



OST

Ostschweizer
Fachhochschule

Collaborative Modeling Lesson 2: Domain Storytelling

ITBO Learning Lab 2, Initiative 1 (ZIOL, KAPS)

Spring Term 2025

Departement Informatik and ITBO

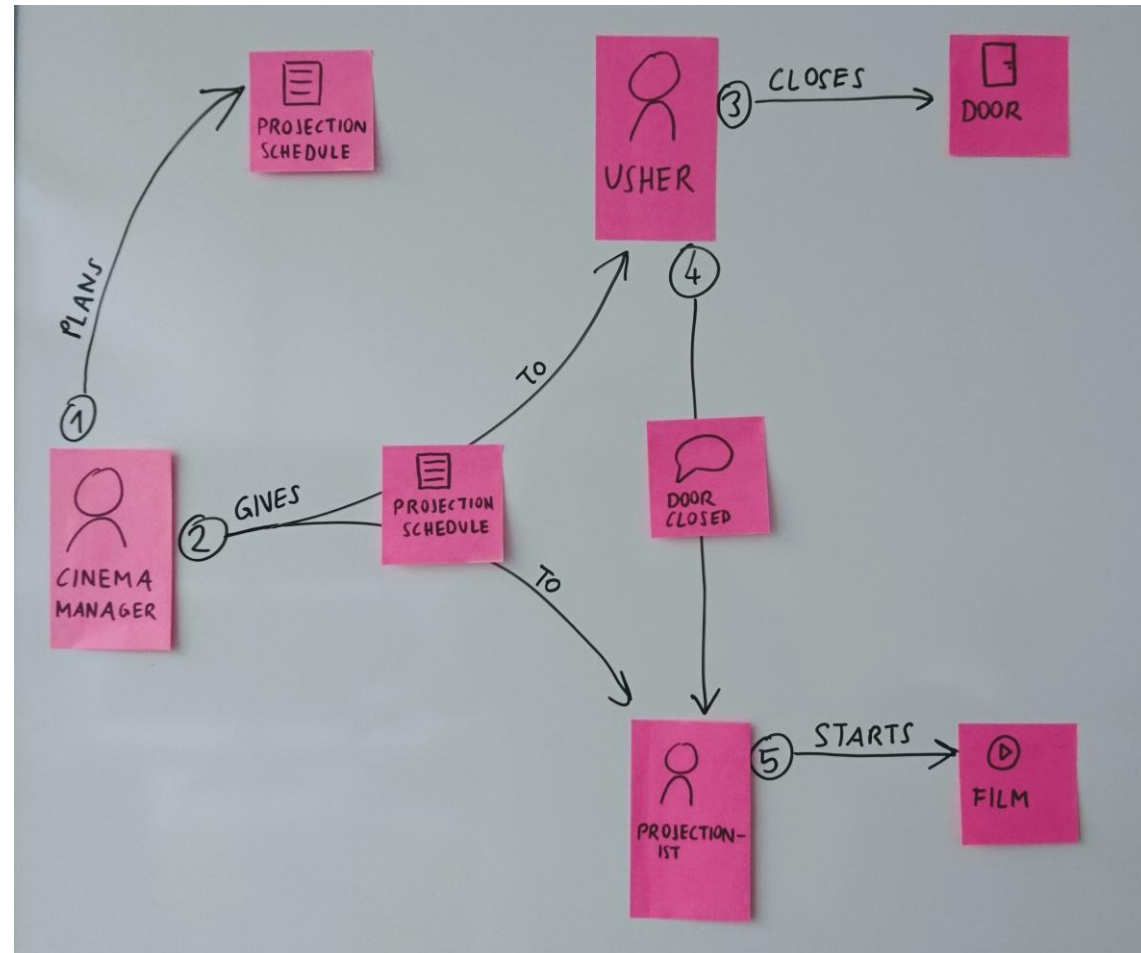
Lesson 2: Domain Storytelling

<https://domainstorytelling.org/quick-start-guide>

Agenda

- Motivation
- Concepts and activities
- Example
- Advantages and disadvantages
- When (not) to use

- Exercise
- Lab
- More information



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Lesson 2: Domain Storytelling

Context and Motivation

- “Domain Storytelling is a versatile tool that helps you to:
 - Understand a domain
 - Establish a shared language between domain experts and IT experts
 - Fully align all project participants and stakeholders, both technical and business-focused
 - Draw clear boundaries to organize your domain, software, and teams
 - Designing viable, software-supported business processes
 - Transform domain knowledge into requirements, embedded naturally into an agile process
 - Gain better visibility into your IT landscape so you can consolidate or optimize it”

<https://domainstorytelling.org/>

Storytelling is at the heart of human communication—why not use it to overcome costly misunderstandings when designing software? By telling and visualizing stories, domain experts and team members make business processes and domain knowledge tangible. Domain Storytelling enables everyone to understand the relevant people, activities, and work items.

