



Building Better Business Software

With Domain Storytelling

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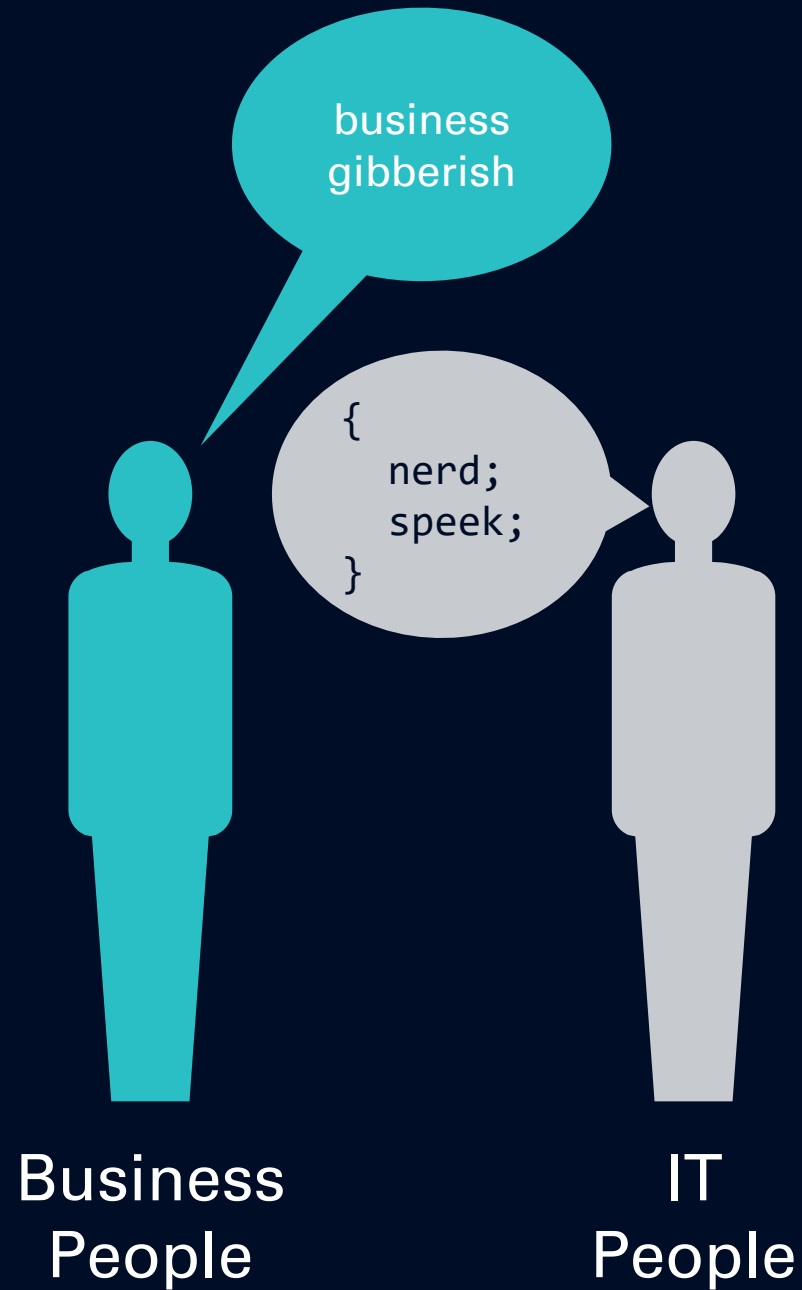
Campfire by Steven Miller / CC BY-2.0

