hdk

Zürcher Hochschule der Künste Zentrum für Weiterbildung

User Story Mapping

Service Design I 16th of May 2018

user stories

who? what? why?

"As a {type of user} I want to {perform some action} so that I {can achieve some goal/result/value}."

user stories

As an

potential exhibition visitor

I want to

buy tickets through my phone or computer

so that I

don't have to stand in line once I arrive at the exhibition

user stories

The actor makes sure you're thinking about who will use this feature. If there isn't an identifiable customer for the feature, you should reconsider whether you need it.

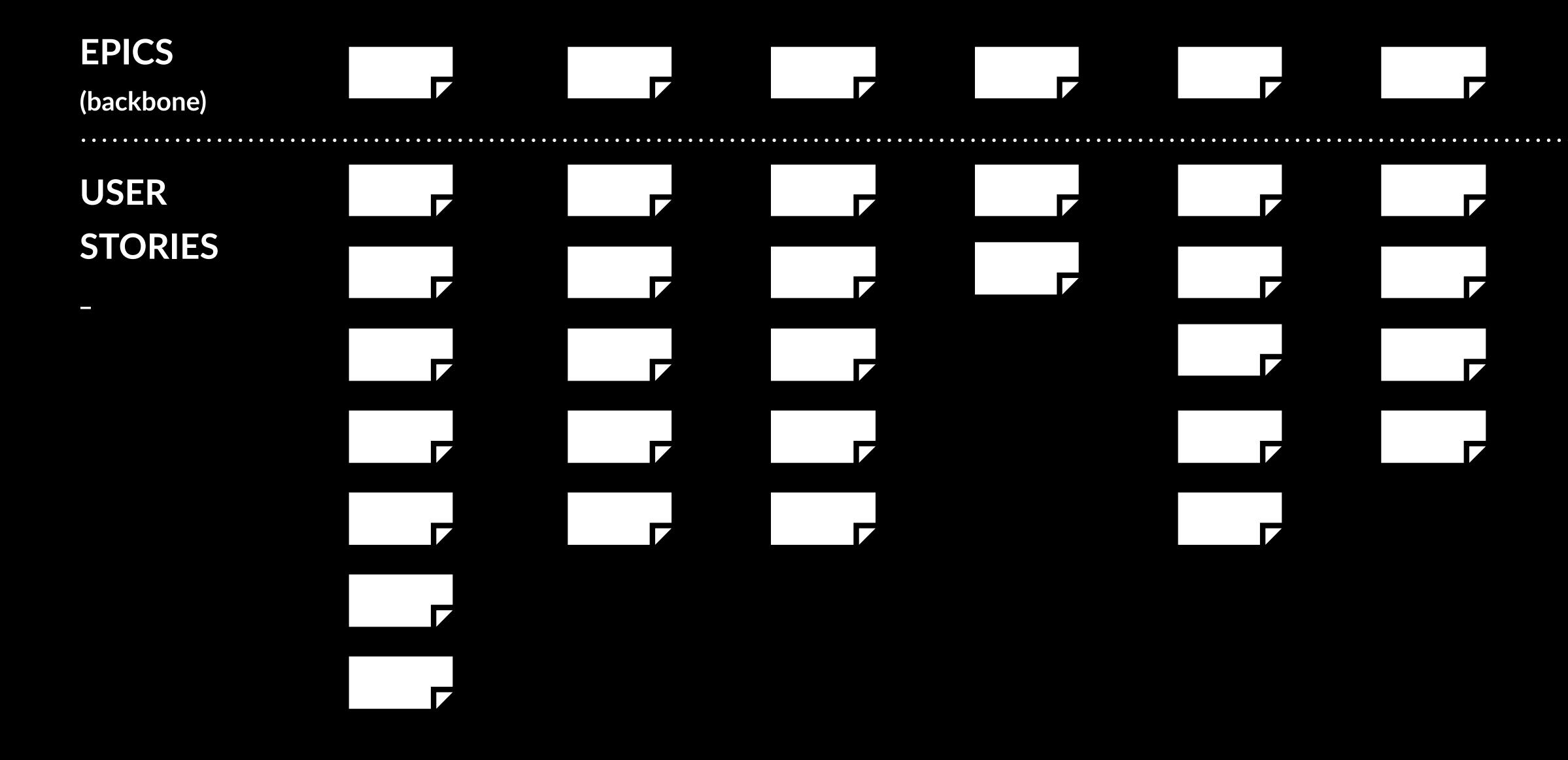
The action describes what will happen, but not *how* it will happen (so in the case above, not 'I want to pick an option from a list of three possibilities, using a radio button display'). User stories are designed to start a conversation within the team about the best way to make this feature.

