User Stories, Learner Journeys & Other Epic Tales: Decoding Agile & UX Techniques for LX design

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Torrance Learning

Produced by:

LEARNING GUILD

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Which of these is not like the others?

It's this one

3

What's your story?

1 As an Instructional Designer, I want to articulate the difference between learning stories and user stories so I can communicate clearly with Agile-using and non-Agile peers.

2 As an Instructional Designer, I want to define scope for projects so I can get alignment on the team, buy-in for my work and get things done.

3 As someone who's just attended this conference, I want to leave with an action plan for implementing what I just learned so I don't lose all the momentum I've gained here.

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4

Work on stories in the order of value to the **customer**.

https://imgflip.com/i/1jjmtv

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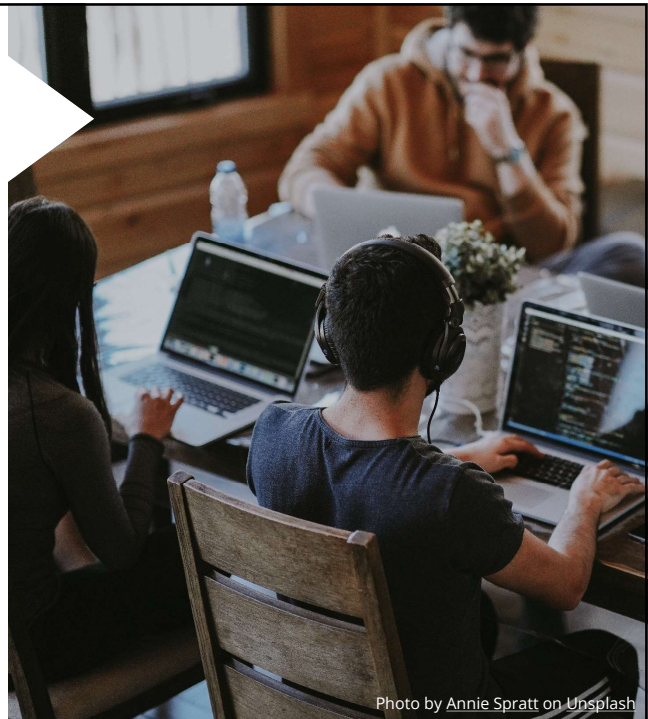
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Agile is ...