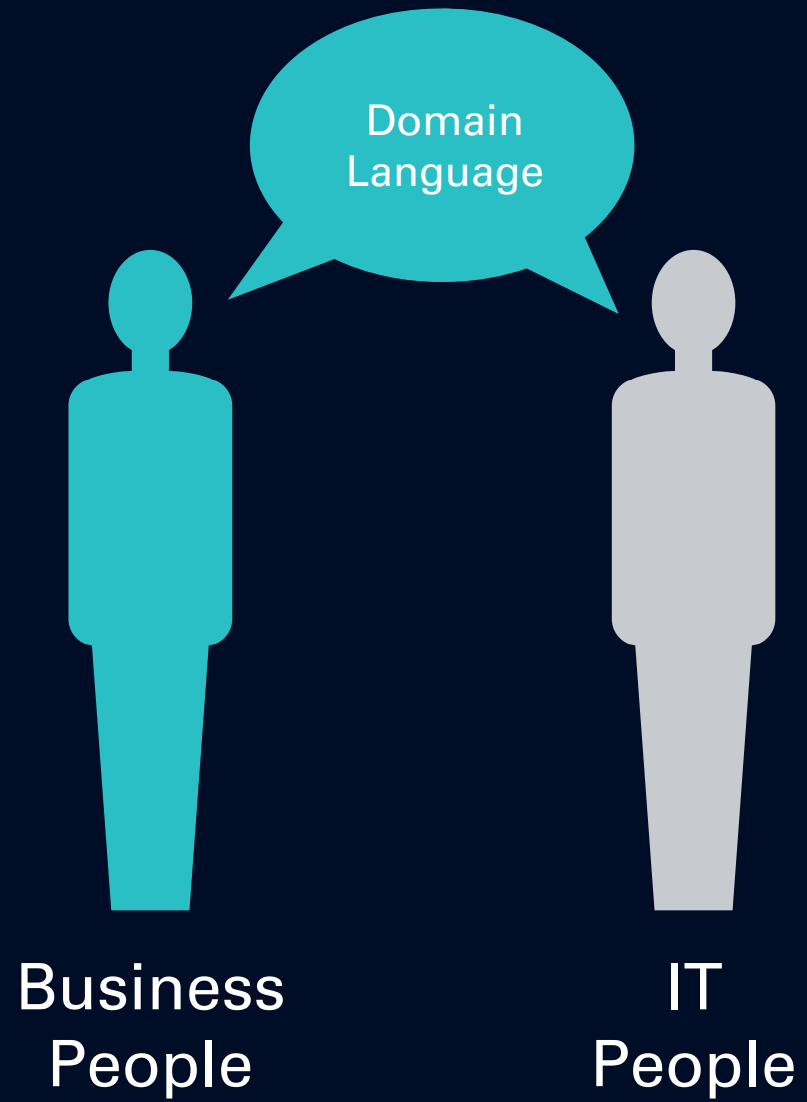



El presidente del Gobierno Pedro Sánchez visita Cantabria 02
by Ministry of the Presidency. Government of Spain



