

# Agile User Stories and Estimating Performance Based Learning

Learn via: **Classroom**

Duration: **1 Day**

## **Overview**

The purpose of this highly immersive course is to help students to understand how Agile techniques can help teams to employ an iterative and incremental approach to all projects that reaps rewards with better quality products and a quicker time to market. Using Agile planning tools will aid and influence the development of the customer requirements. User stories are a way of handling customer requirements that focus on value to customers and users, which can be decomposed into smaller items for flexibility. This is a core Agile technique and delegates will benefit from practicing the new skills required to do it effectively.

## **Prerequisites**

Delegates should be familiar with the content and rationale in the Agile manifesto ([agilemanifesto.org](http://agilemanifesto.org)) and the Scrum Guide ([scrumguides.org](http://scrumguides.org)).

## **Who Should Attend**

This course is intended for people who have mastered the basics of an Agile approach such as Scrum, DSDM, or Extreme Programming.

Certification, or equivalent experience, as a Scrum Master, Product Owner, Scrum Developer, or Agile Project Manager is not required.

## **What You Will Learn**

- Write requirements as user stories that are focused on value to customers
- Understand the key ingredients of user stories that allow a development teams to estimate and decompose stories
- Become familiar with techniques for decomposing stories, eg slicing
- Understand how to refine and evolve a Product Backlog
- Estimate using relative estimation with story points

## **Outline**

- Writing user stories and acceptance criteria
- Product Backlog best practices
- Relative estimation using story points
- Measuring a team's velocity