Domain Storytelling is a technique to transform domain knowledge into effective business software. It **brings together domain experts and development teams**. The domain experts can see immediately whether you understand their story correctly.



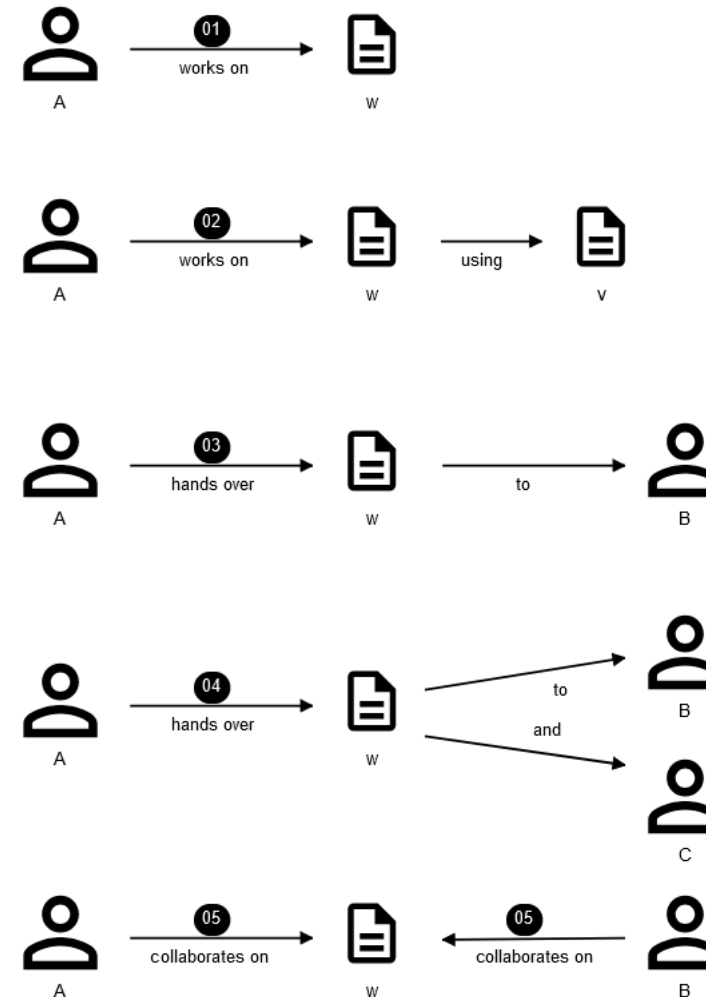
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The Pictographic Language

- domainstorytelling.org/quick-start-guide#the-pictographic-language

Baustein	Beispiele	Definition
Akteur	Kinobesucher Kassierer Kartenverkaufssystem	Repräsentiert eine Person oder ein Softwaresystem, die oder das eine aktive Rolle in einer Domain Story spielt.
Arbeitsgegenstand	Kinoprogramm Kinokarte Preis	Repräsentiert etwas, an/mit dem ein Akteur arbeitet.
Aktivität		Was ein Akteur mit einem Arbeitsgegenstand macht.
Sequenznummer		Beschreibt die Reihenfolge der Sätze in einer Domain Story.
Notiz		Eine textuelle Anmerkung. Kann sich auf einen Baustein, einen Satz oder auf die Domain Story als Ganzes beziehen.
Gruppierung		Fasst Teile einer Domain Story zusammen, die auf eine bestimmte Weise zusammengehören. Wird normalerweise als Umriss gezeichnet, z.B. eine rechteckige Form.

Image Source: Domain Storytelling, Stefan Hofer, Henning Schwentner



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Modelling Concepts: Scenarios, Workshop Format

- domainstorytelling.org/quick-start-guide#scenario-based-modeling
 - “First establish a sound understanding of *typical* cases - tell stories. Only then discuss *what else* could happen - collect rules.”
 - “We recommend you **start with** modeling the **default case** - the “80% case” - and the “happy path” first.”
- domainstorytelling.org/quick-start-guide#the-workshop-format
 - “Domain Storytelling is a conversation technique.”

