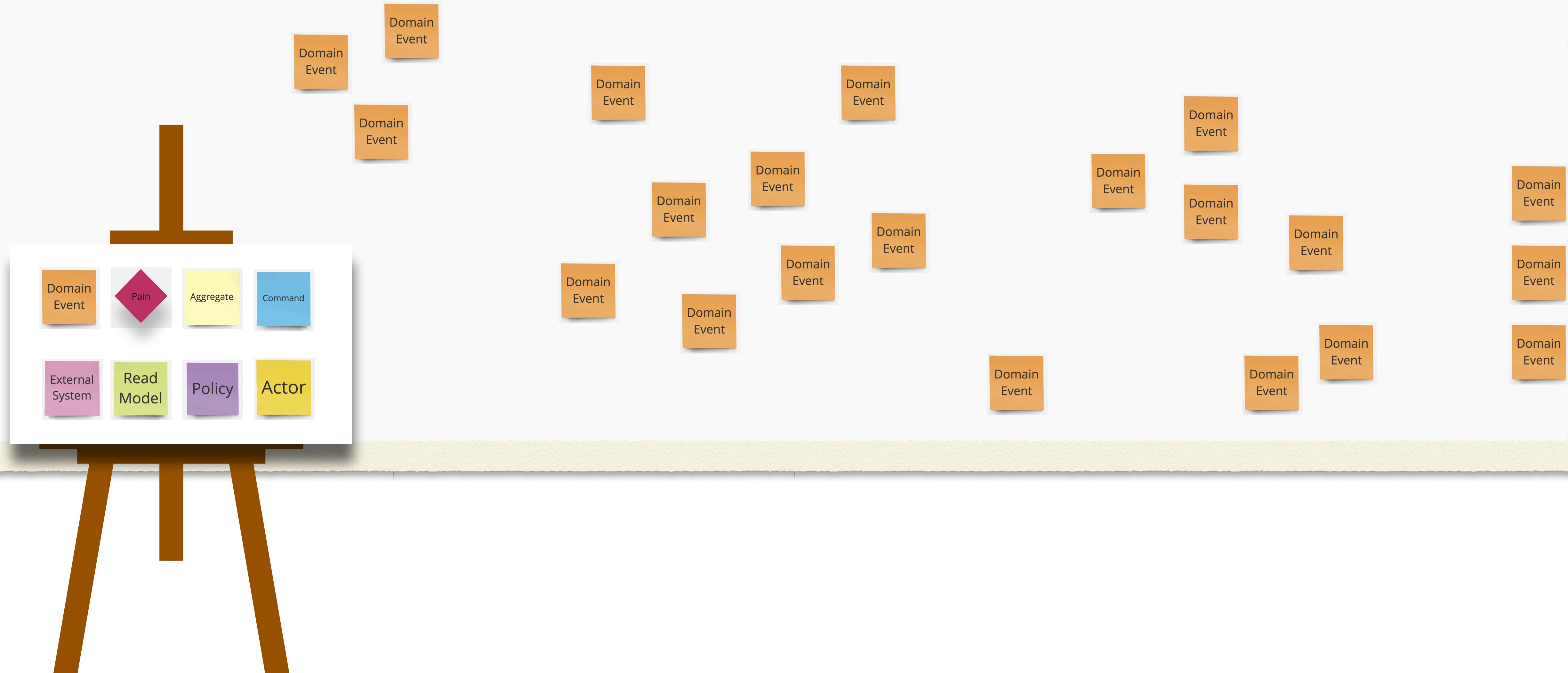
# Domain Event

A published record of some business-significant event that has occurred.

