

Use-Case 2.0 Conversion Course

An intermediate class on using the latest use-case approach on agile projects

Delivery: On customer site

Course Length: 1 day (or 2 days when combined with the Advanced Use-Case Modeling Course)

Course Approach: Simulation, discussions, workshops, exercises, case studies

Level: Intermediate

Audience

Product Owners
Business Analysts
Systems Analysts
Customer Representatives
Requirements Managers
Requirement Engineers
Project Managers
Developers and Testers

Recommended Prerequisite Courses

None

Recommended Experience

This course is for experienced use-case modelers wishing to learn about state of the art use-case techniques and how to apply them in an agile fashion. Prior to attending this course the student should possess at least 3 months experience with use cases.

Related Courses

For students interested in continued learning in this field, we suggest taking:

- Advanced Use-Case Modeling
- UML Business Modeling

Course Description

This one day class is intended to introduce experienced use-case modelers to Use-Case 2.0. It builds on the current state of the art practice to present an evolution of the use-case technique that we call Use-Case 2.0. Although the term suggests a new version of use cases, it does not refer to an update of the UML, but rather to a set of cumulative changes in the ways software developers and business analysts succeed with use cases.

The course focuses on how to use use-cases in an agile and scalable fashion. The course starts with a simulation where the delegates will build a product backlog using a pre-supplied set of use cases. The simulation provides hands-on experience where the participants will be directly exposed to the innovations at the heart of Use-Case 2.0. The simulation acts as a foundation for the rest of the course and will conclude with a retrospective where the participants will explore how Use-Case 2.0 compares and contrasts with their existing experiences.

This is then followed by a workshop where any issues arising from the use of Use-Case 2.0 during the simulation will be addressed. This section will draw on the relevant sections of the 2 day introductory Use-Case 2.0 course. Throughout the class, common problems and their solutions will be explored. Reference examples and exercise solutions are also supplied along with a reference copy of the materials from the longer 2 day introductory Use-Case 2.0 course.

Objectives

Upon completion of the course, participants will understand:

- how to slice use-cases to create well-defined pieces of work for agile teams
- how to manage scope using use-cases
- how to build a product backlog using use-cases
- how to iteratively develop the use-case narratives
- how to select the correct amount of detail to include in their use-cases

Topics Covered

- What is Use-Case 2.0?
- Being Agile with Use Cases
- Building a Product Backlog with Use Cases
- Slicing Use Cases to Drive Projects
- The Lifecycle of a Use Case and a Use-Case Slice
- Use Cases across the Project Lifecycle

Europe

+44 (0)20 7025 8070

info-eur@ivarjacobson.com

Americas

978-649-2856

info-usa@ivarjacobson.com

Asia

+8610 82486030

info-asia@ivarjacobson.com