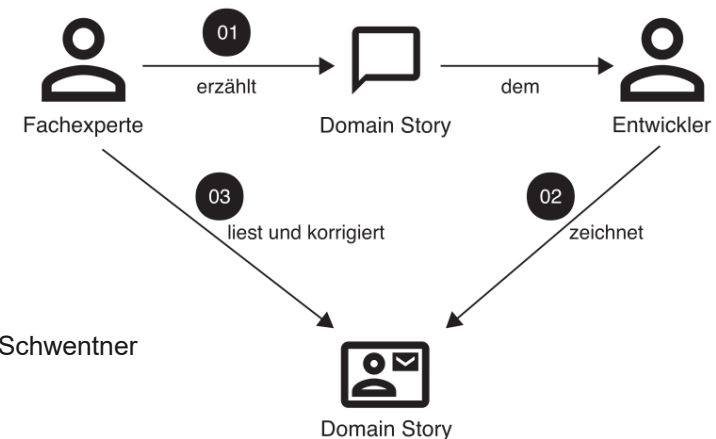
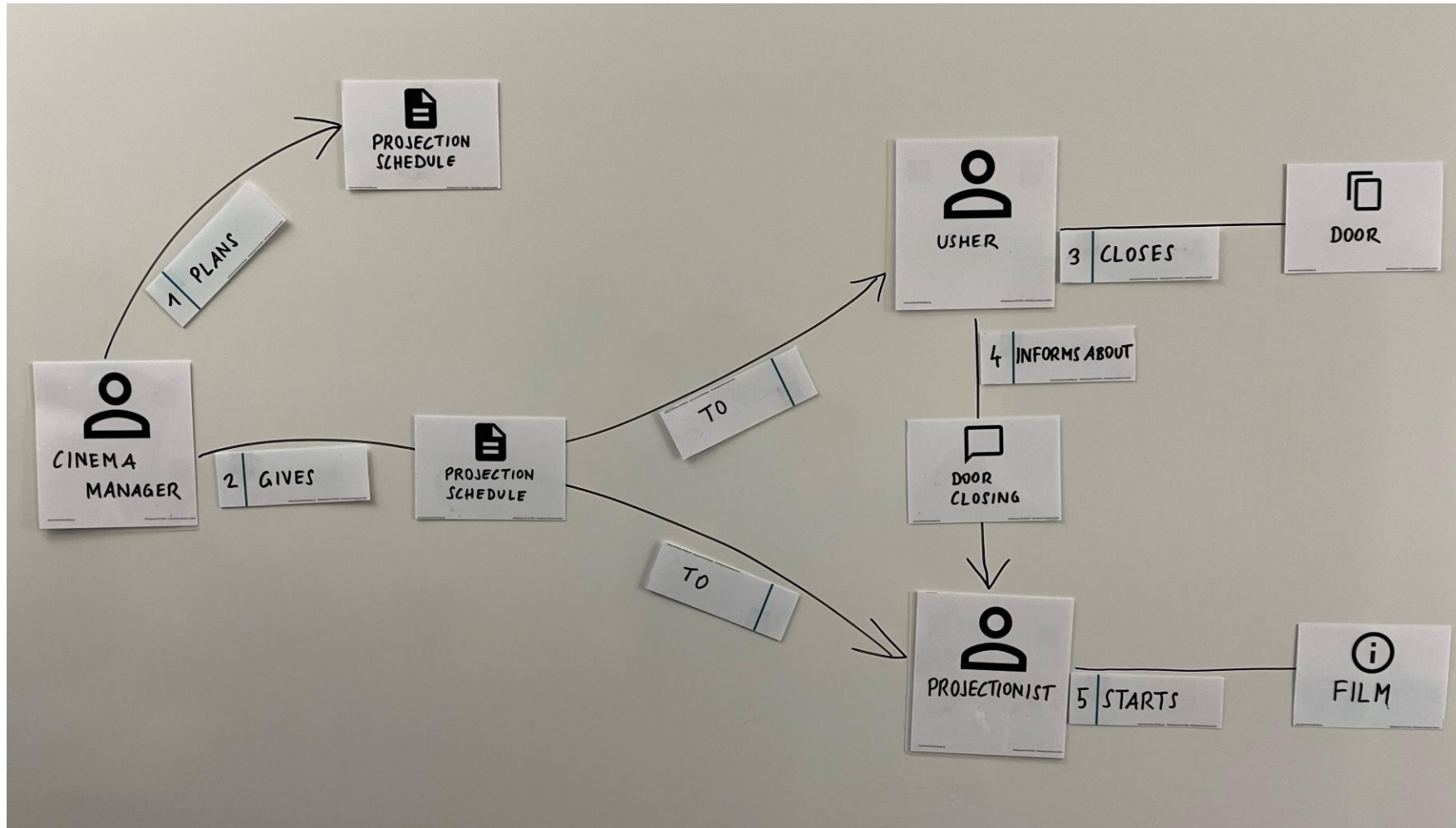


