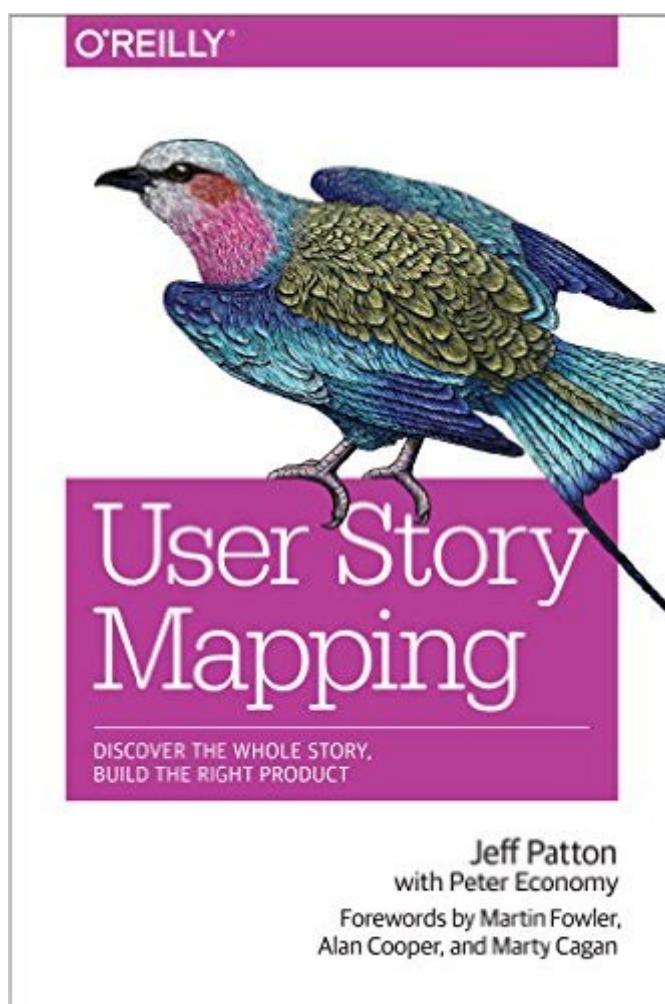The book was found

User Story Mapping: Discover The Whole Story, Build The Right Product

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User Story Mapping

DISCOVER THE WHOLE STORY,
BUILD THE RIGHT PRODUCT

Jeff Patton
with Peter Economy

Forewords by Martin Fowler,
Alan Cooper, and Marty Cagan

Synopsis

User story mapping is a valuable tool for software development, once you understand why and how to use it. This insightful book examines how this often misunderstood technique can help your team stay focused on users and their needs without getting lost in the enthusiasm for individual product features.Author Jeff Patton shows you how changeable story maps enable your team to hold better conversations about the project throughout the development process. Your team will learn to come away with a shared understanding of what youâ ™re attempting to build and why.Get a high-level view of story mapping, with an exercise to learn key concepts quicklyUnderstand how stories really work, and how they come to life in Agile and Lean projectsDive into a storyâ ™s lifecycle, starting with opportunities and moving deeper into discoveryPrepare your stories, pay attention while theyâ ™re built, and learn from those you convert to working software

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Customer Reviews

Who Should Read This Book?   You should, of course. Especially if you bought it. I, for one, think youÃ¢Â Â™ve made a wise investment. If youÃ¢Â Â™re just borrowing it, you should order your own now, and return the one youÃ¢Â Â™ve borrowed when the new one arrives at your door. However, reading this book offers specific reasons and benefits for practitioners in specific roles: - Product managers and user experience (UX) practitioners in commercial product companies should read this book to help them bridge the gap between thinking about whole products and user experience and thinking about tactical plans and backlog items. If youÃ¢Â Â™ve been struggling to

get from the vision you're imagining to the details your teams can build, story maps will help. If you've been struggling to help others imagine the experience of—and empathize with—the users of your product, story mapping will help. If you've been struggling to figure out how to incorporate good UX and product design practice, this book will help. If you've been working to incorporate Lean Startup—style experimentation in the way you work, this book will help.   - Product owners, business analysts, and project managers in information technology (IT) organizations should read this book to help them bridge the gap between their internal users, stakeholders, and developers. If you've been struggling to convince lots of stakeholders in your company to get on the same page, then story maps will help. If you've been struggling to help developers see the big picture, story maps will help.   - Agile and Lean process coaches with the goal of helping individuals and teams improve should read this book. And, as you do, think about the misconceptions people in your organization have about stories. Use the stories, simple exercises, and practices described in this book to help your teams improve.   - Everyone else. When using Agile processes, we often look to roles like product owners or business analysts to steer a lot of the work with stories, but effective use of stories requires that everyone get the basics. When people don't understand the basics, you hear complaints that 'stories aren't well written' or that they're 'too big,' or that they 'don't have enough detail.' This book will help, but not in the way you think. You and everyone else will learn that xxiv | Preface stories aren't a way to write better requirements, but a way to organize and have better conversations. This book will help you understand what kinds of conversations you should be having to help you get the information you need when you need it.

