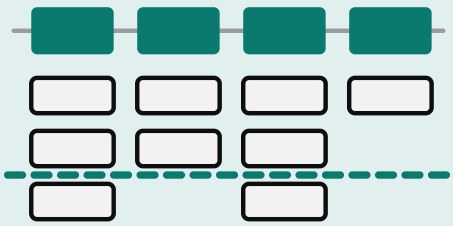
Method

User story mapping

A map in which the person's activities are arranged from left to right, like a story, and under each one go the user stories that make it possible.



In Spanish
Mapa de historias de usuario

Origin
Patton (2014)

Output
A map of the person's journey with the stories below and slices for each release

What it's for

Helps you keep the whole experience in view when deciding what to build first, something a flat list of tasks hides.

Key elements

A backbone
At the top go the person's big steps, in the order they experience them.

Details below
Under each step go the tasks, variations and exceptions, from most to least important.

Horizontal slices
A line runs across the map and marks the minimum that lets the person reach their goal in each release.

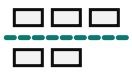
How it's done

1 

Tell the journey with the big steps from left to right.

2 

Hang below the stories needed for each step.

3 

Draw the slices that decide what goes into each release.

Applications in design

When to use it

When planning what to build and in what order, once you know the person's journey.

Avoid

Making the first release a loose piece that doesn't let people complete the journey.

Don't fall for it

Revise the map every time you learn something new about people.

Connections

Used by

- Product design

Related to

- Agile UX
- Opportunity solution tree
- User stories
- Journey map
- MoSCoW method

Authors and works

2014	**Jeff Patton**	He popularized the method in User Story Mapping, as an alternative to task lists that lose the thread of the experience.

Sources

Original sources

- Patton, J. (2014). User story mapping: Discover the whole story, build the right product. O'Reilly Media.

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