spark a fire
tell a story
paint a picture

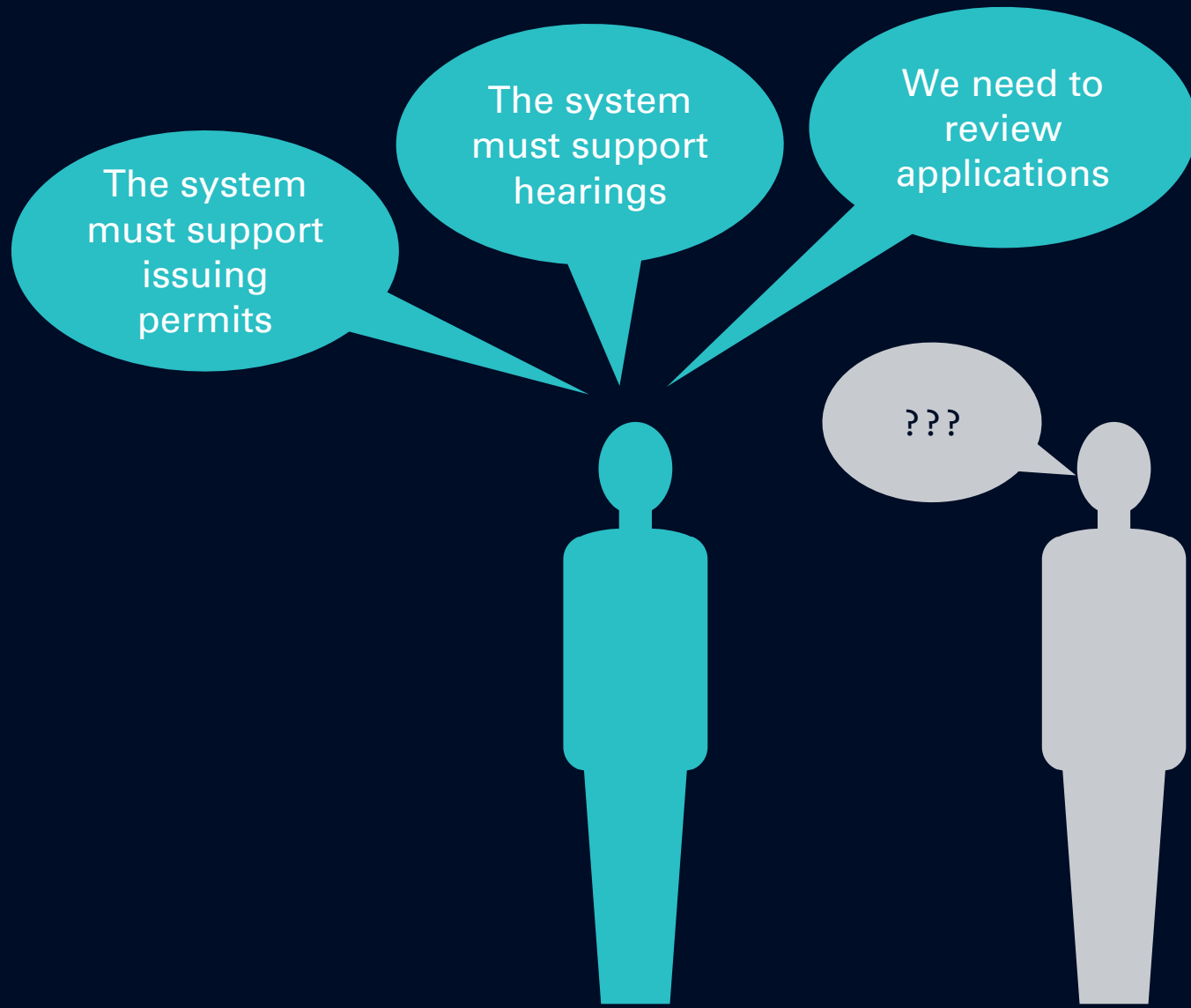




A construction site showing workers paving a road. In the foreground, a worker in a purple and blue striped shirt and black pants is using a shovel. Behind them, another worker in a dark jacket with 'SECURITY' written on the back and purple pants is also working. Further back, a worker in an orange shirt and purple pants is using a long-handled tool. In the background, a large yellow and black roller is paving the road. The sky is clear and blue.

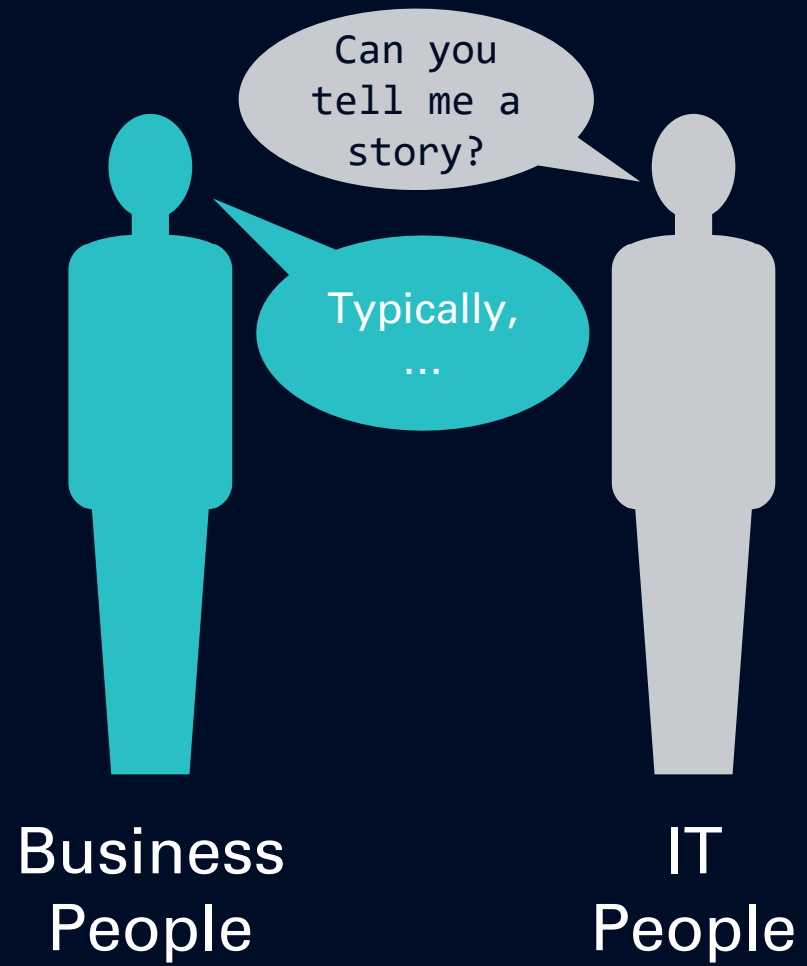
**Let's build
a software system
to approve roadwork!**