View larger   This Book Is for You If You're Struggling with Stories   Because so many organizations have adopted Agile and Lean processes, and stories along with them, you may fall into one or more of the traps caused by misconceptions about stories. Traps like these: (below). If you've fallen into any of those traps, then I'll try to wipe away the misconceptions that lead to those traps in the first place. You'll learn how to think of the big picture, how to plan and estimate in the large (and in the small), and how to have productive conversations about what users are trying to accomplish, as well as what a good piece of software needs to do to help them.   Because stories let you focus on building small things, it's easy to lose sight of the big picture. The result is often a "Franken-product" where it's clear to everyone using the product that it's assembled from mismatched parts.   When

youÃ¢Â Â™re building a product of any significant size, building one small thing after another leaves people wondering when youÃ¢Â Â™ll ever be done, or what exactly youÃ¢Â Â™ll deliver. If youÃ¢Â Â™re the builder, you wonder, too.   Because stories are about conversations, people use that idea to avoid writing anything down. Then they forget what they talked about and agreed to in the conversations.   Because good stories are supposed to have acceptance criteria, we focus on getting acceptance criteria written, but thereÃ¢Â Â™s still not a common understanding of what needs to be built. As a consequence, teams donÃ¢Â Â™t finish the work they plan on in the timeframe they planned to.   Because good stories are supposed to be written from a userÃ¢Â Â™s perspective, and there are lots of parts that users never see, team members argue that "our product doesnÃ¢Â Â™t have users, so user stories wonÃ¢Â Â™t work here."

Over his past two decades of experience, Jeff Patton has learned thereâ ™s no â œone right wayâ • to design and build software, but thereâ ™s lots of wrong ways. Jeff makes use of over 15 years experience with a wide variety of products from on-line aircraft parts ordering to electronic medical records to help organizations improve the way they work. Where many development processes focus on delivery speed and efficiency, Jeff balances those concerns with the need for building products that deliver exceptional value and marketplace success.Jeff has focused on Agile approaches since working on an early Extreme Programming team in 2000. In particular he specializes in integrating effective user experience design and product management practice with strong engineering practice.Jeff currently works as an independent consultant, agile process coach, product design process coach, and instructor. Current articles, essays, and presentations on variety of topics in Agile product development can be found at www.AgileProductDesign.com and in Alistair Cockburnâ ™s Crystal Clear. Jeff is founder and list moderator of the agile-usability Yahoo discussion group, a columnist with StickyMinds.com and IEEE Software, a Certified Scrum Trainer, and winner of the Agile Allianceâ ™s 2007 Gordon Pask Award for contributions to Agile Development.

As a non tech tech team leader I have been searching for a simple way to continuously share understanding of the market/customer expectations with the dev team - I want this front of mind - and despite plenty of 'out of the building' activity - product releases kept falling short of my expectations - the big picture and UX flow was patchy. Our product is large and ambitious in vision with multiple stakeholders (often with divergent viewpoints) and getting caught in the details of micro features very real and challenging. Reading "User Story Mapping" was an instant aha - I knew that

mapping was the missing tool for building understanding across the team - and it has worked incredibly well and hope our maps will continue to evolve in their usefulness as our main meeting room is unlikely to ever look the same again. Thanks Jeff Paton!

I highly recommend this book to anyone on a software development team. The book is about "User Story Mapping" which is the process of using sticky notes to map out what software to build, but its more than that. This book is about how to communicate with your team in a software development world. A lot of the points made are sort of common-sense, but the book is an easy read and has a good amount of information.This book is aimed more at Product Managers, but I think its extremely relevant for anyone in the software development process. I'm in QA and thought it was rather insightful.

If Good Product manager Bad Product manager was the perfect 'What' book for Product management, then this is the perfect 'How' book (although I'm sure that the author would prefer a reader not describe it that way since it's not exactly a how to guide...). Perfect for someone who has heard and read about Scrum and Agile practices but is missing some context having never practiced it before. After reading this- I feel more confident getting started.

"Story mapping keeps us focused on users and their experience, and the result is a better conversation, and ultimately a better product." - Jeff PattonWhile user stories are a great tool for talking about user needs, by themselves they aren't very good at helping the team understand the big picture. If you've ever had that feeling that you're missing the forest for the trees, user story mapping can mean the difference between building the right thing, or building the wrong thing.Although he didn't invent user story mapping, Jeff has clearly mastered it and his years of experience are finally available in this book for all to benefit from.Using many actual examples, anecdotes, metaphors, and humor, Jeff spends the first four chapters explaining what user story maps are, what they're not, and how to apply the knowledge you gain by using them effectively. You'll also learn secrets to estimating (which shouldn't be secrets to anyone), development and delivery strategies that help you reduce risk, and how to know if you're focusing on the right outcomes and building the right thing.This is the chapter in which Jeff explains how to build a map. And the good news is (spoiler alert), building a story map isn't hard. Using a simple example of a day in your own life, he walks you through each step and drives home each key concept.Now that you've got a story map, the next six full chapters are devoted to understanding how user stories

really work and how to get the most out of them. No matter how much you think you know about stories, you're going to learn some things you didn't know.If the book ended at this point, I think you'd feel very satisfied that you learned more about stories and story mapping than you thought possible. But there's more.Jeff then shares more stories and advice about the user story life cycle, managing your backlog, and lots of things you can do to discover what your product should be.For the finale, you get three chapters devoted to `Better Building'. You'll learn how to conduct user story workshops, how to plan sprints and releases, how to collaborate (and how to not collaborate), and how to get the most from your story maps during the entire delivery process.User story mapping is an essential tool for the tool box of anybody involved in shaping or building a product and this is the definitive book on how to do it well. The skills you'll learn will have a profound impact on your ability to learn, understand, and build great products.

