

Agile Requirements: Collaborating to Define and Confirm Needs (Instructor-Led Classroom)

Description

Build skills defining small, valuable, well-defined product requirements for delivery. You learn how to build a shared understanding of product needs using collaborative techniques and slice them into well-understood, valuable chunks for development. This training focuses on the “now-view” (iteration or work-in-progress) within the context of the overall product (“big-view”) and product releases (“pre-view”). Through practice exercises, you learn to elicit, evaluate, and explore product backlog items, collaborate to analyze product needs, adapt requirements analysis practices, and define product needs.

Through exercises, you study how to slice minimum marketable features (MMFs) into right-sized stories, how to create user story maps, and practical techniques for making stories “ready” for iteration planning and team delivery. You will learn to utilize option analysis and story slicing strategies, with a keen focus on business value. This training emphasizes defining and continual pruning of a healthy product backlog, how to collaborate to develop agile requirements, ways to adapt your requirements practices, and the power of “doneness” to clarify requirements.

You gain an appreciation of both the content and the timing of requirements analysis in agile projects, and learn why it’s crucial to collaborate with the entire project community throughout each delivery cycle.

You leverage EBG’s [Agile Analysis Roadmap](#) to learn when, where, and how to draw on analysis models. Understand how to calibrate the content, format, and timing of requirements analysis to prepare for and participate in planning (iteration, release or kanban) as well as the daily analysis needed to transform requirements into tests and code.

This course is endorsed by the IIBA®. You earn 14 CDUs (Continuing Development Units) for attending this course.

If you choose EBG’s popular “[Agile Jump-Start](#)” package, the team will participate in the Agile training and immediately applying agile practices on your agile project, coached by an EBG expert.

Who Should Attend

Agile Requirements: Collaborating to Define and Confirm Needs is valuable for all members of agile delivery teams: product owners, customers and users, scrum masters/project leaders/facilitators, business analysts, subject matter experts, data analysts, data architects and administrators, developers and designers, user interface/experience experts, agile project advisers, and coaches—anyone who is involved in defining, discovering, analyzing, verifying, validating, and specifying business needs and translating them into working software.

Prerequisites

Exposure to agile analysis is desirable but not required. Awareness of good requirements practices and analysis models is desirable but not required.

Course Length

2 days

Course Objectives

- Identify how agile differs from traditional development
- Define key practices of agile development
- Analyze, validate, and slice minimum marketable features (MMFs)
- Identify user stories
- Model users with roles or personas and process usage with a user story map
- Analyze options to slice and “right size” user stories
- Validate user stories with doneness criteria
- Define scenarios and tests for agile requirements
- Identify and specify nonfunctional requirements for agile requirements
- Describe the value of supplementing user stories with organic analysis models
- Understand ways to assign business value to requirements
- Appreciate the business value of just-in-time, just enough agile analysis
- Calibrate documentation practices for your project
- Understand how requirements are the basis for agile planning

Continued...

Course Materials

The participant's manual includes slides with illustrations and practice exercises. The rich, reusable materials include worksheets, checklists, and references useful for your agile project. Each attendee also gets a mini-poster of the EBG Agile Business Analysis Roadmap and a copy of *The Software Requirements Memory Jogger: A Pocket Guide to Help Software and Business Teams Develop and Manage Requirements*.

Course Outline

1. Introduction to Agile Development

- Agile versus waterfall development
- Principles, practices, processes, and roles for combining agile development
- Agile planning
- Agile industry data
- Scaling agile

2. Requirements in Agile Projects

- Traditional vs. agile requirements
- Requirements the agile way
- Agile analysis practices
- Sashimi analogy
- Agile Analysis Roadmap
- How agile methods impact requirements risks

3. Defining Agile Requirements

- Steps for doing agile development
- Big-View: an overview
- Charter, vision, project data sheet
- Features
- Other Big View requirements
- Verifying scope and the big view
- Slicing for value
- Minimum marketable features (MMFs)
- MMF dependency graph
- Pre-View: an overview
- MMFs and user stories
- User roles and personas
- User stories: what, types and structure
- User story map
- User story options
- Slicing stories for value
- Business rules
- Prototyping the low-fidelity way
- User story heuristics
- Acceptance criteria, scenarios and acceptance tests
- Right sized stories
- INVESTing stories
- Now-View: an overview
- Quality attributes
- Design and implementation constraints
- External interfaces
- Cross-cutting requirements
- Prioritizing and slicing nonfunctional requirements
- Organic modeling
- Agile documentation

- Pruning the backlog

4. Estimating and Planning with Stories

- Planning agenda
- Estimating in agile
- Calculating capacity and velocity
- Defining business value
- Prioritization and ranking techniques
- Kanban
- Information radiators

5. Agile Requirements in Context

- Requirements as the basis for multiple levels of agile planning
- Product roadmapping
- Release planning
- Work ahead (making ready)
- Adopting and adapting to agile
- Agile community practices
- Agile requirements wrap up