# UNSTRUCTURED EXPLORATION



# ORGANIZE INTO THE TIMELINE

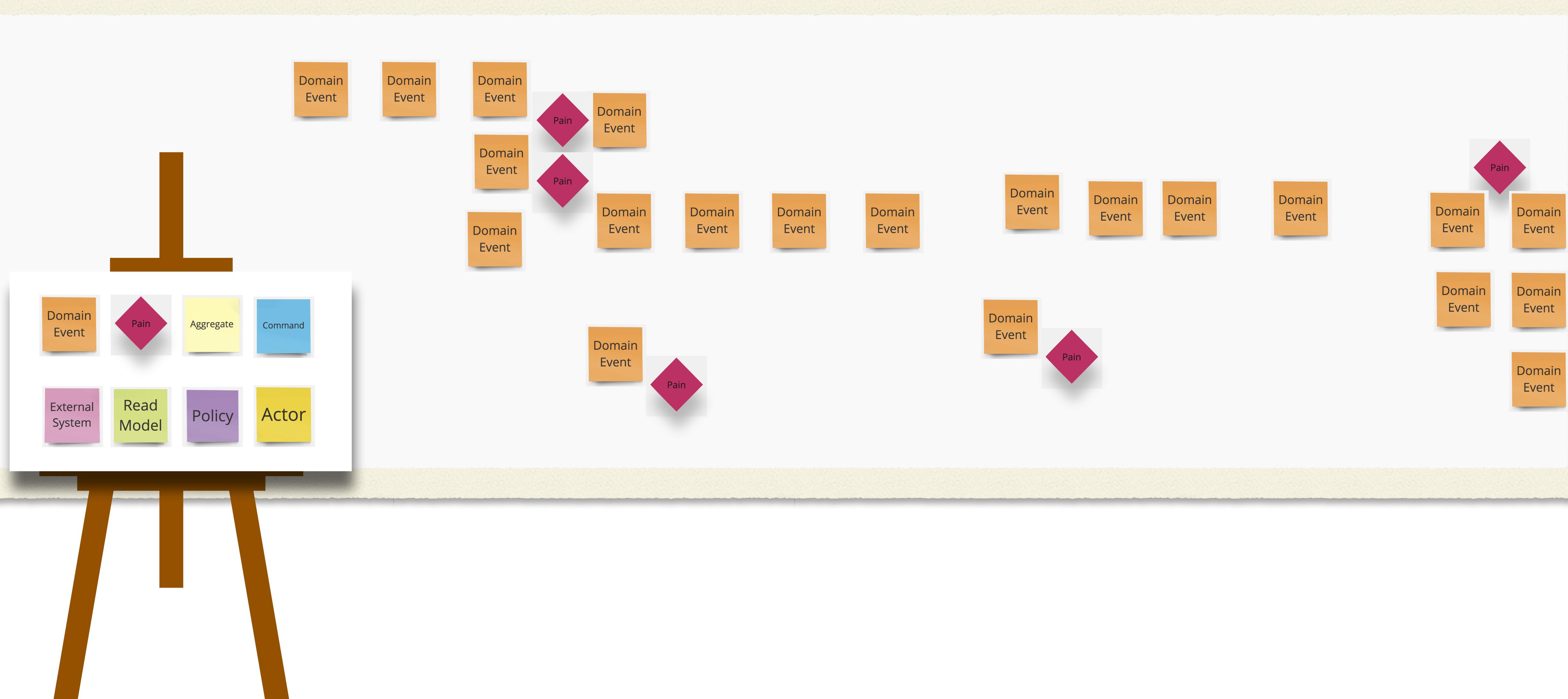




Pain

A painful spot, bottleneck, or hotspot that occurs during the event timeline.

