KOENIG SOLUTIONS · COURSE OUTLINE

User Story Writing: INVEST, 3Cs & Gherkin Syntax

Learn to write, structure and validate Agile user stories using INVEST, the 3Cs and Gherkin acceptance criteria.

24 Hours	5	25	4
DURATION	MODULES	TOPICS	HANDS-ON ACTIVITIES

COURSE OVERVIEW

This course covers the definition and purpose of user stories, distinguishing them from requirements and use cases, and the INVEST and 3Cs frameworks for writing good stories. It then addresses the structure of a user story, including the standard format, its components, and acceptance criteria written in Gherkin syntax. Further topics cover writing technical user stories, balancing technical and user needs, and breaking epics into smaller stories, followed by a practical writing workshop with exercises and case studies. The course closes with tools for managing stories, best practices and anti-patterns to avoid, and validating stories through acceptance criteria testing and feedback loops.

WHO THIS COURSE IS FOR

- **Product Owners**
- **Business Analysts**
- **Scrum Team Members**
- **QA Engineers**
- **Software Developers**
- **Project Managers**

LEARNING OBJECTIVES

- Explain the purpose of user stories within Agile methodology
- Apply the INVEST principle and 3Cs framework to story quality
- Structure user stories using role, goal and benefit format
- Write acceptance criteria using Gherkin Given-When-Then syntax
- Translate technical requirements into user-centric story language
- Decompose epics into smaller, iterative user stories
- Identify anti-patterns such as vague goals and jargon
- Map acceptance criteria to test cases for story validation

CERTIFICATION

Certification

Final Project: Participants create a set of user stories for a mock product or feature.

Evaluation: Stories reviewed based on clarity, adherence to INVEST, and actionable criteria.

Certificate of Completion: Recognition for participants who complete the course successfully.

COURSE SYLLABUS

5 Modules, 25 Topics

01

5 hours

Introduction to User Stories

WHAT ARE USER STORIES?

- Definition and purpose in Agile methodology
- User stories vs. requirements vs. use cases.

CHARACTERISTICS OF GOOD USER STORIES

- **INVEST principle:** Independent, Negotiable, Valuable, Estimable, Small, Testable
- **The 3 Cs Framework:** Card, Conversation, Confirmation

IMPORTANCE OF USER STORIES IN AGILE

- Role in sprint planning, backlog grooming, and product delivery
- Stakeholder alignment and communication

02

4 hours

Structure of a User Story

BASIC FORMAT

- “As a [user role], I want [goal] so that [reason/benefit].”

DETAILED COMPONENTS

- **User Role:** Identifying personas or end users
- **Goal:** Capturing intent or functionality
- **Reason/Benefit:** Explaining value for the user and business

ACCEPTANCE CRITERIA

- Defining “done” for the story
- Gherkin syntax (Given-When-Then) for clarity

03

5 hours

Writing Effective Technical User Stories

UNDERSTANDING TECHNICAL REQUIREMENTS

- Capturing backend and system requirements in user story format
- **Examples:** API integrations, database changes, performance improvements

BALANCING TECHNICAL AND USER NEEDS

- Translating technical details into user-centric language
- Ensuring business value in technical tasks (e.g., refactoring, security updates)

BREAKING DOWN EPICS INTO STORIES

- Techniques for decomposition
- Examples of splitting stories for iterative development

Practical Writing Workshop

3 hours | 2 Hands-on Exercises | 2 Case Studies

05

4 hours

Tools and Best Practices

TOOLS FOR WRITING AND MANAGING STORIES

- Jira, Trello, Azure DevOps, or other backlog tools

BEST PRACTICES

- Collaborating with stakeholders to refine stories
- Continuous improvement through feedback loops and retrospectives

ANTI-PATTERNS TO AVOID

- Vague goals, lack of acceptance criteria, too much technical jargon, and over-detailed stories

06

3 hours

Validation and Testing

ACCEPTANCE CRITERIA TESTING

- Mapping acceptance criteria to test cases
- Collaborating with QA teams for story validation

CLOSING THE FEEDBACK LOOP

- Using feedback from delivered stories to improve future writing

HANDS-ON ACTIVITIES

Practise What You Learn

#	MODULE	HANDS-ON EXERCISES	CASE STUDIES
04	**Practical Writing Workshop**	■ Write stories for common technical tasks (e.g., "As a developer, I need logging to track system errors so that I can debug issues efficiently.") ■ Review and critique user stories in groups	■ Analyze and rewrite poorly written user stories ■ Work on stories from real-world scenarios

WHAT IS INCLUDED

Everything You Need to Succeed

- Koenig course material for every module
- Delivery by certified instructors and subject matter experts
- Hands-on exercises throughout the course
- Course completion certificate from Koenig

ABOUT KOENIG

Who We Are

Established in 1993, Koenig Solutions is a globally recognised training provider with 35+ technology partnerships, 5,000+ training programmes and a network of certified instructors and subject matter experts, supporting individuals and enterprise teams worldwide.

FLEXIBLE DELIVERY

Learn the Way That Suits You

Classroom Training | Live Online Classes (ILO) | Fly-Me-A-Trainer (FMAT) | Flexi (Self-Paced) | 1-on-1 Training

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