Image Source: [Domain Storytelling](#), Stefan Hofer, Henning Schwentner



Application Example 1

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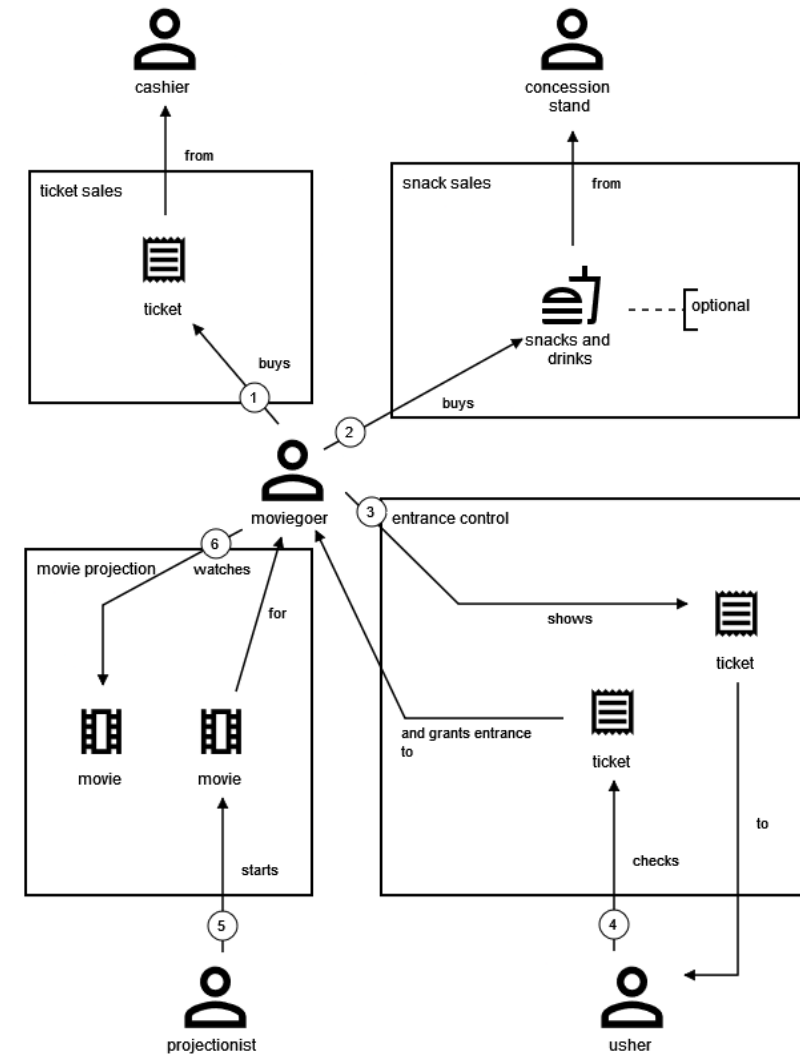




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Application Example 2

- There is a public DST example repo:
 - <https://github.com/WPS/egon.io-examples>



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Tipps

- Use separate work objects for each sentence
 - Duplication is okay here, it increases readability
- Make work objects explicit
 - Not as part of activity!
- Name every actor, activity or work object
- Use separate icons for actors and work objects