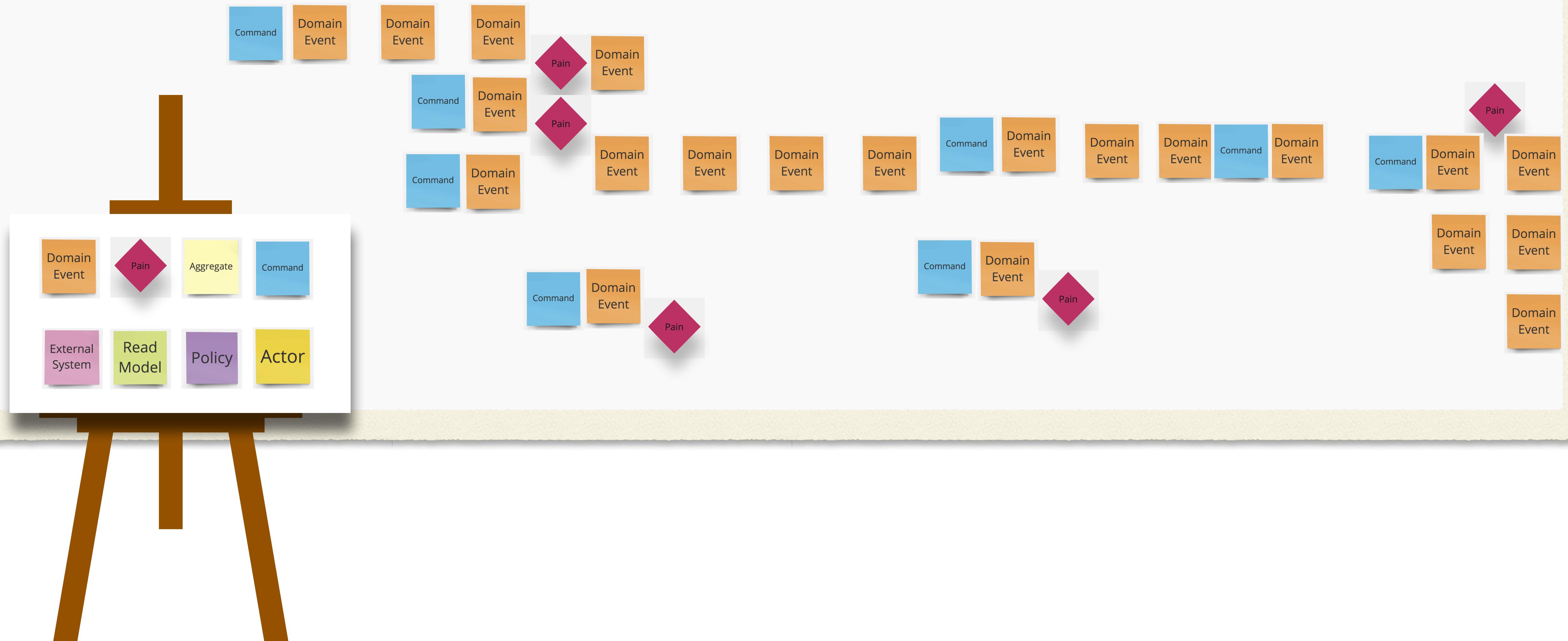
# EVERYBODY HURTS



## Command

A request on the behalf on an actor to initiate  
some business process.

