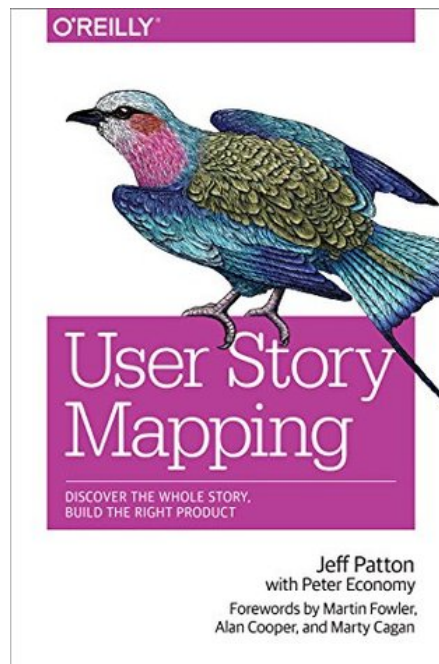




User Story Mapping: Discover the Whole Story, Build the Right Product

Jeff Patton , Peter Economy

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User story mapping is a valuable tool for software development, once you understand why and how to use it. This insightful book examines how this often misunderstood technique can help your team stay focused on users and their needs without getting lost in the enthusiasm for individual product features.

Author Jeff Patton shows you how changeable story maps enable your team to hold better conversations about the project throughout the development process. Your team will learn to come away with a shared understanding of what you're attempting to build and why.

Get a high-level view of story mapping, with an exercise to learn key concepts quickly Understand how stories really work, and how they come to life in Agile and Lean projects Dive into a story's lifecycle, starting with opportunities and moving deeper into discovery Prepare your stories, pay attention while they're built, and learn from those you convert to working software

User Story Mapping: Discover the Whole Story, Build the Right Product Details

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From Reader Review User Story Mapping: Discover the Whole Story, Build the Right Product for online ebook

Jono says

Wish I had read this 5 years ago.

Jesse Richards says

User story mapping is great, but this book used three times as many pages as necessary to explain it. I was also dying to see one large legible illustrated example, not tons of tiny grainy photos.

Steve Fenton says

I have rarely read a book that explains a concept this well. The theories are all brought to life with relevant case studies, brilliant analogies, and a writing style that reveals the author's passion for delivering software that solves a real problem.

Ahmad hosseini says

Book describes how use user story mapping technique in the process of making software from idea to test. User story mapping is a valuable tool for software development. This often misunderstand technique can help your team stay focus on users and their needs without getting lost in the enthusiasm for individual product features. The main goal of using stories is shared understanding. Story mapping is very simple, but it is not easy!

Who should read this book?

Book could be useful for product managers, project managers, user experiment designers, product owners, business analyst, and agile and lean process coach.

Book weaknesses

The contents of the book do not have a coherent structure.

There are lots of reference to previous chapters and other books and so reading of book is a little hard.

Alex Fürstenau says

It's great stuff, Jeff is talking about but the style of writing is much more important to me. Jeff is also extraordinary here because he "eats his own dog food", he speaks about story telling while using stories. :-)
Thats great. In the second part of the book, the story telling went in the background a little bit but it comes back closer to the end of the book. I also like his humor, on how he is interacting with the reader. It could be

a bit more from time to time.

It's highly recommended if you need to visualize a part of a product or a whole product.

Andi Dirgantara says

Product development is hard, this book teach us one of the best product development planning, to create better user story mapping in particular. Applicable to team who use scrum or agile process. This book is little bit wordy, but personally I got a lot of lesson learned that we can apply to our team.

DeVilliers Malan says

Great read, practical and provides real-life examples. This is a must read for all Product Owners, Product Managers and even software developers that want to build exceptional software products.

Emmerson Siqueira says

This book isn't simply about a Mapping technique for Stories. It goes a lot beyond that, and it goes beyond because what matters most is not the Map itself but the work you do while you build such thing, the Map is just a supporting tool that helps you and the team visualize the big picture. In this book you'll have a better and more clear understanding on how Stories can help us drive software development. You'll learn and see (literally, through nice illustrations by the author and pics) how Agile development feels like and tips for better planning and collaboration.

Sometimes you might feel that you're reading things over but that's because the author didn't want to simply give you the requirements, he wanted to tell you the stories, thus building a good understanding and sense of it.

Askorbinka says

Inspiring and up to the point

Lots of examples, practical insights, it is clear the author spent a lot of time working on a software at different roles. It is written in a very friendly tone, just like you're having a conversation with a more experienced colleague. I've already tried several ideas from the book at work and plan to grab more of them.

Christian Dalager says

Hvis man arbejder med software tæt på brugerne, vil dette her være en utroligt nyttig bog at læse. Der er en lang række betragtninger og gode værktøjer til forståelse, analyse og nedbrydning af komplekse domæner.