asphalt by sumamul15/ Pixabay License



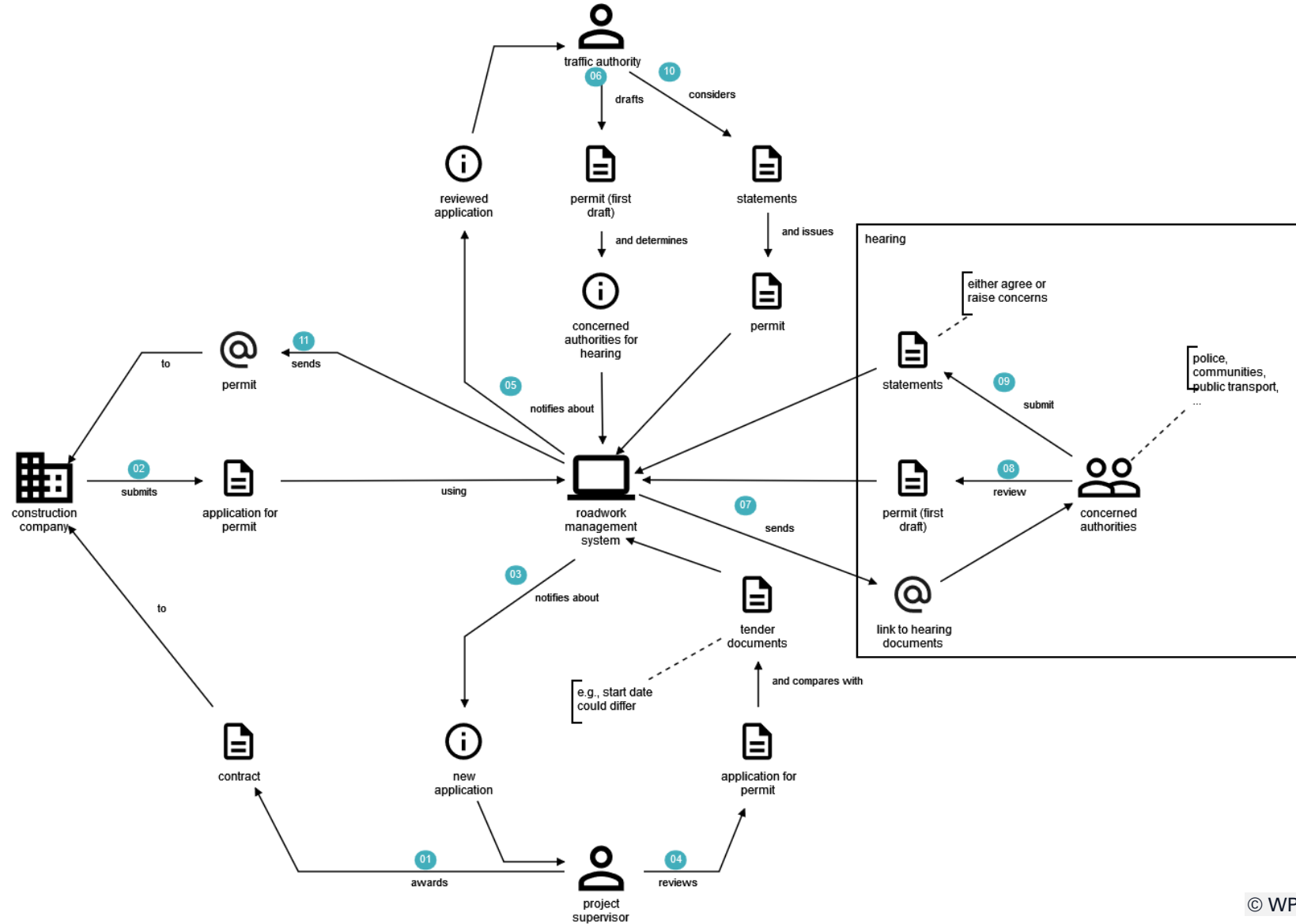
Business
People

IT
People



roadwork approval (to-be, medium-grained, digitalized)