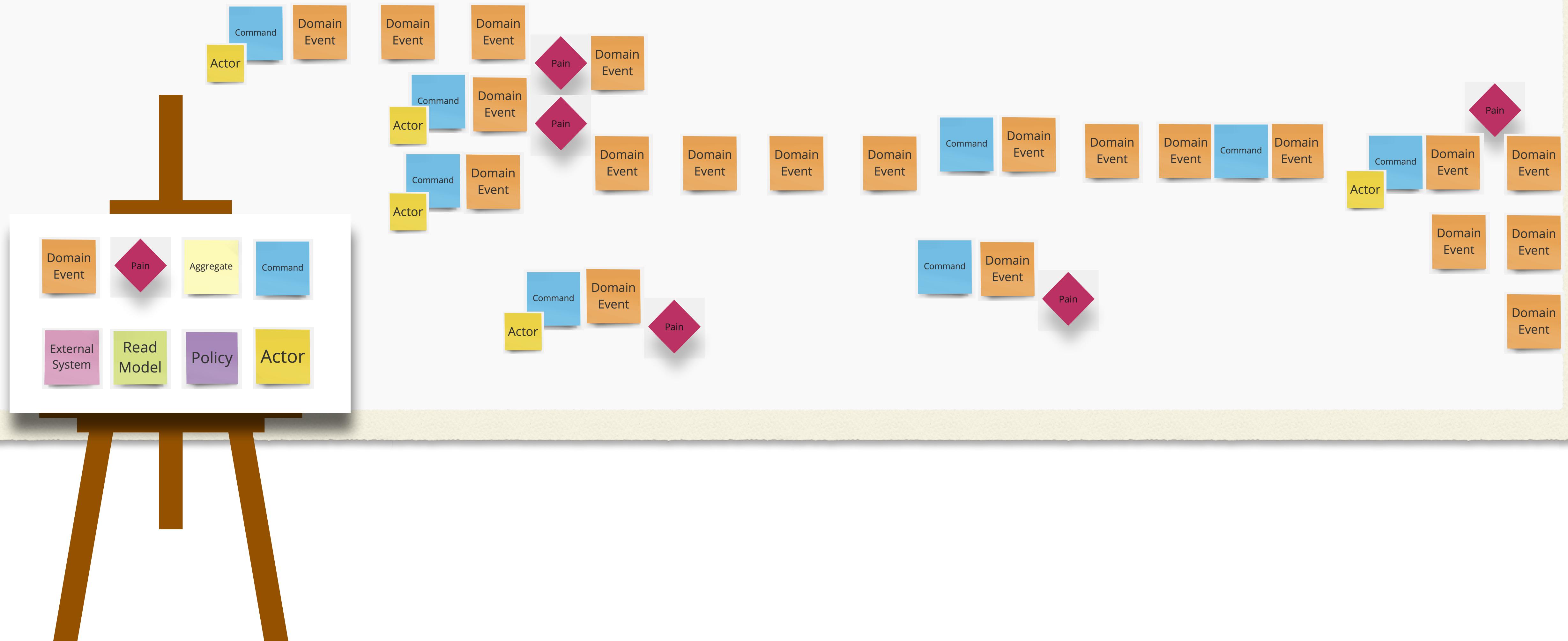
# WORK BACKWARDS IN THE STORY



# Actor

A user persona within the domain that requests a command to be executed.

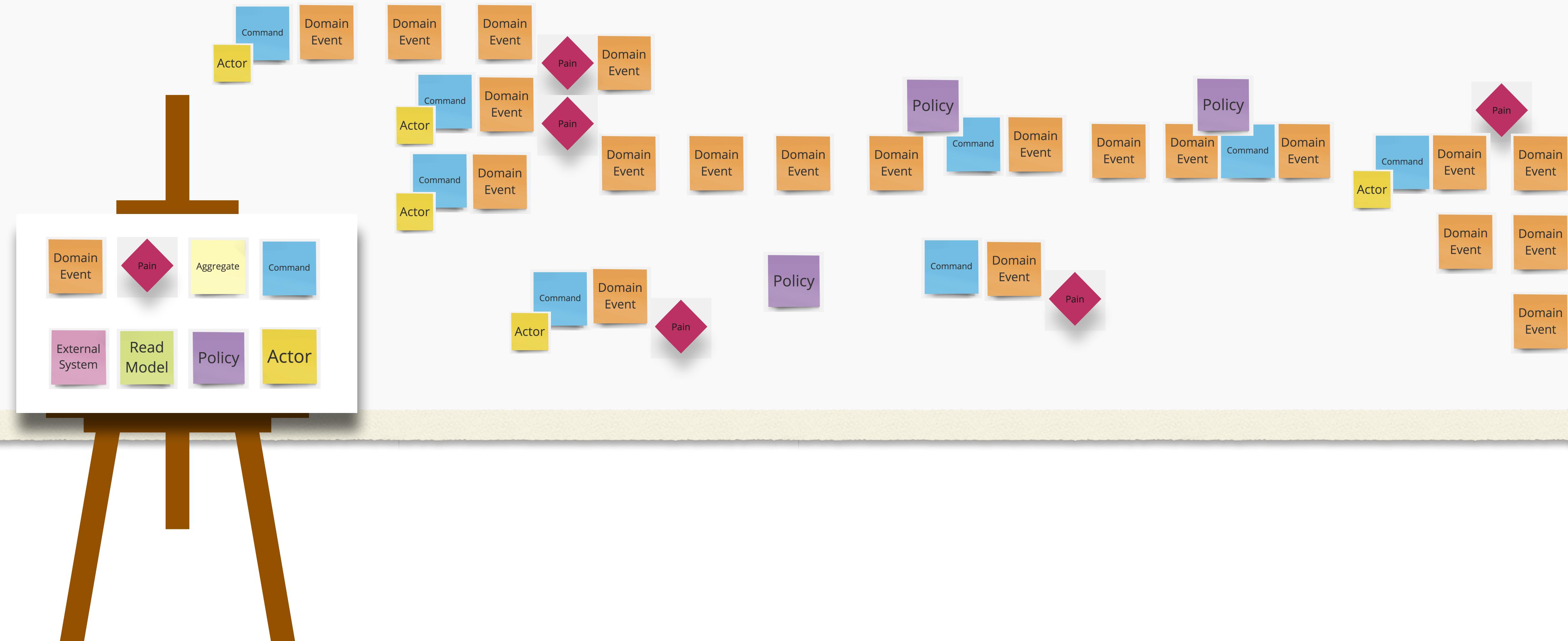
# WHODUNIT?