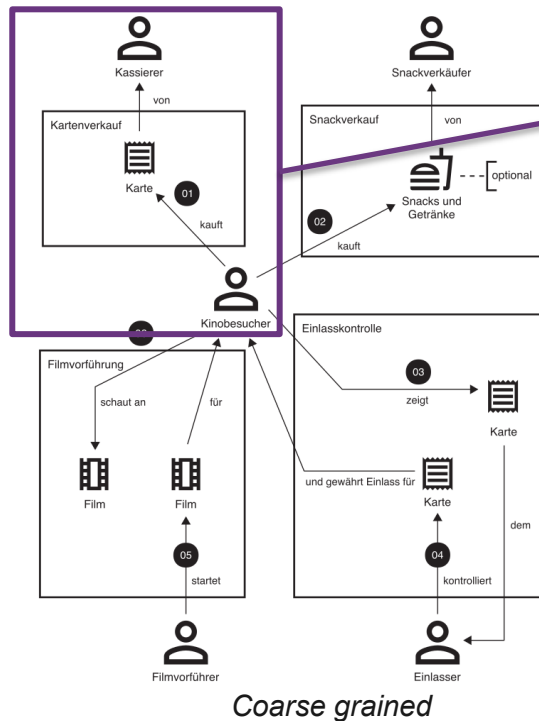


Images Source: [Domain Storytelling](#), Stefan Hofer, Henning Schwentner

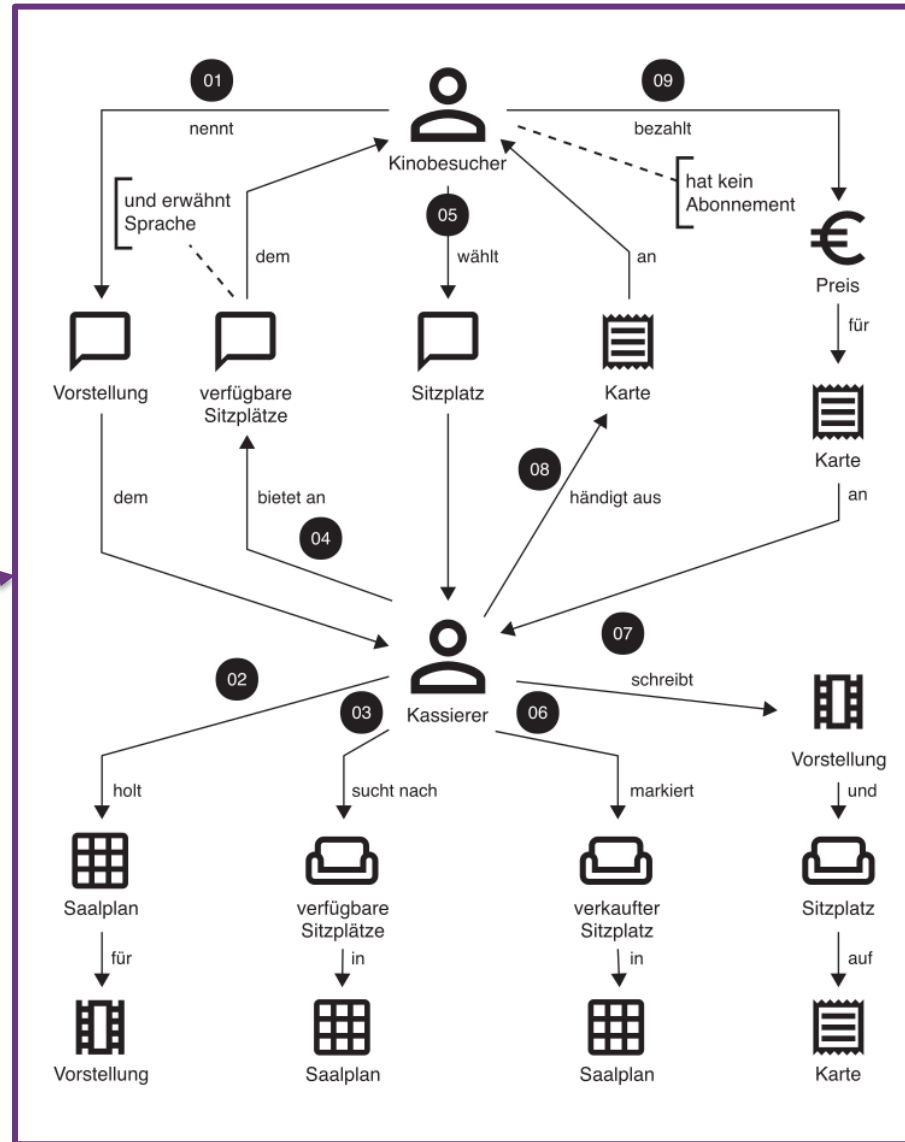
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Levels of Granularity

