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I wrote a book when I  
was 13. It sucked.

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User Stories vs Use Cases

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Step 2: Create your user document Avoid jargon and highly technical terms except when absolutely necessary (and then be sure to define them). Avoid acronyms unless you explain what they mean. Use a commonly recognized writing style such as AP or Chicago whenever possible. If your



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How to Build the Best  
User Documentation  
(New Guide ...

Creating the Username 1.  
Know that your  
username represents you.  
Your username is going  
to be the first thing  
people see when they  
interact... 2. Create  
different usernames for  
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Different places online may call for different styles of usernames. 3. Stay anonymous. Avoid using any ...

How to Create a  
Username: 10 Steps (with  
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All user stories are unique and they should be complemented by story maps, diagrams, storyboards, and

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User Manual  
mockups, but below are a few best practices that can help you write an effective user story:

**Know Your User:** Define and understand your user persona (s). Include **All Stakeholders:** Be sure to include ...

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What are the steps to write great Agile User

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Stories? Step 1: Think of the “ Who ” This is the first and, maybe, the most fundamental step. Before writing a User Story you... Step 2: Think of the “ What ” Now we have a few groups of end users. The next step we do is define what functionality each... ..

How to Write a Good  
User Story: with

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How to Write a User Manual (That 's Easy to Follow) Step 1: Identify the Audience.

Understanding who your audience is can be half the battle when writing a user manual. Identifying your audience helps ...

Step 2: Define the Purpose of the Manual.

Step 3: Identify the How-To Steps. Step 4:

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How to Write a User  
Manual (That ' s Easy to  
Follow)

Including Essential  
Information 1. Organize  
the manual logically. The  
user manual should  
proceed in a way that the  
user will find most  
beneficial. 2. Include  
necessary warnings. The  
general warnings or

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cautionary information  
should provide  
information about  
potential... 3. Describe  
the device. Your ...

## How to Create a User Manual (with Pictures) - wikiHow

Write directly to the user  
Start each step with a  
verb where possible. This  
helps make your  
instructions clear and

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concise, and ensures you use an active voice, for example: Log in to Agresso using your username and password.

## Creating a 'How to' Guide - University of Bath

Then, we had an option to re-write the user story in to two User Stories - as an “ Andriod Mobile App user ” and “ iOS



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Mobile App user ”. The Product Owner prioritized the “ iOS Mobile App user ” over the “ Android Mobile App user ” since that was a User Segment with even more business value.

How to Write Good User Stories? User Story Examples ...

When writing a manual,

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you need to put on a “ user ’ s hat ” and think like a user. You should have a good understanding of your users so you can understand the information they need to know, their background, and their knowledge of the product. Once you think like a user, you can write content that the users need to know.

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Five Tips for Writing a  
User Manual – Online-  
learning.com

Writing a good epic and user story is the most basic and the most important task at hand when you enter the role of Product Management. Hence I am going to get right to it and give you some real tips and examples of how to write

# Download Free How To Write A User Manual — epics and user stories — best case scenarios.

How to write Epics and  
User stories — Best  
practice. | by ...

So, write User Stories on  
your Product Backlog —  
the tasks can wait till you  
subscribe a story to a  
Sprint. #6 Bump up your  
story mapping skills and  
focus on the MVP You  
have your user stories all

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listed in front of you,  
often as post-its scattered  
across a white board.

## User Stories, 7 Tips to Write User Stories with Example ...

The first step in writing a  
good user manual is to  
get the actual writing  
process as far away from  
the engineers as possible.  
The software developer  
knows more than

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anybody what makes the software work, but that doesn't mean the developer should write the guide. On the contrary, it is a distinct disadvantage.

## How to Write a User Manual for Software | Bizfluent

User stories typically follow a simple template that captures the user,

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and the goal that the user has, in a simple and non-technical format. As a < type of user/role >, I want < some goal > so that < some reason/benefit >. We also use a handy acronym, INVEST, to remember the best-practices of writing good user stories. A good user story should be:

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## The Business Analyst 's Guide to Writing User Stories

A user story helps agile software development teams capture simplified, high-level descriptions of a user 's requirements written from that end user 's perspective. A user story is not a contextless feature, written in " dev " speak.