# Policy

A statement that when one or more specific Domain Events occur, something else should happen.

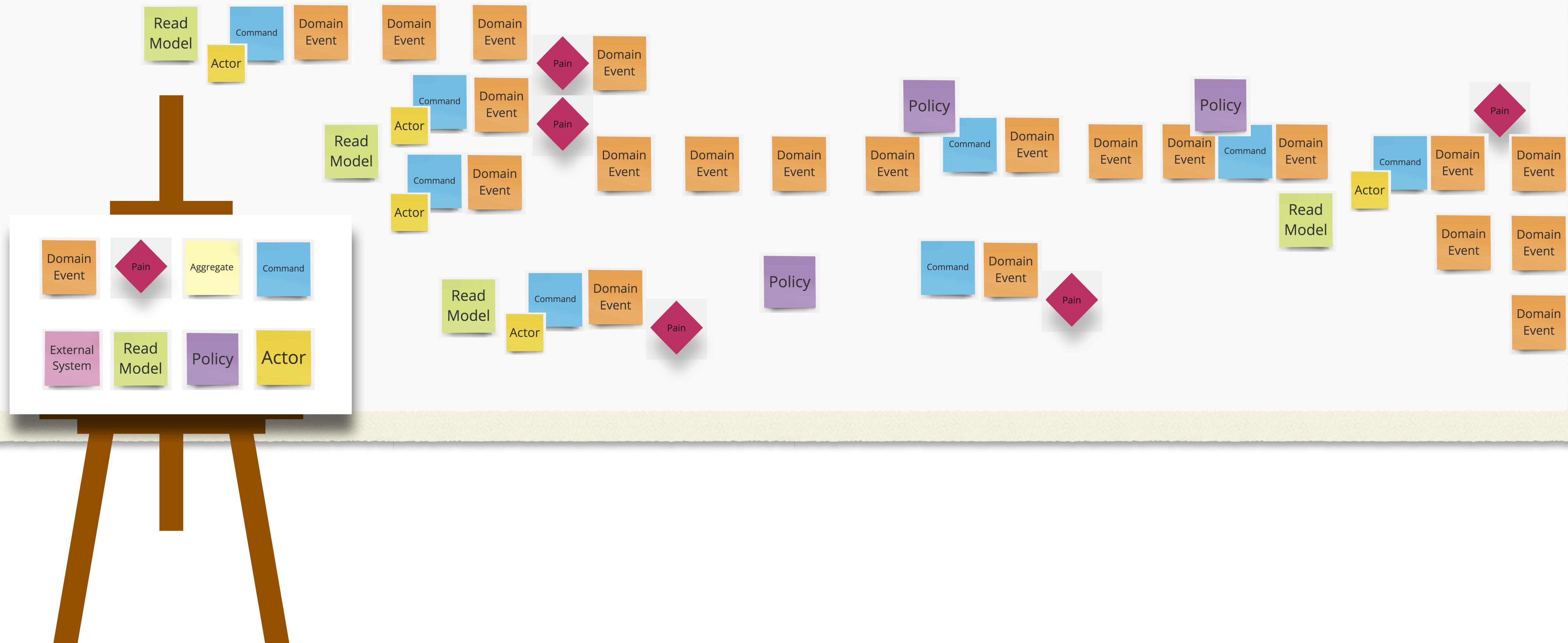
# MAKE IT SO



# Read Model

A view of the data captured within the domain  
that an Actor uses to gather information  
necessary to make a decision.

