

Use Case / User Story Bootcamp

20 PDUs/CDUs



Joel Foner
Instructor

Format: Live Instructor-Led
Online through Zoom

Date: February 1- 3 , 2027

Time: 12:00 PM - 4:30 PM ET

Price: \$625 per person

To register:

Email Chris Remmert
cremmert@nysforum.org
and indicate the course
title in the subject line.

Technology and Attendance

Requirements:

Computer with a
browser, Zoom, a
microphone and
speaker. For this
workshop, camera
should be on if possible
and you must be
actively participating.

Developing Requirements with Use Cases and User Stories

Use Cases are a proven tool to uncover behavioral and functional requirements of computer software systems. Having good Use Cases has been shown to significantly improve the overall development process by enhancing understanding of requirements early in the software development life cycle. Writing effective Use Case descriptions is part art, part science and not a skill that comes easily to most people.

User Stories are also critical. To successfully deliver a product, the team needs to elicit information from a wide number of people and communicate this information effectively to developers, testers, trainers, business owners and other stakeholders. Over time, many practices have been developed to bring order and predictability to software projects by detailing requirements in an increasingly more ordered and focused manner.

The use case and user story approach to requirements elicitation turns the traditional way of working on its head, gathering just enough information to make the necessary decisions at the right point in time.

This course covers the fundamentals of requirements elicitation with Use Cases, and provides the participants with examples and experience in writing Use Case descriptions, drawing on best practice from experts in the field. The course aims to answer the vexing questions about deciding on the appropriate level of detail to present based on the context of the system under development. Participants are shown how to analyze Use Case descriptions to uncover specific requirements to be recorded in a Software Requirements Specification or similar document.

This hands-on bootcamp also provides an end to end approach to developing and using user stories.

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Content

- Overview discussion of Use Cases
- Essential elements of Use Cases:
 - Actors
 - Stakeholders
 - Design Scope
 - Level
 - Scenarios
 - Goals
 - Exceptions
 - Extensions
 - Inclusions
- The writing process . . .
 - Analyzing Use Case text to uncover specific system requirements
 - Converting Use Case description sentences into well-formed requirement statements
 - Using Use Cases to identify User Stories
 - A style guide with suggested formats for different levels of Use Case
 - List of time-saving Use Case writing tips
- A proven methodology for taking advantage of Use Cases
- Templates for different styles of Use Cases with discussion on when and how they should be employed
- Overview and introduction to user stories
- Why user stories
- Characteristics of good user stories
- Start with who – personas
- Mockups & prototypes
- Story mapping – epics, features and stories
- Planning using the story map
- Elaborating stories to be useful without wasting time or effort

Lecturing is kept to the minimum necessary where most of the learning is achieved by applying the practices and techniques in group exercises. Our LiveOnline delivery is over three days (each four and a half hours in duration). The instructor is 100% live and interaction and learning objectives are the same as our in-person classes with the added benefit of being able to take this course from your home, your office or your home office. Since this class is delivered over half-days it allows for greater flexibility and leaves you with time each day for other work or activities.