

The Business Analyst in an Agile Environment

Length: 1 Day

Summary: In this course, you'll learn how to discover your role within an Agile team's software development, how to adapt the techniques you already use to the Agile environment, and how to use some new requirement techniques specific to Agile. Each project will be different, and the role of the BA (business analyst) may vary from project to project. However, the concepts remain relatively stable and, assuming a willingness to be adaptable (agile), you will find an exciting new way of being a BA.

A major thrust of the course is the necessity of collaborative teamwork—others may take on part of the activities for which you have sole responsibilities in the Waterfall projects; you will be more closely involved in the work management of the team.

What You'll Learn

- The different versions of Agile and how they are usually implemented
- The need for true teamwork and your work as a BA
- How to help your team with soft skills
- Agile requirements formats, user stories, epics, and themes
- How to develop requirements at the last responsible moment using Real Options
- How to use success indicators rather than success criteria
- Agile requirement techniques
- User stories with acceptance tests
- Lightweight documentation
- Collaborative gaming
- Information radiation
- Backlog management
- Refining
- Ordering
- MoSCoW and Kano techniques for benefit estimation
- Timing and story points for effort estimation
- Your involvement in reviews and retrospectives
- Your involvement in success indicator tracking

COURSE CONTENT

CRITICAL ISSUES

- Why Agile?
- Being a Team Member
- BA Skills
- Increment Zero and BA Work
- Real Options

DEVELOPING REQUIREMENTS

- Lightweight Documentation

- Requirements Documentation
- Epics and Themes
- Developing User Stories
- Acceptance Tests

MANAGING THE BACKLOG

- What is Backlog Management?
- Refining the Backlog
- When Is Software Done?
- Reviews and Retrospectives
- Before the Release

- Success Indicators

CASE STUDY AND EXERCISES

- Use Collaborative Games
 - Make Requirements Decisions in Increment Zero
 - Write User Stories
 - Groom and Order a Backlog
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