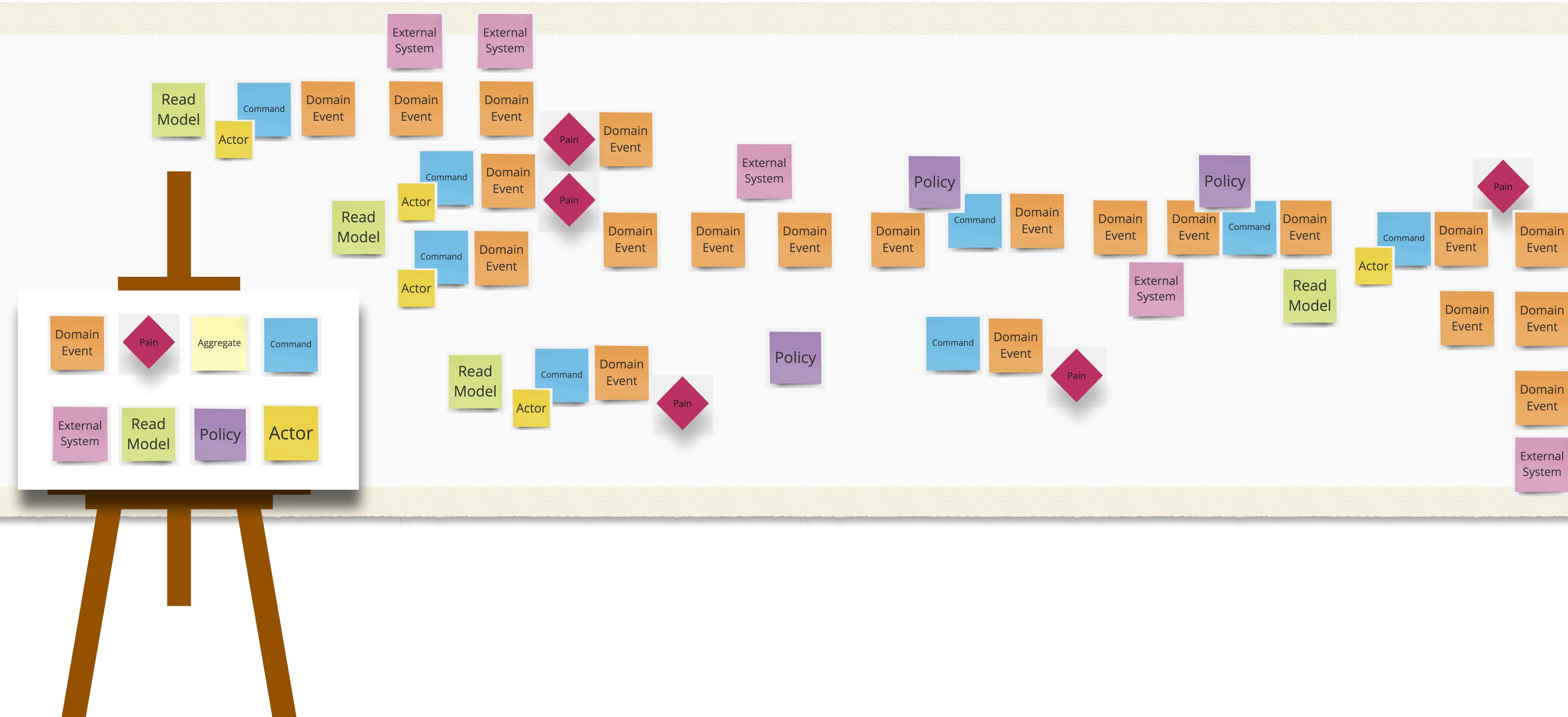
# DECISIONS, DECISIONS...