The achievement describes the ultimate purpose of the feature. If you can't think of an achievement, that's a signal that you should reconsider whether the feature you're trying to describe is actually important.

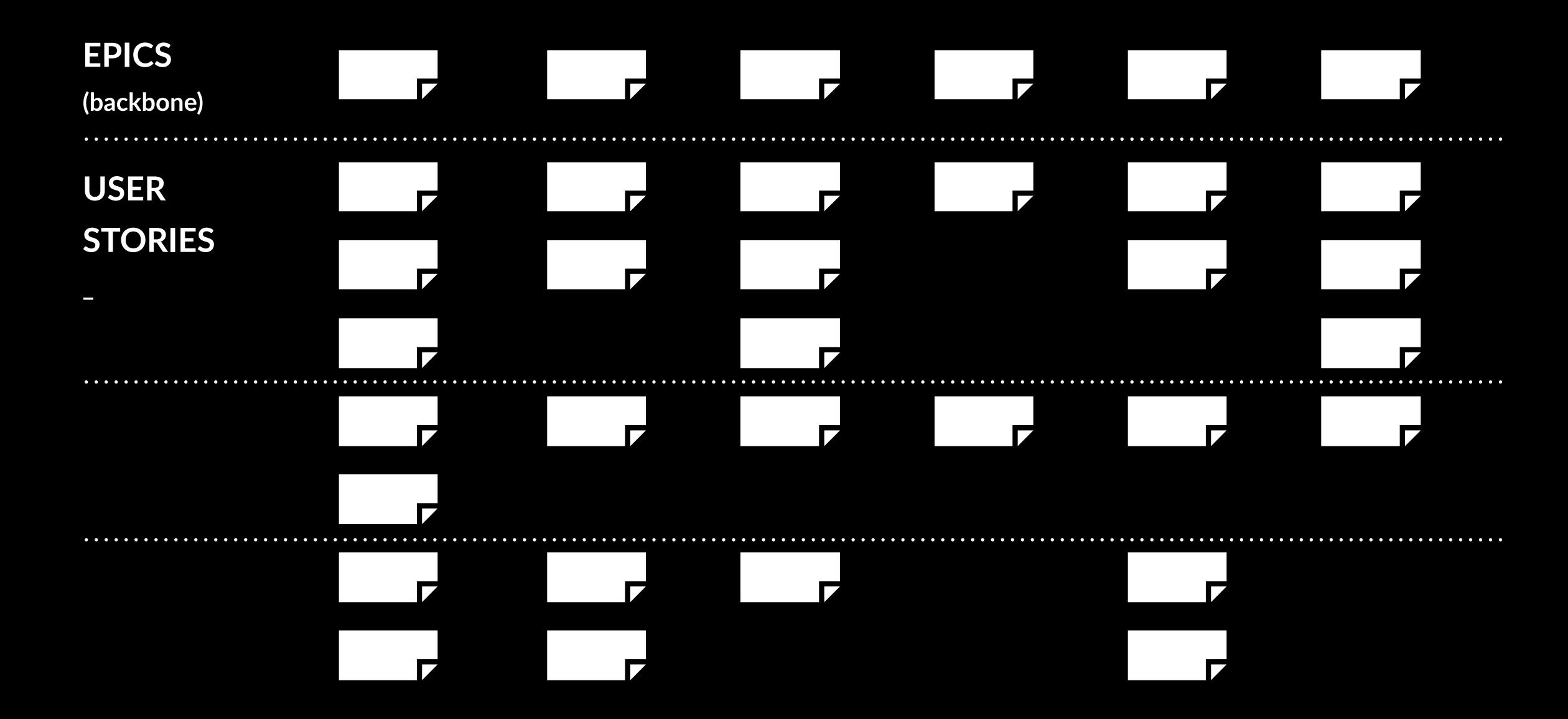
prioritize

Which 20% of features hold 80% of the value? These 20% form my MVP (minimal viable product)