An iterative, incremental method
of guiding design & build projects
in a highly flexible & interactive manner,
focusing on maximizing customer value
and fostering high team engagement.
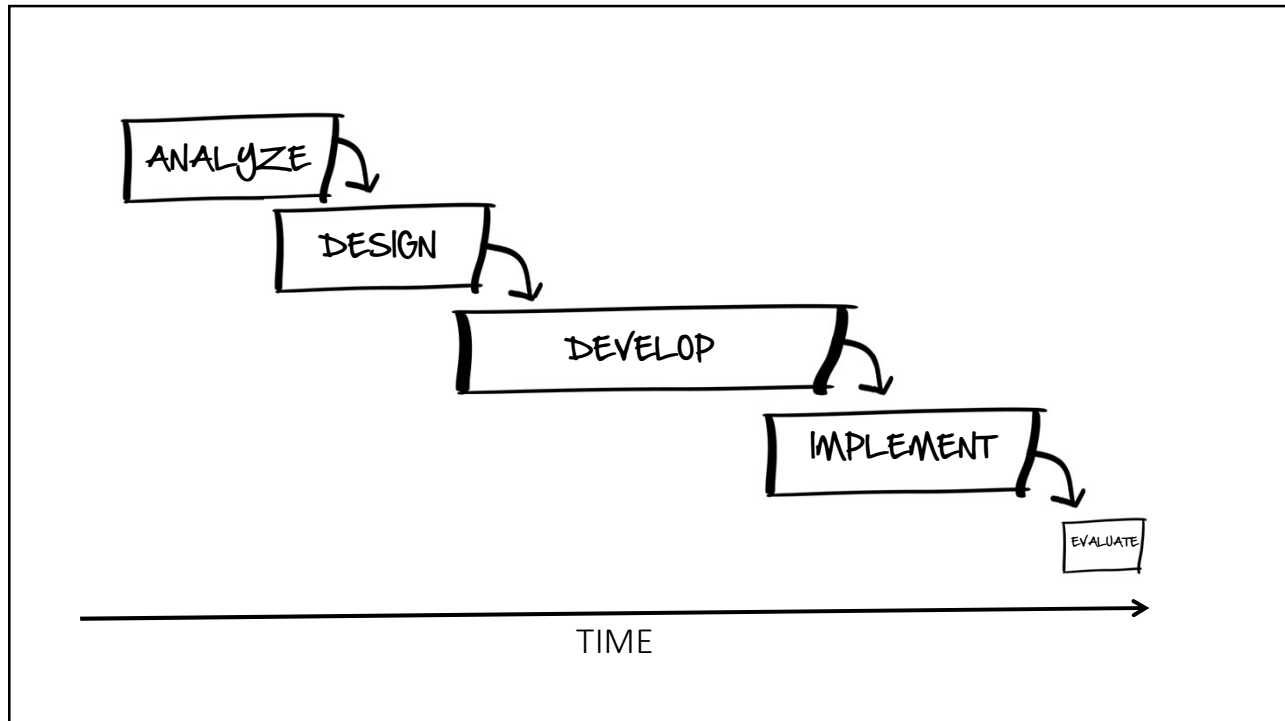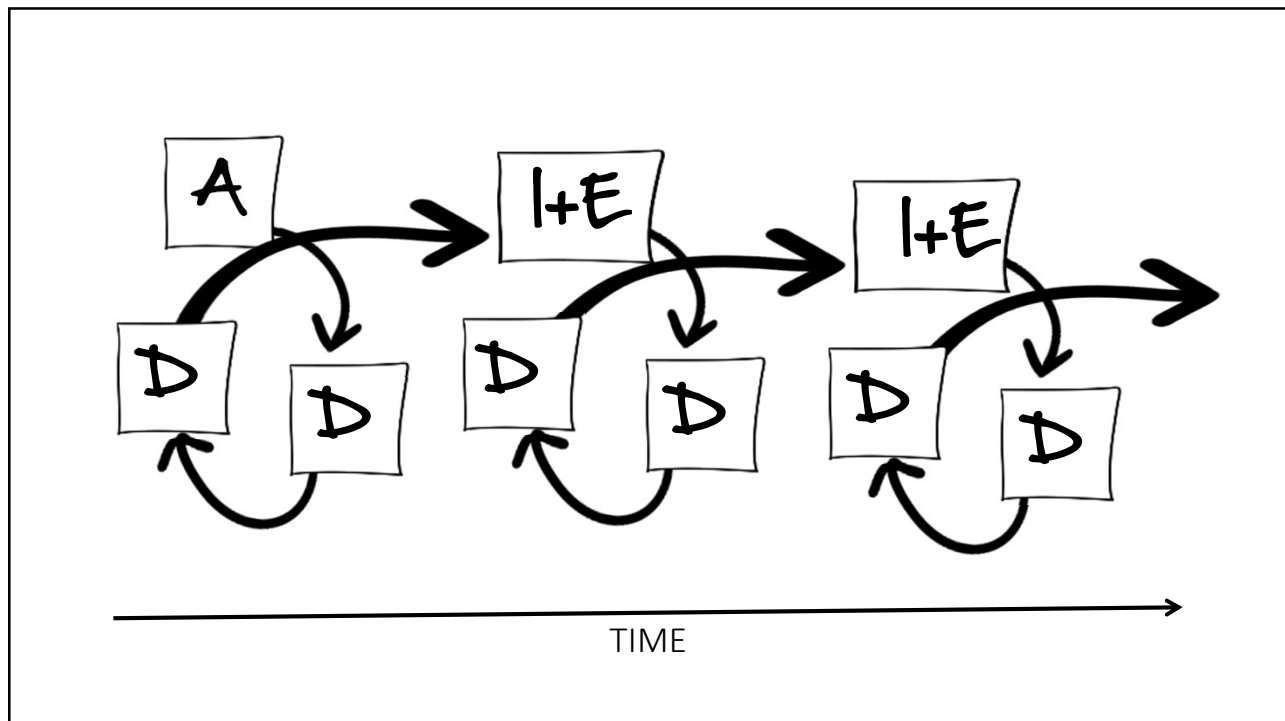
Photo by Annie Spratt on Unsplash

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LLAMA is ...