# External System

A system that exists outside of the modeled domain that collaborates with the domain being modeled.

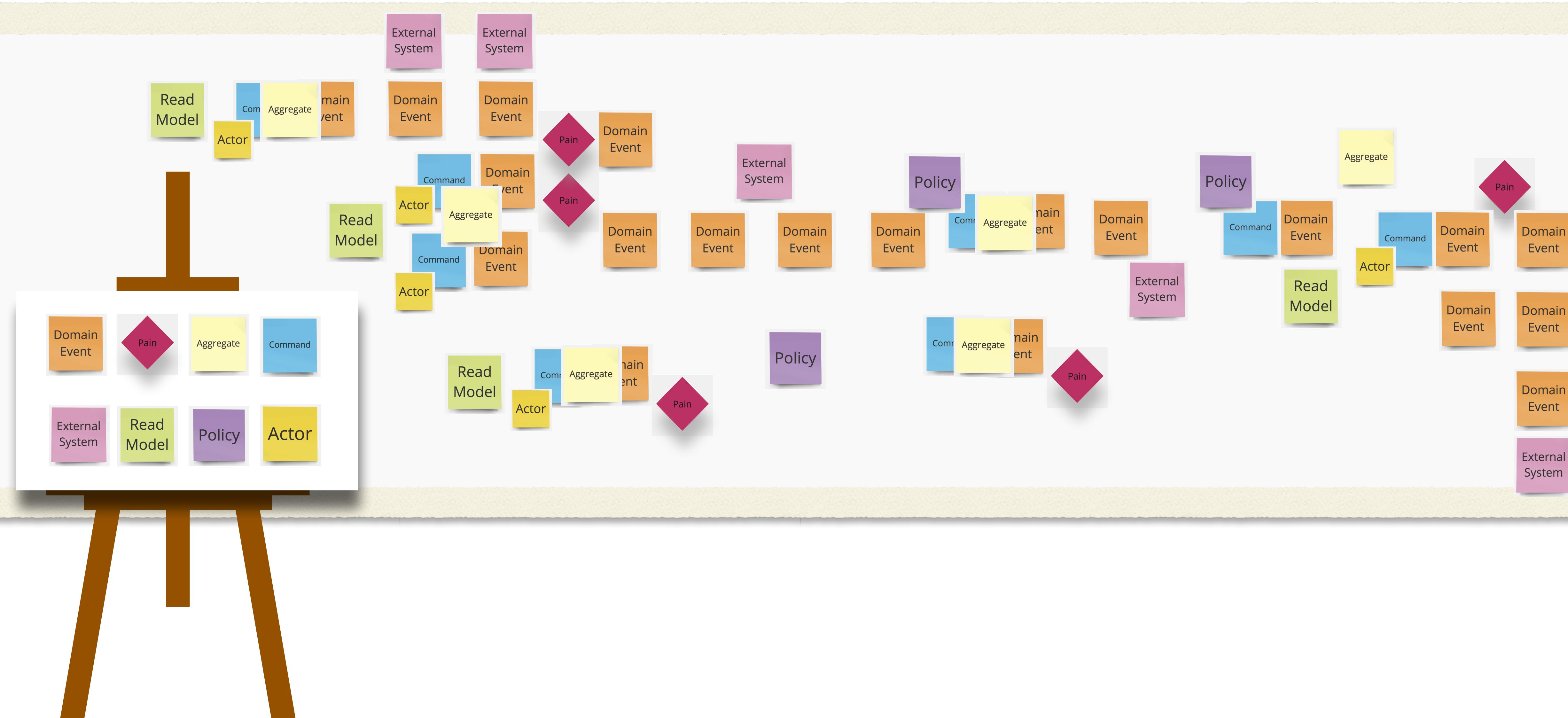
# HELLO FROM THE OTHER SIDE



# Aggregate

A transactionally-consistent group of entities that maintains business invariants. Commands are executed on Aggregates, and they publish Domain Events.

# RETURN OF THE NOUNS



# GO HUNTING FOR BOUNDED CONTEXTS

