



# Hewlett Packard Enterprise

Course Datasheet

## Agile Requirements: creating user stories (6007 / 6617)

Education Services course product number – H7G49S

Course length – 2 days

Delivery mode – Instructor Led Training (ILT)

Virtual Instructor Led Training (VILT)

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User stories are the basis for defining the functions a business system must provide and to facilitate requirements definition on an Agile project. In this course, students will learn story gathering techniques and how to map them using story boards. Release planning and backlog grooming will help learners prioritize User Stories to ensure the work being done is the work that is needed. In addition, the principles and techniques used to develop and estimate User Stories will be discussed and reinforced through exercises and case studies.

### Audience

- This course is intended for project managers, team members, and anyone interested in gaining an understanding of Agile project management, story gathering techniques and how to map them using story boards.

### Prerequisites

- [H4C32S](#): Agile Project Management Essentials

### Course Objectives

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

- Define the importance of User Stories in the Agile Development Framework
- Write effective and accurate User Stories
- Effectively communicate requirements using Agile techniques to address customers' needs
- Create and maintain a product backlog
- Leverage practical techniques to gather User Stories
- Prioritize user requirements to ensure critical customer requirements are delivered first
- Distinguish between Agile development methods and traditional development methods
- Trace the use of User Stories throughout the different stages of Scrum

- Analyze the impact of project roles on the creation of User Stories
- Create an on-the-job (OTJ) action plan

## Detailed Course Outline

- User Stories in Agile Development
  - The User Story
  - The Agile framework
  - Mike Cohn
  - Product Lifecycle
  - Product Vision
- User Stories and Personas
  - Product Lifecycle
  - Scrum Roles
  - The Customer
- Story Gathering Techniques & Product Backlogs
  - Writing Quality User Stories
  - Product Backlog
  - Prioritization
  - Product Roadmaps
- User Stories in Sprint Planning
  - Kick-off Meeting
  - Sprint Planning
  - Sprint Backlog
  - Estimating Techniques
  - Defining Tasks
- Execution and Acceptance
  - Acceptance
  - Compliance and Documentation
  - Sprint Review Meetings
  - Sprint Retrospectives
- User Stories Essentials
  - User Stories in the Product Framework
  - Course Conclusion

## Recommended next courses

- [H8C16S](#): Agile Scrum Master: a practical approach
- [H8C17S](#): Scrum Product Owner

## Professional benefits

The following credits are available for this course:

- 14 PDU's (12.25 Technical, 0.75 Leadership, 1 Strategic)
- 1.3 CEU
- 16 CLP