An iterative, incremental method
of guiding **instructional design projects**
in a highly flexible & interactive manner,
focusing on maximizing customer value
and fostering high team engagement.

LLAMA
LOT LIKE AGILE MANAGEMENT APPROACH

Photo by Annie Spratt on Unsplash

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ANALYZE

DESIGN

DEVELOP

IMPLEMENT

EVALUATE

TIME
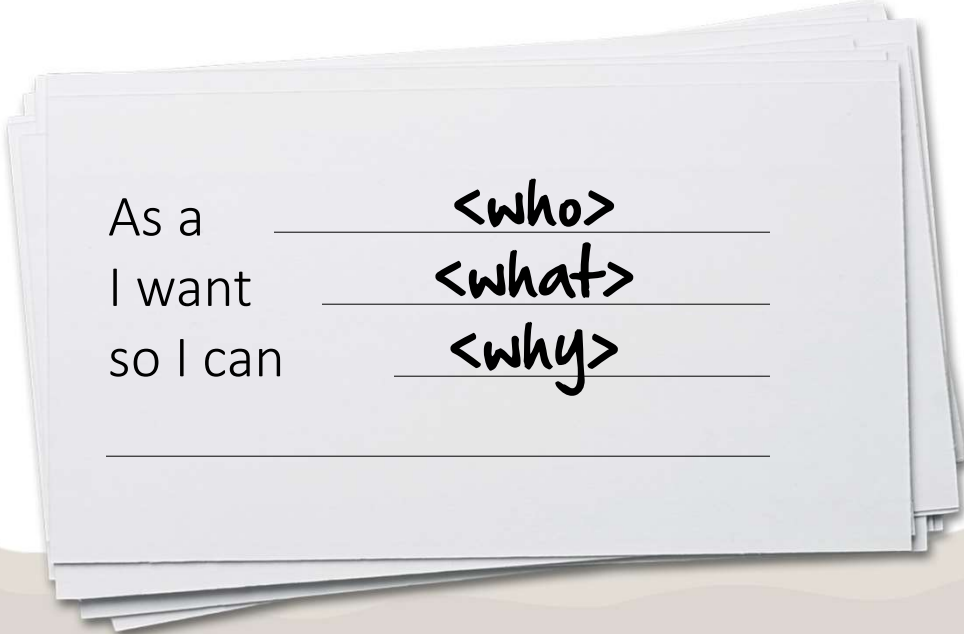
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A

