

Agile Business Analysis: From Story to Code

Course code: GOC4604

How to ensure that business and IT truly understand each other and deliver what makes sense in an agile world? The training focuses on the practical side of business analysis, applied primarily during the agile (generally iterative) way of delivering changes. First, it will introduce you to what is today considered basic knowledge of the agile approach, and then show techniques that are successfully used for the effective work of a business analyst.

During the course, participants will become familiar with the following techniques:

Domain storytelling, which serves to understand the context, find concepts and their relationships. It will help them analyze the current state and needs, as well as start initial discussions about the desired solution. User Story Mapping, which will subsequently determine the main axis of the solution and allow them to effectively prioritize delivery (so that features that no one needs are not developed). Use Cases and User Stories, which will then allow you to develop the requirements in detail suitable for their inclusion in one of the subsequent iterations (sprints). Participants will practically try out all the techniques and, above all, will recognize the power in their mutual connection.

The training places great emphasis on practical understanding between business and IT. For this reason, the training is suitable for both business analysts and IT analysts and developers. Analysts will learn what information they should find out and why, and developers will then understand why analysts want it in the way they ultimately convey it to them.

The training is built on practical experience, not on dogmas or an idealized image of agility. It does not follow the path of strict dogmatic definitions and theorizing agile authorities. The goal of the training is to show participants that with a relatively simple approach they can be significantly useful members of an agile team.

The vast majority of techniques presented during the training can also be successfully used in the traditional (waterfall) development method. So you don't necessarily have to be 100% agile to be able to come to the training and take the maximum out of it into your daily practice.

Who is the course intended for

- **Business and IT analysts**
 - who want to better connect their outputs to development iterations.
- **Product Owners**
 - and
- **Product Managers**
 - looking for a way to effectively manage the backlog and priorities.
- **Agile team members**
 - and
- **SCRUM masters**
 - .
- **Developers**
 - with an active effort to understand business requirements.

What we will teach you

- **Get confidence in the concepts**
 - of agile business analysis and get rid of confusion in terminology.
- **Master key**
- **techniques for collecting and organizing requirements**
 - (Domain Storytelling, User Story Mapping, Use Cases) and be able to effectively connect them in practice.
- **Refine requirements so that they are immediately ready for developers for the next iteration, while**
- **not wasting time on unnecessary details**
 - .
- **Be a**
- **useful and valid member of an agile team**
 - even using relatively simple analytical procedures.

Required entry knowledge

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- We do not require prior knowledge of agile development to participate (we will go through everything necessary together), but basic awareness is an advantage.
- Basic orientation in the field of business analysis at the BA_MODBAN course level is recommended (but not required).

Teaching methods

- Professional explanation interspersed with practical examples and exercises in teams.
- Providing continuous feedback on emerging solutions during practice.

Study materials

- Presentation of the material in printed or online form.

Course syllabus

- **Change of approach: Agile vs. predictive world**
- Differences between agile (adaptive) and waterfall (predictive) thinking.
- Business analysis vs. IT analysis.
- Overview of agile frameworks (mainly SCRUM, preview of SAFe).
- Key techniques, artifacts and estimating effort (Story points, T-shirt sizing).
- **Discovery and context: Domain Storytelling**
- How to gain awareness of the context of how processes work.
- Identifying the first adepts for processes and use cases.
- **From the big story to sub-episodes: User story and Epic**
- How to formulate a user story correctly and usefully.
- Acceptance and evaluation criteria in practice.
- How do we know it's done (Definition of Done – DoD).
- **Work organization: User Story Mapping**
- How to build a story map and find its main axis (Backbone).
- The secret of effective prioritization and determining MVP.
- **Deeper detail: Use Cases**
- Do use cases have a place in the agile world? (Spoiler: Yes, and big ones!).
- Different ways to write user stories and use cases (form, structure, meaning).
- **Decomposition and structuring: How to cut up an elephant**
- Decomposition of User Stories and Use Cases.
- Working with verbs and the duration of performing activities.
- Structuring according to various criteria.
- Introducing Use Case 2.0.
- **Across the entire training:**
- Practical examples and tips in each topic.
- Collaboration with AI (large language models) will also be introduced during the techniques.

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