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Module Three Journal

The benefits of engaging with the end users would be knowing what they would like to see, their opinions as they are the ones using the product.

The User Stories assignment in this module showed me that they don’t have to have pages of written text, instead they are practically summaries of what is expected of the output. It’s also really organized to navigate and understand, saving time. The user stories can help the Scrum Team by keeping everything organized in one place, keeping things short like a gist. It also helps the Scrum Team by showing the priority of each user story, and the size.

The interviews and user meetings helped in writing these user stories by using their ideas of what they want to see, making user story from each, then deciding what is more of a priority of the others.

The other methods for collecting feedback that are needed to build the user stories would be to create a prototype and have the user give feedback on what has been created so far. Another method would be to have surveys and polls, using that data to know what is more important to the end user.

“How to Gather and Analyze Customer Feedback as a Product Owner.” *Premier Agile*, premieragile.com/how-to-gather-analyze-customer-feedback-product-owner/

Scenic West Design Team. *How to Implement an Agile Customer Feedback Loop | Scenic West Design*. [www.scenicwest.co/blog/how-to-implement-an-agile-customer-feedback-loop](http://www.scenicwest.co/blog/how-to-implement-an-agile-customer-feedback-loop).