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## How to Write Good User Stories in Agile Software ...

Another version of writing a user story. As a [particular user], I want to [be able to perform/do something] so that [I get some form of value or benefit]. There are several templates floating on the internet to help you write a user story. But at its core, if you

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Want to write good user stories, you need to define 3 things:

How To Write Good User Stories? With Examples & Templates  
How to write user stories. Now that we 've listed some reasons why you should write user stories, here 's how to actually write them. I.N.V.E.S.T.  
The I.N.V.E.S.T.

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guideline to writing user stories is almost universally accepted as the standard to work by. The acronym was made popular by Bill Wake ' s original article from 2003. Our ...

## How to Write Great Agile User Stories - Sprintly

The details piece of an  
Agile user story spells out

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how particular functionality will work. Using the example of platform for location doctors, let ' s take this user story: As a user, I can create an account. Photo credit: Health Grades. We can then write out the following details:

- i. User clicks on account creation option.
- ii.

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## How to Write A Painless User Story - UXPin

How to write a user story  
What to include. Your  
user stories should  
include enough  
information for your  
product manager to  
decide how important  
the story is. They should  
always include:

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## WHAT IS THIS BOOK

ABOUT? This Book Is  
About the “ Card ”

(User Story: Card,  
Criteria, Conversation)

User Stories are a great  
method for expressing  
stakeholder  
requirements, whether  
your projects follow an  
Agile, Iterative, or a  
Waterfall methodology.  
They are the basis for  
developers to deliver a

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suitable information  
technology (IT) app or  
application. Well-  
structured user stories  
express a single action to  
achieve a specific goal  
from the perspective of a  
single role. When writing  
user stories, stakeholders  
knowledgeable about the  
role should focus on the  
business result that the IT  
solution will enable while  
leaving technology

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decisions up to the developers. Good user stories are relevant to the project, unambiguous, and understandable to knowledge peers. The best user stories also contain crucial non-functional (quality) requirements, which are the best weapon in the war against unsatisfactory performance in IT solutions. This book



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User Manual

presents two common user story structures to help you ensure that your user stories have all the required components and that they express the true business need as succinctly as possible. It offers five simple rules to ensure that your user stories are the best that they can be. That, in turn, will reduce the amount of time needed

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in user story elaboration and discussion with the development team. This book targets business professionals who are involved with an IT project, Product Owners in charge of managing a backlog, or Business Analysts working with an Agile team. Author 's Note The term " User Story " is a relative new addition to our language

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and its definition is evolving. In today ' s parlance, a complete User Story has three primary components, namely the “ Card ” , the “ Conversation ” , and the “ Criteria ” . Different roles are responsible for creating each component. The “ Card ” expresses a business need. A representative of the

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business community is responsible for expressing the business need. Historically (and for practical reasons) the “ Card ” is the User Story from the perspective of the business community. Since we wrote this book specifically to address that audience, we use the term “ User Story ” in that context throughout.

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The “ Conversation ” is an ongoing discussion between a developer responsible for creating software that meets the business need and the domain expert(s) who defined it (e.g., the original author of the “ Card ” ). The developer initiates the “ Conversation ” with the domain expert(s) to define the “ Criteria ”

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and any additional  
User Manual

information the  
developer needs to create  
the application. There is  
much to be written about  
both the

“ Conversation ” and  
the “ Criteria ” , but  
neither component is  
dealt with in any detail in  
this publication. A well-  
written User Story  
( “ Card ” ) can  
drastically reduce the

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time needed for the  
User Manual

“ Conversation ” . It reduces misinterpretations, misunderstandings, and false starts, thereby paving the way for faster delivery of working software. We chose to limit the content of this publication to the “ User Story ” as understood by the business community to keep the book focused

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and address the widest possible audience. WHO WILL BENEFIT FROM READING THIS BOOK? How

organizations develop and deliver working software has changed significantly in recent years. Because the change was greatest in the developer community, many books and courses justifiably target that



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group. There is, however, an overlooked group of people essential to the development of software-as-an-asset that have been neglected. Many distinct roles or job titles in the business community perform business needs analysis for digital solutions. They include:

- Product Owners
- Business Analysts
- Requirements

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Engineers - Test  
Developers - Business-  
and Customer-side Team  
Members - Agile Team  
Members - Subject  
Matter Experts (SME) -  
Project Leaders and  
Managers - Systems  
Analysts and Designers -  
AND “ anyone wearing  
the business analysis  
hat ” , meaning anyone  
responsible for defining a  
future IT solution TOM

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AND ANGELA 'S (the authors) STORY Like all good IT stories, theirs started on a project many years ago. Tom was the super techie, Angela the super SME. They fought their way through the 3-year development of a new policy maintenance system for an insurance company. They vehemently disagreed on many aspects, but in the

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process discovered a fundamental truth about IT projects. The business community (Angela) should decide on the business needs while the technical team ' s (Tom) ' s job was to make the technology deliver what the business needed. Talk about a revolutionary idea! All that was left was learning how to communicate

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with each other without bloodshed to make the project a resounding success. Mission accomplished. They decided this epiphany was so important that the world needed to know about it. As a result, they made it their mission (and their passion) to share this groundbreaking concept with the rest of the world. To

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achieve that lofty goal, they married and began the mission that still defines their life. After over 30 years of living and working together 24x7x365, they are still wildly enthusiastic about helping the victims of technology learn how to ask for and get the digital (IT) solutions they need to do their jobs better. More importantly, they

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are more enthusiastically  
in love with each other  
than ever before!

Thoroughly reviewed  
and eagerly anticipated  
by the agile community,  
User Stories Applied  
offers a requirements  
process that saves time,  
eliminates rework, and  
leads directly to better  
software. The best way to  
build software that meets

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users' needs is to begin with "user stories": simple, clear, brief descriptions of functionality that will be valuable to real users. In *User Stories Applied*, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a



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great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. User role modeling: understanding

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what users have in common, and where they differ Gathering stories: user interviewing, questionnaires, observation, and workshops Working with managers, trainers, salespeople and other "proxies" Writing user stories for acceptance testing Using stories to prioritize, set schedules, and estimate release costs

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Includes end-of-chapter  
practice questions and  
exercises User Stories  
Applied will be  
invaluable to every  
software developer,  
tester, analyst, and  
manager working with  
any agile method: XP,  
Scrum... or even your  
own home-grown  
approach.

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This popular handbook presents a step-by-step method for clearly explaining a product, system, or procedure.

The easy-to-follow text--packed with examples and illustrations--explains the unique demands of this form of writing and shows how to set up the best user model. The

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book covers developing a modular outline and storyboard, generating the draft, revising, developing a formal usability test, and supporting and updating user documentation. Also included are a glossary of terms, a listing of books and periodicals for additional information, and an index.

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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

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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 you 're attempting to build and why. Get a high-level view of story mapping, with an

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exercise to learn key  
concepts quickly

Understand how stories  
really work, and how  
they come to life in Agile  
and Lean projects Dive  
into a story ' s lifecycle,  
starting with  
opportunities and  
moving deeper into  
discovery Prepare your  
stories, pay attention  
while they ' re built, and  
learn from those you



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This book presents unique insights and advice on defining and managing the innovation transformation journey. Using novel ideas, examples and best practices, it empowers management executives

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User Manual  
at all levels to drive  
cultural, technological  
and organizational  
changes toward  
innovation. Covering  
modern innovation  
techniques, tools,  
programs and strategies,  
it focuses on the role of  
the latest technologies  
(e.g., artificial intelligence  
to discover, handle and  
manage ideas),  
methodologies

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(including Agile Engineering and Rapid Prototyping) and combinations of these (like hackathons or gamification). At the same time, it highlights the importance of culture and provides suggestions on how to build it. In the era of AI and the unprecedented pace of technology evolution, companies need to

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become truly innovative in order to survive. The transformation toward an innovation-led company is difficult – it requires a strong leadership and culture, advanced technologies and well-designed programs. The book is based on the author ' s long-term experience and novel ideas, and reflects two decades of startup,

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consulting and corporate leadership experience. It is intended for business, technology, and innovation leaders.