The best thing about this book isn't the concepts, nor is it the case studies. It's the humorous, fun writing style that makes it a joy to read. Jeff explains the concepts and benefits of user story mapping in an engaging way and the book made me laugh out loud a number of times.Regarding the ideas, user story mapping is a clarifying and motivating way to organize your projects and in my experience, in organizations large and small, it's vital to avoiding wasted time, wasted money and wasted energy.By the end of the first chapter, I was putting the ideas into practice.The only downside is that half of my walls and floors are covered in post-it notes and my cat is getting annoyed.

Keeping track of backlogs, breaking stories down and understanding product development and progress are three really hard areas of agile software development.This gold nugget of a book manage not only to make those things easy(ier) through a very practical hands on approach, but also fun and entertaining. I cannot remember when I laughed out loud from a textbook before.Thank you

Takes your Agile scrum experience to new levels. I was introduced to this book at the Agile Ashburn workshop and really need to thank the speaker for bringing it to my attention. Excellent read with relevant examples of real world events. You will grow and your team will thank you.

Recommended for anyone wanting to get better at structuring a product or set of solutions or planning almost anything. I was able to take the methods described and rethink how to look at not

just one product but a product roadmap. I plan to re-read it again and use it as a frequent reference to keep my approach simple and clear.

User Story Mapping: Discover the Whole Story, Build the Right Product Whole: The 30 Day Whole Foods Challenge: Complete Cookbook of 90-AWARD WINNING Recipes Guaranteed to Lose Weight (Whole, Whole foods, 30 Day Whole ... Whole Foods Cookbook, Whole Foods Diet) Whole Food: The 30 Day Whole Food Challenge â " Whole Foods Diet â " Whole Foods Cookbook â " Whole Foods Recipes (Whole Foods - Clean Eating) Windows 10: The Ultimate 2017 Updated User Guide to Microsoft Windows 10 (2017 updated user guide, tips and tricks, user manual, user guide, Windows 10) Whole Food: The 30 day Whole Food Ultimate Cookbook 100recipes (Whole Food Diet, Whole Food Cookbook,Whole Food Recipes, Clean Eating, Paleo, Ketogenic) Agile Product Management: Product Owner: 27 Tips To Manage Your Product And Work With Scrum Teams (scrum, scrum master, agile development, agile software development) 30 Day Whole Food Challenge: Complete 30 Day Whole Food Diet Meal Plan WITH PICTURES; Whole Foods Cookbook â " Approved Whole Foods Recipes for Clean Eating and Rapid Weight Loss 30 Day Whole Food Challenge: Complete 30 Day Whole Food Diet Meal Plan WITH BLACK & WHITE PICTURES; Whole Foods Cookbook â " Approved Whole Foods Recipes for Clean Eating and Rapid Weight Loss Whole Food: 60 Recipes of Complete Whole Food Diet to a Total 30 Day Transformation - The Whole Food 30 Diet Meal Plan Guide (30 Day Calendar Cookbook of Whole Foods) Echo: Echo Advanced User Guide (2017 Updated) : Step-by-Step Instructions to Enrich your Smart Life (Echo User Manual, Alexa User Guide, Echo Dot, Echo Tap) How to Install Kodi on Firestick: The Ultimate User Guide How to Install Kodi on Fire Stick (the 2017 updated user guide, tips and tricks, home ... (user guides, fire stick,) Echo Dot: Echo Dot User Manual: From Newbie to Expert in One Hour: Echo Dot 2nd Generation User Guide: (Echo, Dot, Echo Dot, ... Manual, Alexa, User Manual, Echo Dot ebook) Product Leadership: How Top Product Managers Launch Awesome Products and Build Successful Teams Discover Saskatchewan: A User's Guide to Regional Parks (Discover Saskatchewan Series) Sketching User Experiences: Getting the Design Right and the Right Design (Interactive Technologies) 30 Day Whole Food Slow Cooker Challenge: Whole Food Recipes For Your Slow Cooker â " Quick And Easy Chef Approved Whole Food Recipes For Weight Loss (Slow Cooker Cookbook) 30 Day Whole Food Slow Cooker Challenge: Quick and Easy Whole Food Slow Cooker Recipes For The Everyday Home â " Delicious, Triple-Tested, Family-Approved Whole Food Recipes (Slow Cooker Cookbook) Whole: 29 Days Of Whole Eating And Top 50 Unique Paleo Inspired Recipes-Reset Metabolism And Lose

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