Discuss the different methods/techniques that can be used to obtain user stories from a client. Justify the methods/techniques using industry-appropriate sources.

A user story is the smallest unit of work in an agile framework. It’s an end goal, not a feature, expressed from the software user’s perspective. Although it is the smallest part, obtaining user stories from the client is a crucial step in agile software development. These stories are taken to define requirements and functionality of a system taken from the end user perspective. A few methods to help get these stories from a client are:

Interviews – Conduct one on one interviews with end users and stakeholders to talk about needs, expectations, and features wanted.

Surveys and Questionnaires - Distribute surveys or questionnaires to a larger group of users to collect feedback and identify their requirements. Analyze the responses to derive user stories.

Workshops - Organize workshops or brainstorming sessions with key stakeholders, product owners, and users. These collaborative sessions can help generate user stories and prioritize features.

References:

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