

User Stories

User stories describe features of a product that are available through the public interfaces such as the user interface or an integration API.

User stories have three components:

Card: “space-boxing” to limit the amount of text

Conversation: collaborate and convert to working product

Confirmation: automated acceptance tests

Template

Example

As a **User Role**
I can **Action (Feature or Activity or Task)**.
That way, **Product or Business Metric**

As a **Job Seeker**
I can **upload my pdf, word or text resume**.
That way, **NPS improves**.

Imagine this conversation:

PO: *You are a user, right?*

User: *Yes, I'm looking for a job (Job Seeker).*

PO: *What do you want to do?*

User: *Upload my resume to this web site.*

PO: *And if we do that, are you likely to tell your friends about our product?*

User: *Yes.*

Notes:

- The user should be a human who interacts with the system
 - Non-user stakeholders don't get user stories!!!
 - Systems don't get user stories!!!
- The feature or function is written as an action
 - Usually unique for each User Story
 - The “system” is implied and does not get written in
 - Active voice (“I can *subscribe to notifications*”), not passive voice (“I can *be notified*”)
- The metric is a business result connected directly to product vision
 - Many stories may share the same benefit statement
 - The benefit is often a metric related to product success
 - Usually related to money, time, quality or happiness
 - Not another feature or action inside the system

Good user stories

Independent
Negotiable
Valuable
Estimable
Small
Testable

*Bill Wake created this acronym

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<http://www.berTEIG.com> sales@berTEIG.com +1-800-215-2314