**WHAT IS THIS BOOK ABOUT?** Communicate Business Needs in an Agile (e.g. Scrum) or Lean (e.g. Kanban) Environment Problem solvers are in demand in every organization, large

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and small, from a Mom and Pop shop to the federal government. Increase your confidence and your value to organizations by improving your ability to analyze, extract, express, and discuss business needs in formats supported by Agile, Lean, and DevOps. The single largest challenge facing organizations

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around the world is how to leverage their Information Technology to gain competitive advantage. This is not about how to program the devices; it is figuring out what the devices should do. The skills needed to identify and define the best IT solutions are invaluable for every role in the organization. These skills

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can propel you from the mail room to the boardroom by making your organization more effective and more profitable. Whether you:

- are tasked with defining business needs for a product or existing software,
- need to prove that a digital solution works,
- want to expand your User Story and requirements discovery



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toolkit, or - are interested in becoming a Business Analyst, this book presents invaluable ideas that you can steal. The future looks bright for those who embrace Lean concepts and are prepared to engage with the business community to ensure the success of Agile initiatives. **WHAT YOU WILL LEARN**

Learn Step by Step When

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and How to Define Lean  
/ Agile Requirements  
Agile, Lean, DevOps,  
and Continuous Delivery  
do not change the need  
for good business  
analysis. In this book,  
you will learn how the  
new software  
development  
philosophies influence  
the discovery,  
expression, and analysis  
of business needs. We

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will cover User Stories, Features, and Quality Requirements (a.k.a. Non-functional Requirements – NFR). User Story Splitting and Feature Drill-down transform business needs into technology solutions. Acceptance Tests (Scenarios, Scenario Outlines, and Examples) have become a critical part of many

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Lean development approaches. To support this new testing paradigm, you will also learn how to identify and optimize Scenarios, Scenario Outlines, and Examples in GIVEN-WHEN-THEN format (Gherkin) that are the bases for Acceptance Test Driven Development (ATDD) and Behavior Driven

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This book presents concrete approaches that take you from day one of a change initiative to the ongoing acceptance testing in a continuous delivery environment. The authors introduce novel and innovative ideas that augment tried-and-true techniques for:

- discovering and capturing what your

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stakeholders need, -  
writing and refining the  
needs as the work  
progresses, and -  
developing scenarios to  
verify that the software  
does what it should.  
Approaches that proved  
their value in  
conventional settings  
have been redefined to  
ferret out and eliminate  
waste (a pillar of the Lean  
philosophy). Those

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approaches are fine-tuned and perfected to support the Lean and Agile movement that defines current software development. In addition, the book is chock-full of examples and exercises that allow you to confirm your understanding of the presented ideas. **WHO WILL BENEFIT FROM READING THIS**

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organizations develop and deliver working software has changed significantly in recent years. Because the change was greatest in the developer community, many books and courses justifiably target that group. There is, however, an overlooked group of people essential to the development of software-



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as-an-asset that have been neglected. Many distinct roles or job titles in the business community perform business needs analysis for digital solutions. They include: - Product Owners - Business Analysts - Requirements Engineers - Test Developers - Business- and Customer-side Team Members - Agile Team

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Members - Subject  
Matter Experts (SME) -  
Project Leaders and  
Managers - Systems  
Analysts and Designers -  
AND “ anyone wearing  
the business analysis  
hat ” , meaning anyone  
responsible for defining a  
future IT solution TOM  
AND ANGELA ’ S (the  
authors) STORY Like all  
good IT stories, theirs  
started on a project many

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years ago. Tom was the super techie, Angela the super SME. They fought their way through the 3-year development of a new policy maintenance system for an insurance company. They vehemently disagreed on many aspects, but in the process discovered a fundamental truth about IT projects. The business community (Angela)

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over 30 years of living and working together 24x7x365, they are still wildly enthusiastic about helping the victims of technology learn how to ask for and get the IT solutions they need to do their jobs better. More importantly, they are more enthusiastically in love with each other than ever before!

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Without words, apps would be an unusable jumble of shapes and icons, while voice interfaces and chatbots wouldn't even exist. Words make software human – centered, and require just as much thought as the branding and code. This book will show you how to give your users clarity, test your words, and

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collaborate with your team. You'll see that writing is designing.

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



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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

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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

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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

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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:

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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

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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. -

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## 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

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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



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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  
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