

Story Mapping

Course Overview

User Story Mapping is becoming a popular way to keep the big picture tangible while working in small batch sizes and short iterations. The chief purpose of story mapping is to provide a more structured approach to release planning while helping everyone involved achieve a common understanding of the product to be developed. The User Story Map is the perfect glue between stakeholders, product managers and development teams. The User Story Map replaces or complements the product backlog.

What is User Story Mapping? A User Story Map orders the User stories for a product as follows:

- The top row builds the backbone of the user stories. It tells the story of a user working with our product.
- Below each story of the backbone, the details of that functionality are revealed as more fine-grained stories.
- Left to right it delivers an overview of functionalities offered.
- The columns contain the details of the offered functionality.
- At each point in time, the User Story Map visualizes the big picture of the product to be developed by the team. The User Story Map directly supports hands on decision making and planning of releases, Minimal Viable Products (MVPs), scoping and more.

Throughout the training a practical real life example will be used for each exercise.

No prior experience needed, this course can fit any skill level.

Key Outcomes

Upon completion of this course, participants will be able to:

- Writing and slicing User Stories
- Building an initial User Story Map
- Defining an MVP based on a User Story Map
- Planning Releases based on User Story Maps
- Re-Scoping with User Story Maps
- Sprint Planning based on User Story Maps
- Switching to Job Stories and thus more customer centricity

Course Outline

Kanban Overview and Introduction

- House of Lean
- Defining Kanban
- Motivation for Kanban
- Managing Quality
- Work In Progress (WIP)
- How to Prioritize
- Demand vs Throughput
- Sources of Variability

At-a-Glance:

Course Length:

2 days

Course Number & Level:

232.SMP2 – Foundational

Professional Development Units (PDUs): 14 (Technical)

Delivery Options:

- Instructor-led Training (Delivered Onsite at Your Location)

Story Mapping Overview

- How to Plan
 - Scope
 - Prioritizing Stories
 - Creating a Realistic Release Roadmap
 - Creating Visibility
 - Creating a time frame
- Building a Shared Understanding

Step by Step Story Mapping

- The Three Cs
 - Card
 - Conversation
 - Confirmation
- Write Your Stories
- Organize Your Stories
- Create Your Backbone

Better Stories

- Right Size
- Collaboration
- Opportunities

Beyond The Card

- Baking Cakes and Breaking Rocks
- Work-Shopping Stories
- Opportunities
- Refine, Define and Build
- Bringing it all together
- How to inspect and Adapt