I+E

I+E

D   D

D   D

D   D

TIME

10

An **Agile user story** describes a set of functionality from the user's perspective.
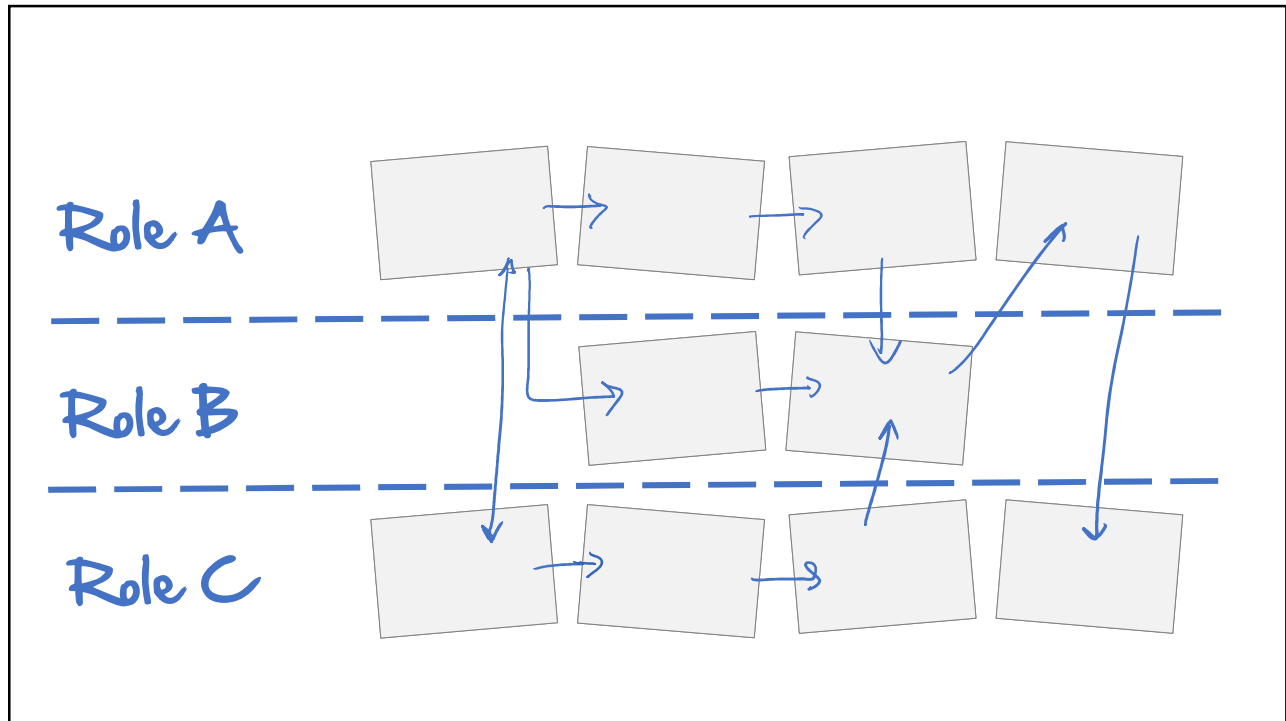
- Facilitates brainstorming process
- Gets us out of the "features and functions" space and into "what can we do with it?"
- Humanizes and contextualizes what otherwise might be a list of requirements.
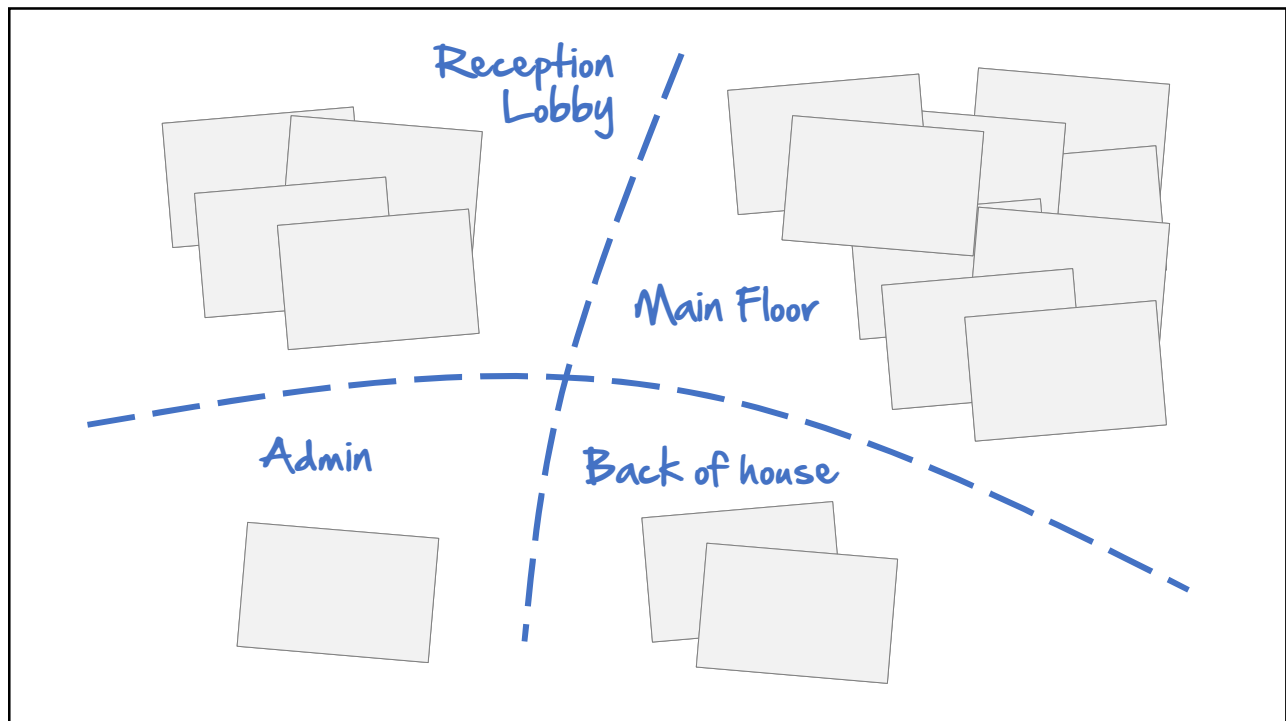- Becomes a unit by which to define and measure scope

