



USER STORIES ADVANTAGE

Innovation and the cross-functional team

This is an innovative course in more ways than one. Here the focus is on demonstrating how team members can take advantage of their varied skills to create great software products. They do this employing the user-story format. This course is intensely practical and develops understanding almost completely by the way of exercises [Hand-outs are provided]. Topics around managing innovation are also covered.

OBJECTIVE: Participants will learn about user stories, cross-functional teams and how they can generate ideas, planning and allied topics. They will also gain an insight into working together in a cross-functional Scrum team to develop great software fast. The course also provides tips to managers and product owners on how to manage innovation (ideas) and understand why some teams buzz with energy and ideas.

CONTENTS

DAY-1

Introduction and overview of Scrum cycle [0.5 hr]

Hotspots (buzzing teams) [0.5 hr]

The spirit of User stories and Scrum [0.5 hr]

User profiling and user stories [1.0 hr]

Exercises on writing good user stories [1.0 hr]

Generating idea using User stories and cross-functional teams [1.0 hr]

Iteration role-play with development of User stories [2.5 hr]

DAY-2 (subject to change in topics)

Deep dive into hot-spots [1.0 hr]

Case-study-1 [0.5 hr]

Using product back-log to manage ideas [1.0 hr]

VOC and engaging with users [1.0 hr]

Exercise (grooming a backlog, for innovation) [1.0 hr]

Case-study-2 [0.5 hr]

How to avoid mistakes deciding on ‘what’ to develop (advanced methods of analysis) [1.5 hr]

Re-visit of Scrum cycle and wrap-up [0.5 hr]

AUDIENCE: Managers, Analysts, testers, product owners and UI designers

CLASS SIZE: Between 10 and 18 people