- **Coarse** grained («Grobgranular»)
- **Medium** grained («Mittelgranular»)
- **Fine** grained («Feingranular»)



Coarse grained



Fine grained

Images Source: [Domain Storytelling](#), Stefan Hofer, Henning Schwentner

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Comparing Tools

Tool	Group size	Corrections	Use	Modelling Support
Piece of paper	3	hard	spontaneous	none
Flipchart	5	hard	spontaneous	none
Whiteboard	7	ok	spontaneous	none
Digital drawing by hand	7	ok	occasional	none
Tools such as Gliffy, yEd, etc.	10+	easy	frequently	none
Virtual whiteboard	10+	easy	frequently	none
Egon.io	10+	easy	frequently	good

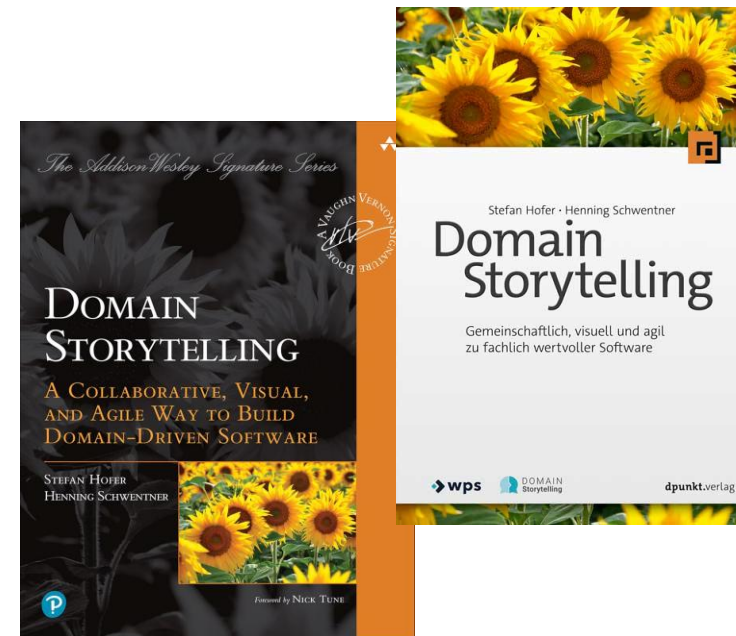
Source: [Domain Storytelling](#), Stefan Hofer, Henning Schwentner

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Book Recommendation

The book goes **deeper** into **use cases** and tells you how to use Domain Storytelling to:

- Learn the **domain language**
- Find **boundaries**
 - Strategic DDD
 - Bounded Contexts
- Derive **requirements** from domain stories
 - User stories
 - User story mapping
- Derive **domain model** from domain story
 - Implementing it in code
- and more ...



GERMAN: dpunkt.de/produkt/domain-storytelling

ENGLISH: amazon.de/gp/product/0137458916

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Let's create our own story!

Exercise time; we'll create a coarse grained domain story for our "Fair Game 3002" platform...



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Summary

- *See Learning Lab PDF*

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Resources (Links, Books, etc.)

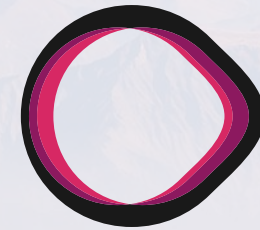
- *See Learning Lab PDF*

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Questions (Repetition, Practice)

- *See Learning Lab PDF*



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In-Lecture Exercise (5-10 Minutes)

- *Which actors and objects are involved in claim management handling in an insurance company? How and when do they interact?*

Action!



- *Solution: TODO*



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Pros and Cons

- Advantages (source: “Domain Storytelling” book, page nn):
 - TODO
- Disadvantages, liabilities:
 - TODO



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When (not) to Use, Alternatives

- When to use:
 - TODO
- When not to use:
 - TODO
- Alternatives:
 - See chapter nn of the book



Preview: Lab Exercise for This Lecture Lesson/Topic

1. TODO



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Critical Success Factors (Do's and Don'ts)

- TODO
 - Resulting from lab construction and prototypical use



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Discussion: Opinions, Tips and Tricks

- TODO
 - Resulting from lab construction and prototypical use