user story map



user story map - prioritize



user story map - prioritize

EPICS (backbone)				
USER STORIES	MVP / MEP			
	Release 2			
	Release 3			

user story map - example of epics



user story map - example of a user story

EPICS (backbone) PURCHASE TICKET COMMUTE TO EXHIBITION NAVIGATE TO BOOTH

USER STORIES

As a potential exhibition visitor

I want to buy tickets through my
phone or computer

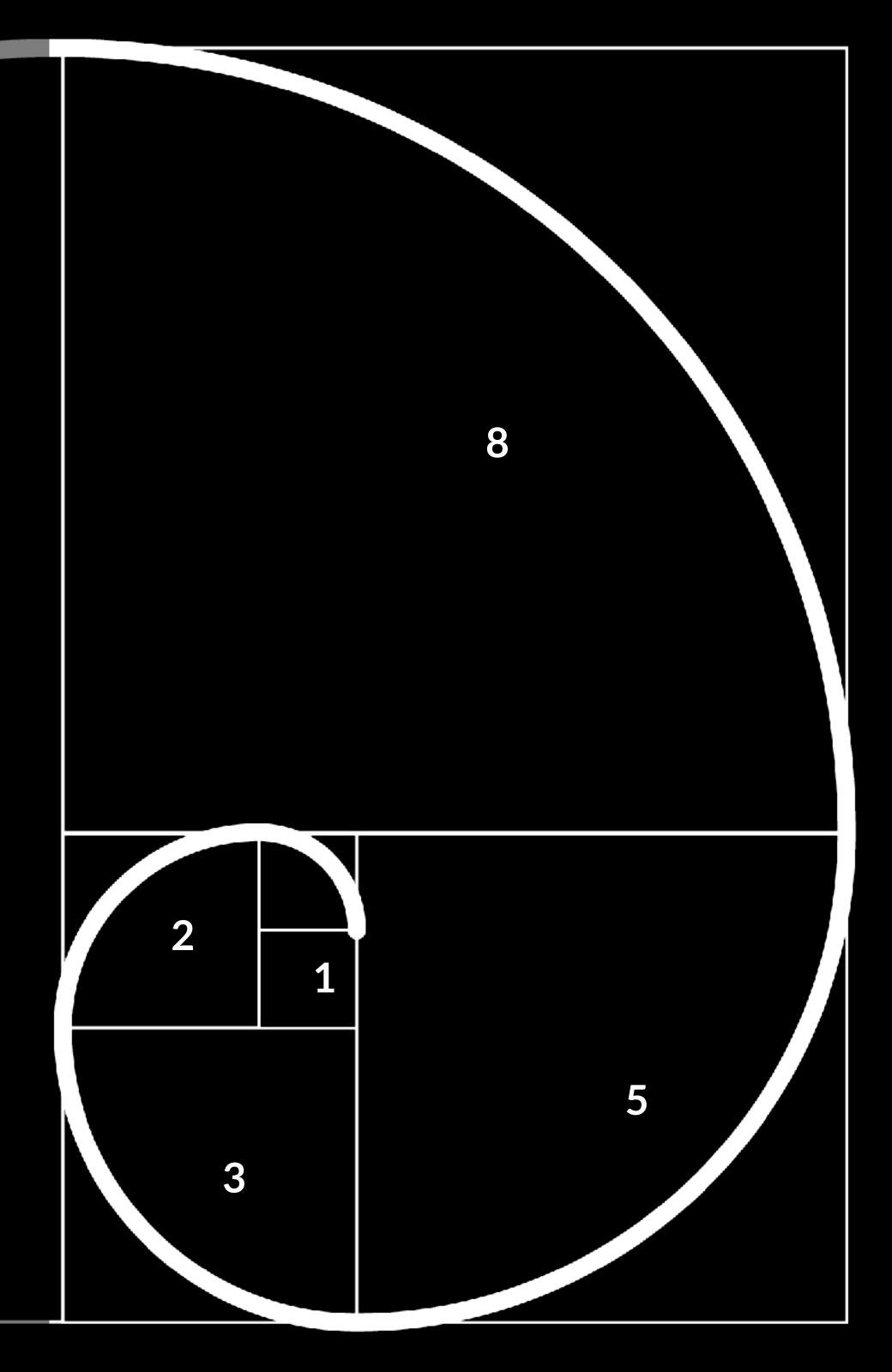
so that I don't have to stand in

so that I don't have to stand in line once I arrive at the exhibition

Estimate the size of each story

1235813

Assign task-sizes according to the fibunacci sequence.



Thank you!

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