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As a _____ <who>
I want _____ <what>
so I can _____ <why>
_____

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Slide 15

Phase 1   Phase 2   Phase 3

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Slide 16

As a **LMS Admin**,

I want **SCORM compliance**

so that **learners are marked**

complete automatically (and reliably)

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Many stories
make an epic.

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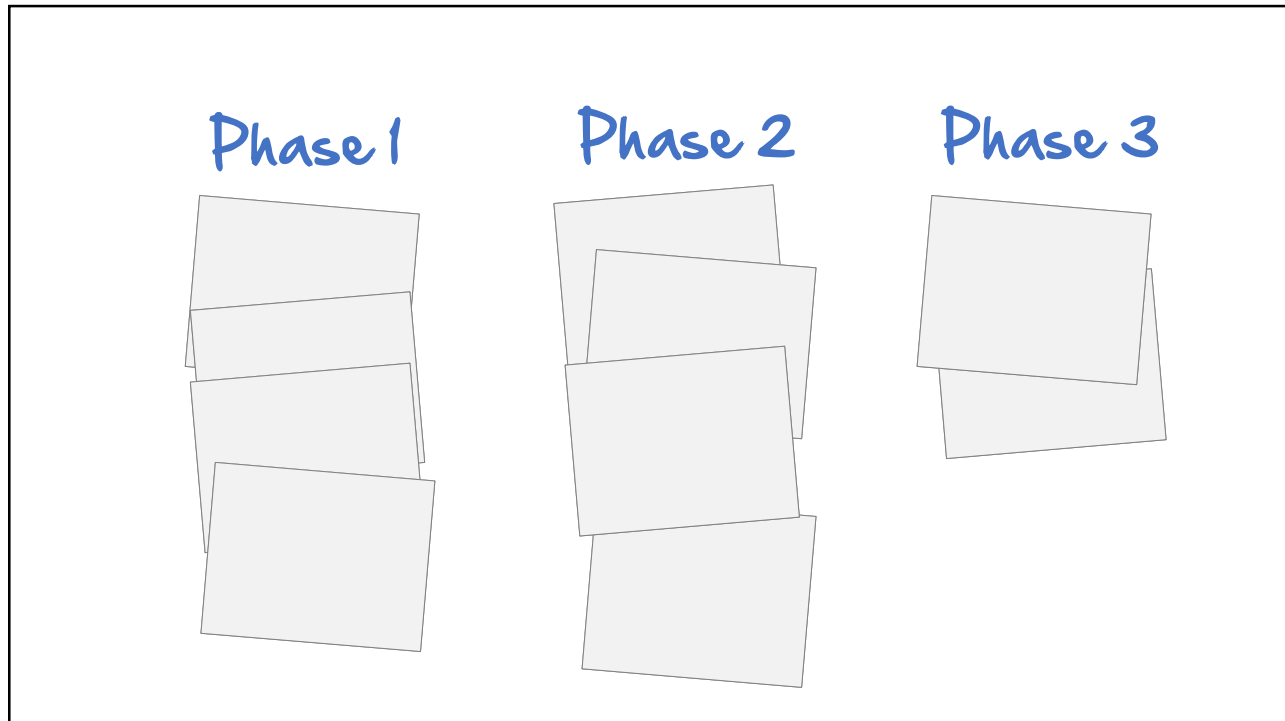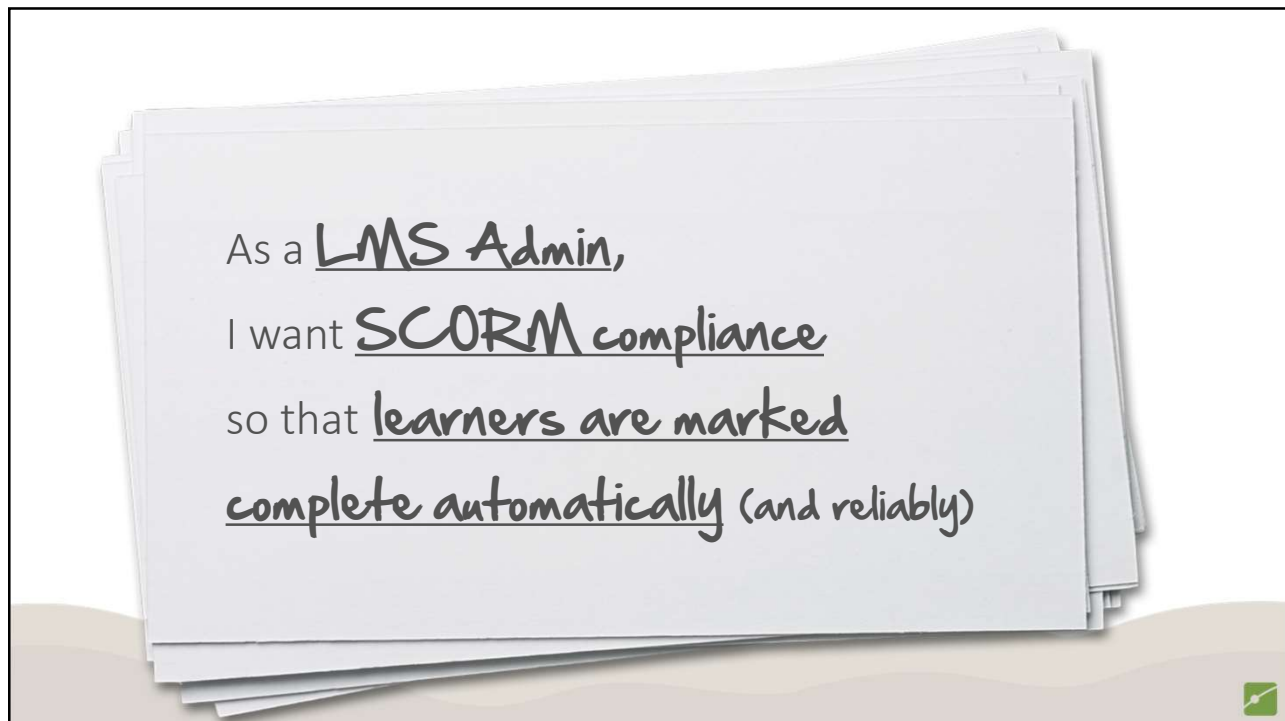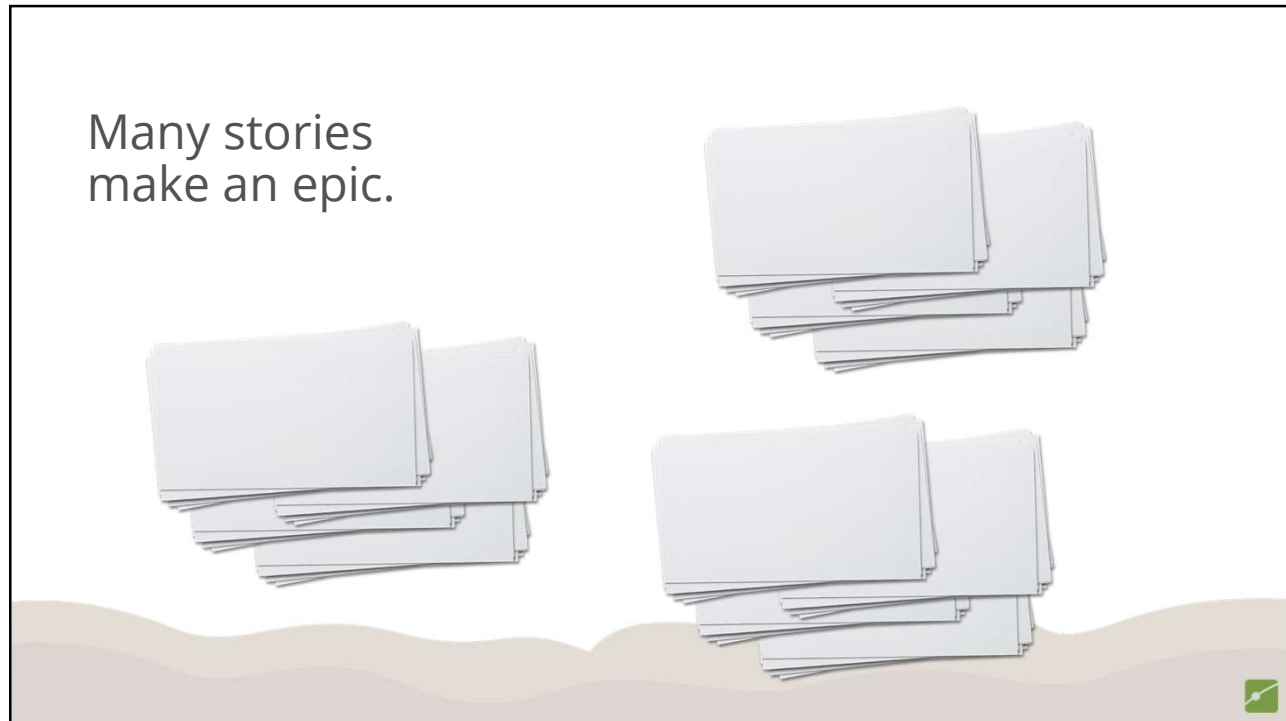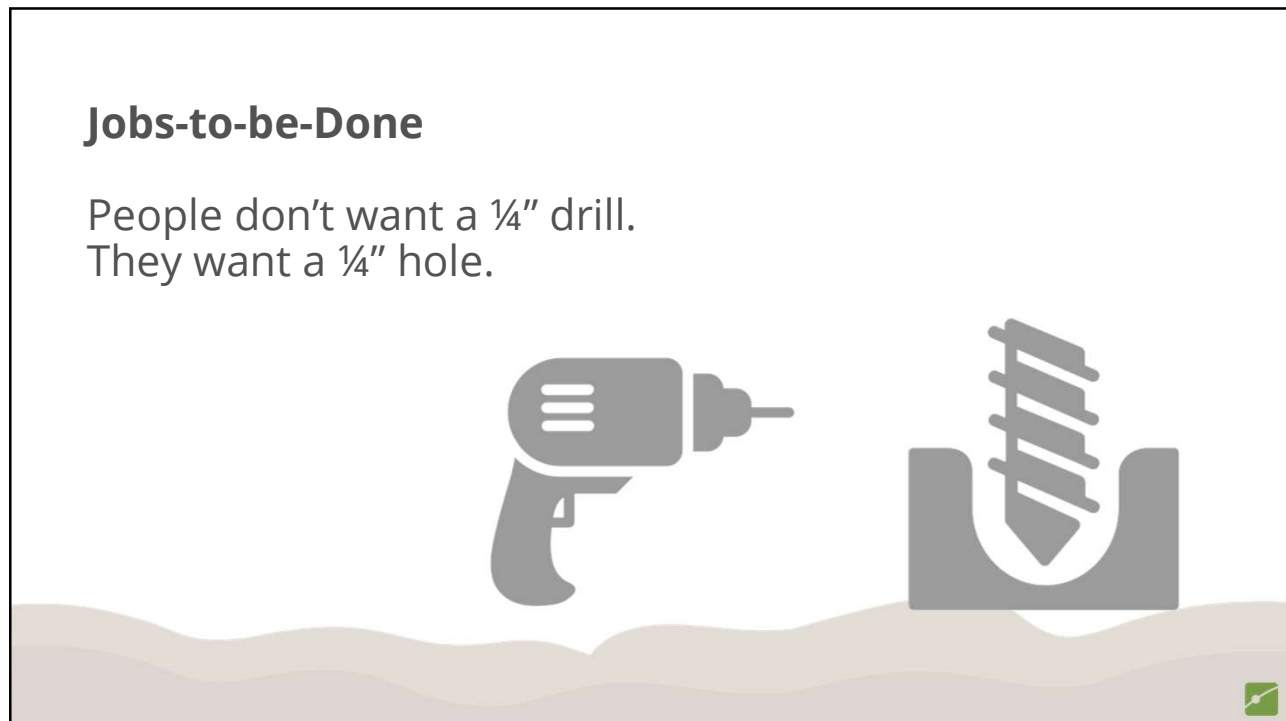**Jobs-to-be-Done**

