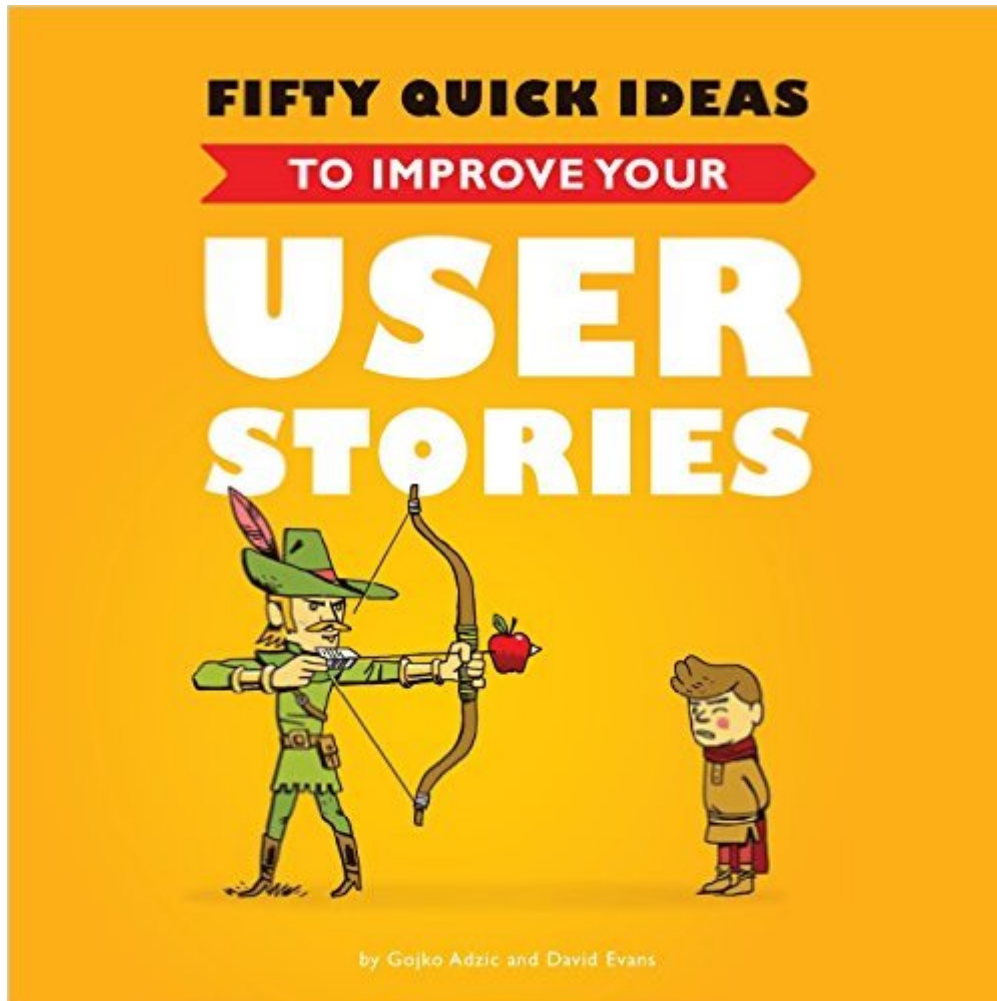


The book was found

Fifty Quick Ideas To Improve Your User Stories



Synopsis

This book will help you write better stories, spot and fix common issues, split stories so that they are smaller but still valuable, and deal with difficult stuff like crosscutting concerns, long-term effects and non-functional requirements. Above all, this book will help you achieve the promise of agile and iterative delivery: to ensure that the right stuff gets delivered through productive discussions between delivery team members and business stakeholders. Who is this book for? This is a book for anyone working in an iterative delivery environment, doing planning with user stories. The ideas in this book are useful both to people relatively new to user stories and those who have been working with them for years. People who work in software delivery, regardless of their role, will find plenty of tips for engaging stakeholders better and structuring iterative plans more effectively. Business stakeholders working with software teams will discover how to provide better information to their delivery groups, how to set better priorities and how to outrun the competition by achieving more with less software. What's inside? Unsurprisingly, the book contains exactly fifty ideas. They are grouped into five major parts: - Creating stories: This part deals with capturing information about stories before they get accepted into the delivery pipeline. You'll find ideas about what kind of information to note down on story cards and how to quickly spot potential problems. - Planning with stories: This part contains ideas that will help you manage the big-picture view, set milestones and organise long-term work. - Discussing stories: User stories are all about effective conversations, and this part contains ideas to improve discussions between delivery teams and business stakeholders. You'll find out how to discover hidden assumptions and how to facilitate effective conversations to ensure shared understanding. - Splitting stories: The ideas in this part will help you deal with large and difficult stories, offering several strategies for dividing them into smaller chunks that will help you learn fast and deliver value quickly. - Managing iterative delivery: This part contains ideas that will help you work with user stories in the short and mid term, manage capacity, prioritise and reduce scope to achieve the most with the least software. About the authors: Gojko Adzic is a strategic software delivery consultant who works with ambitious teams to improve the quality of their software products and processes. Gojko's book Specification by Example was awarded the #2 spot on the top 100 agile books for 2012 and won the Jolt Award for the best book of 2012. In 2011, he was voted by peers as the most influential agile testing professional, and his blog won the UK agile award for the best online publication in 2010. David Evans is a consultant, coach and trainer specialising in the field of Agile Quality. David helps organisations with strategic process improvement and coaches teams on effective agile practice. He is regularly in demand as a conference speaker and has had several articles published in international journals.

Book Information

Paperback: 124 pages

Publisher: Neuri Consulting LLP (October 15, 2014)

Language: English

ISBN-10: 0993088104

ISBN-13: 978-0993088100

Product Dimensions: 8.5 x 0.3 x 8.5 inches

Shipping Weight: 11.2 ounces (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (46 customer reviews)

Best Sellers Rank: #98,509 in Books (See Top 100 in Books) #42 in [Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Testing](#) #59 in [Books > Computers & Technology > Computer Science > Systems Analysis & Design](#) #29926 in [Books > Reference](#)

Customer Reviews

This new book by Gojko Adzic and David Evans is deceptively slim. It's not just 50 ideas to improve your user stories. It's 50 experiments you can try to improve how you deliver software. For each experiment, David and Gojko provide you with information and resources "to make it work". One chapter that has caught my eye is "Use Low-Tech for Story Conversations". Gojko and David advise holding story discussions in rooms with lots of whiteboards and few big tables. When everyone sits at a big conference table, looking at stories on a monitor or projected on a wall, they start tuning out and reading their phones. Standing in front of a whiteboard or flip chart encourages conversation, and the ability to draw makes that conversation more clear. Participants can draw pictures, connect boxes with arrows, write sentences, make lists. It's a great way to communicate. I've always been fond of the "walking skeleton", identifying the minimum stories that will deliver enough of a slice to get feedback and validate learning. Gojko and David take this idea even further, they put the walking skeleton on crutches. Deliver a user interface with as little as possible below the surface now, get feedback from users, and iterate to continually improve it. As with all the ideas in the book, the authors provide examples from their own experience to help you understand the concept well enough to try it out with your team. David and Gojko understand you're working in a real team, with corporate policies and constraints that govern what you can do. Each story idea ends with a practical "How to Make it Work" section so you can get your experiment started. Again, it's not just a book of tips for improving your user stories.

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