User Story Mapping fremstår ikke som en færdig metode. Det er heller ikke en metode, der bare kan klikkes ind i et agilt framework som Scrum -- men fremstår mere som et selvstændigt fluffy alternativ, bygget på POST-ITs. Og man skal langt hen i bogen, før det går op for en at der aldrig bliver præsenteret en mere formel/strukturet beskrivelse af et User Story Map.

Der er vildt gode pointer i, som fortjener opmærksomhed og refleksion, men man skal være meget rummelig og i perioder kunne tåle at læse uden rød tråd på dybt vand.

Hvis man er erfaren "Agile Practitioner" er der også noget at komme efter, synes jeg, da der er mange forfriskende perspektiver, hvis man kun har kørt Scrum(ish) projekter.

Sebastian Gebski says

Great book, with issues.

In general, the content is great. The knowledge that's getting passed to the readers is well served & valuable. The content is well illustrated & clear. But all of that gets really annoying, because the book is just too wordy. Quite quickly I got the impression (and I couldn't get rid of it until the end) that I'm reading the same stuff again - even if it's smart & applicable, it gets annoying.

What are my favourite parts / chapters?

- * about how requirements are supposed to be formed ("They are the requirements")
- * about "accurate estimates" :)
- * about the value of working software ("Validated learning over working software" Kent Beck)
- * about client-vendor as an anti-pattern

And the thing that entertained me near the end of the book: "Stories are actually like asteroids" - actually I think it's a great comparison ;D

In general, it's a good read and I'm happy that I went through, but it's a shame that it was a bit boring.

Koen Metsu says

I was hesitant to give this book 4 stars, because I found the title somewhat misleading. While it does introduce USM, I found those parts lacked dept. The bulk of the book is more about doing User Stories well, and not directly about USM itself. It's rather repetitive in some parts, and the Kindle version had some parts where the font choices were awkward.

However, it's still a really good book on User Stories, Agile development, and Lean Startup mentality. If I had started reading this book with those expectations, I'd probably been less disappointed by it.

Graham Herrli says

This book provides an overview of a process (story mapping) that can help to increase understanding of a feature before building it. Doing so helps to prevent scope creep and gets multiple members of a team on the same page about what will be built.

Story mapping:

- is a way of talking about who does something, what it is, and why they do it. It also helps us prioritize and agree on the most important paths users need to take, which helps us make decisions down the line
- is used to build shared understanding. Stories are a lightweight form of documentation that is primarily spoken, not written.
- is a collaborative process used to flesh out what needs to be created. Unlike traditional requirements where one person explains and another tries to understand, story mapping aims to get people talking about the best way to solve a problem.
- establishes order and hierarchy. It helps to group things in sequence and by priority. It reveals gaps in understanding and shows how things fit together.
- shows what parts of our understanding are unclear so that we can identify key unknowns to study going forward.

Although the process is clearly described and immediately applicable, I found Patton's context of when to use story mapping to be a bit disturbing. He writes about using story mapping to fully explore a feature based on what we think people need, and then creating a quick prototype in order to test whether that's what people actually need. He includes diagrams showing this cycle of guessing what people need, then checking whether that's what they actually want, then guessing what they need again.

To me that's problematic because he only tacks on a chapter about formative research toward the end of the book, and when he does, he doesn't describe its integration with the rest of the process. Without that formative research before the story mapping, we could very well become invested in the details of a feature that serves no real user need. After starting down the wrong trajectory, we could be iteratively testing and trying to improve something that doesn't serve any real need.

Mihai Rosca says

There's a rule by which I rate books in general:

5 star - It's so useful for me that I'll probably get back to it soon after, in order to apply the information.

4 star - It's good, worth reading, but if I don't actually apply the information I'll forget most of it.

3 star - Some good parts, but has some major flaws I could not get over.

2 star - Appreciated the effort for a while, but then I burned it in my basement laughing like Mandark (<https://www.youtube.com/watch?v=PiGIQ...>)

1 star - I literally attempted to commit suicide while reading it

Right. Now getting to the point. This book is more like a 4 star, except, I actually need that content in order to do my job better, so...it becomes a forced 5.

Jeff Patton really talks his mouth off in this book. He wrote the book in the all classic american style in which you take an idea, some basic points and then return to them all throughout the book from different viewpoints. But only after you've prepared the reader with a lengthy introduction disguised as something

else. Meh, not much of a fan of that approach.

However, the author is truly awesome. It's not easy to spot the ease with which he applies his simple concepts in real life and that's what I appreciate. You need a lot of experience to talk the talk but also walk the walk.

His insights from real life makes this a great book (even though I still think it might be too lengthy). If Jeff Patton was speaking from some theory place this book would have sucked. But all the advice here is real, you can relate to it and apply it badly and then come back to it again and again until you do it right. And that's what books like this are supposed to do after all: make you understand, push working knowledge in your head.

Jack Coates says

Good advice but delivery is poor. Lots of repetition that inflates page count