People don't want a ¼" drill.
They want a ¼" hole.

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Your turn to try out stories

Your mission:
Define user stories for a
virtual classroom tool

Breakout rooms of ~4 people.

Generate as many ideas as
you can in   minutes.

As a   \<who\>
I want   \<what\>
so I can   \<why\>

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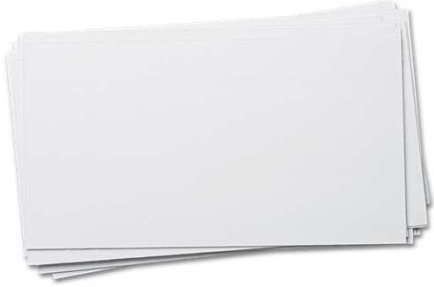
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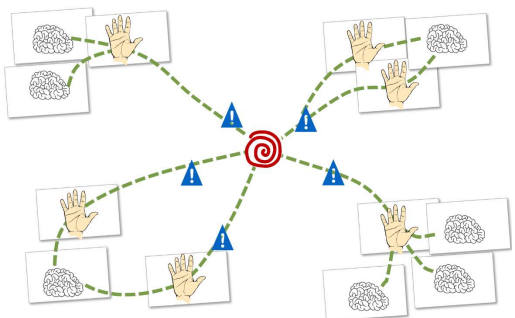
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Adapted from: Cathy Moore

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Your turn to try out stories

**Your mission:
Define behaviors/actions for
a course on making coffee**

Breakout rooms of ~4 people.
Generate as many ideas as
you can in   minutes.

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Slide 25

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Slide 26

ACTION PLANNING TEMPLATE

Action Step	Strategic Alignment	Resources Needed	Priority	Potential Risks	Target Date	Current Status

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Your turn to tell your implementation story

Your mission:
Create an action plan for 2-3 things you'll do as a result of this conference.

ACTION PLANNING TEMPLATE							
Action Step	Strategic Alignment	Resources Needed	Priority	Potential Risks	Target Date	Current Status	

Breakout rooms of ~4 people.

Download the template.

Work silently for 5 minutes, then share with your group.

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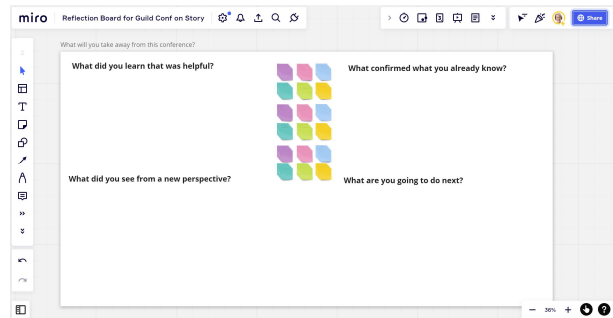
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Reflect on your experience

Your mission:
Use a Miro board to reflect on your experience

Go to the Miro board and use stickies to answer the questions.

Save the link so you can come back and explore Miro some more.

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Thank you

See you at DevLearn, Oct 23-28
- Agile PM Certificate
- xAPI User Conference
- Case study on Agile with Amber Boyd
- In the Expo

See you at Learning 2022, Nov 6-9
- L&D's Role in Cultivating Racial Equity at Work with Jessica Jackson

See you at xAPI Cohort (www.xapicohort.com) (now through Nov) and xAPI Party Dec 1

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