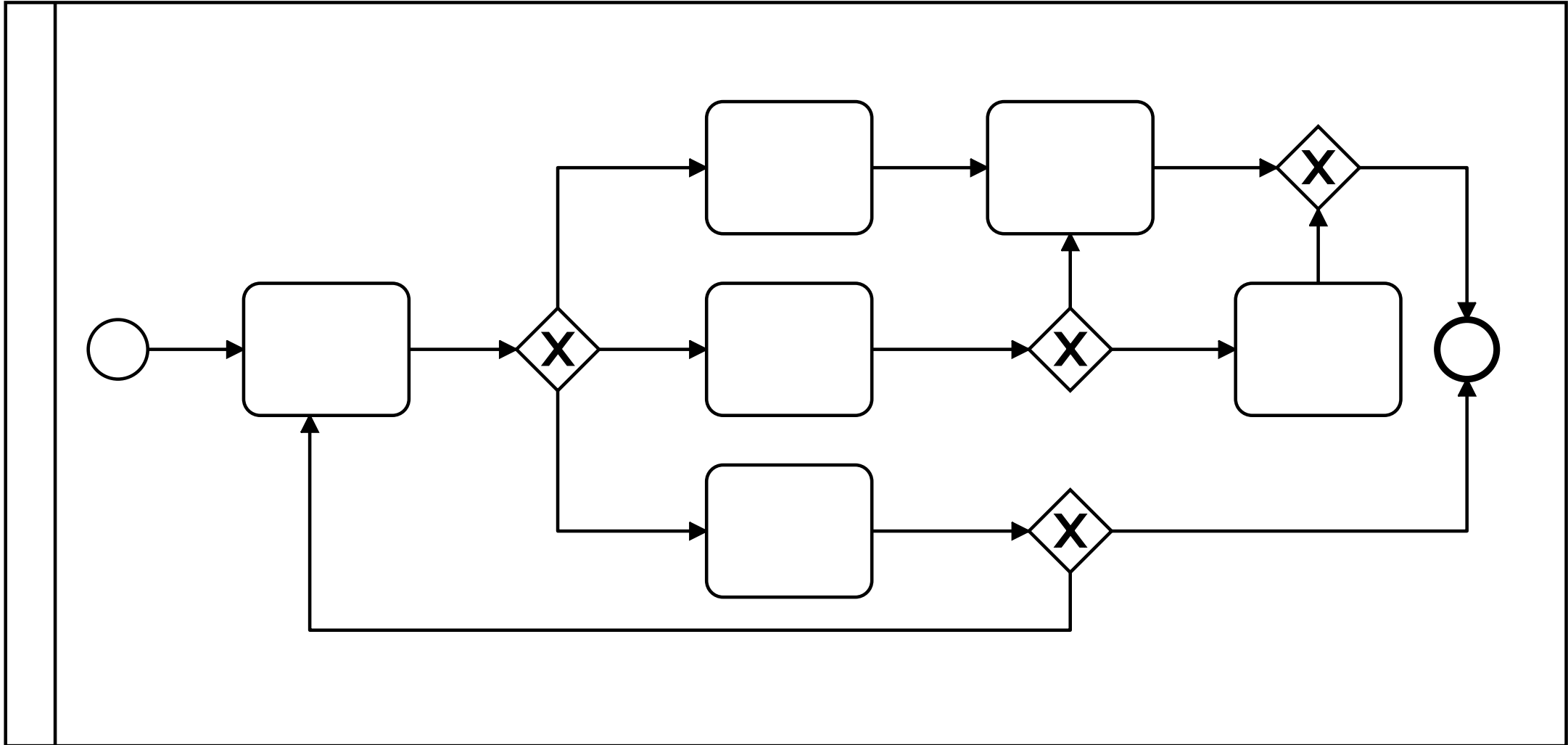
A construction company has won a tender for a roadwork project. Before they can start, they need to obtain a permit so that they can close the road to traffic.



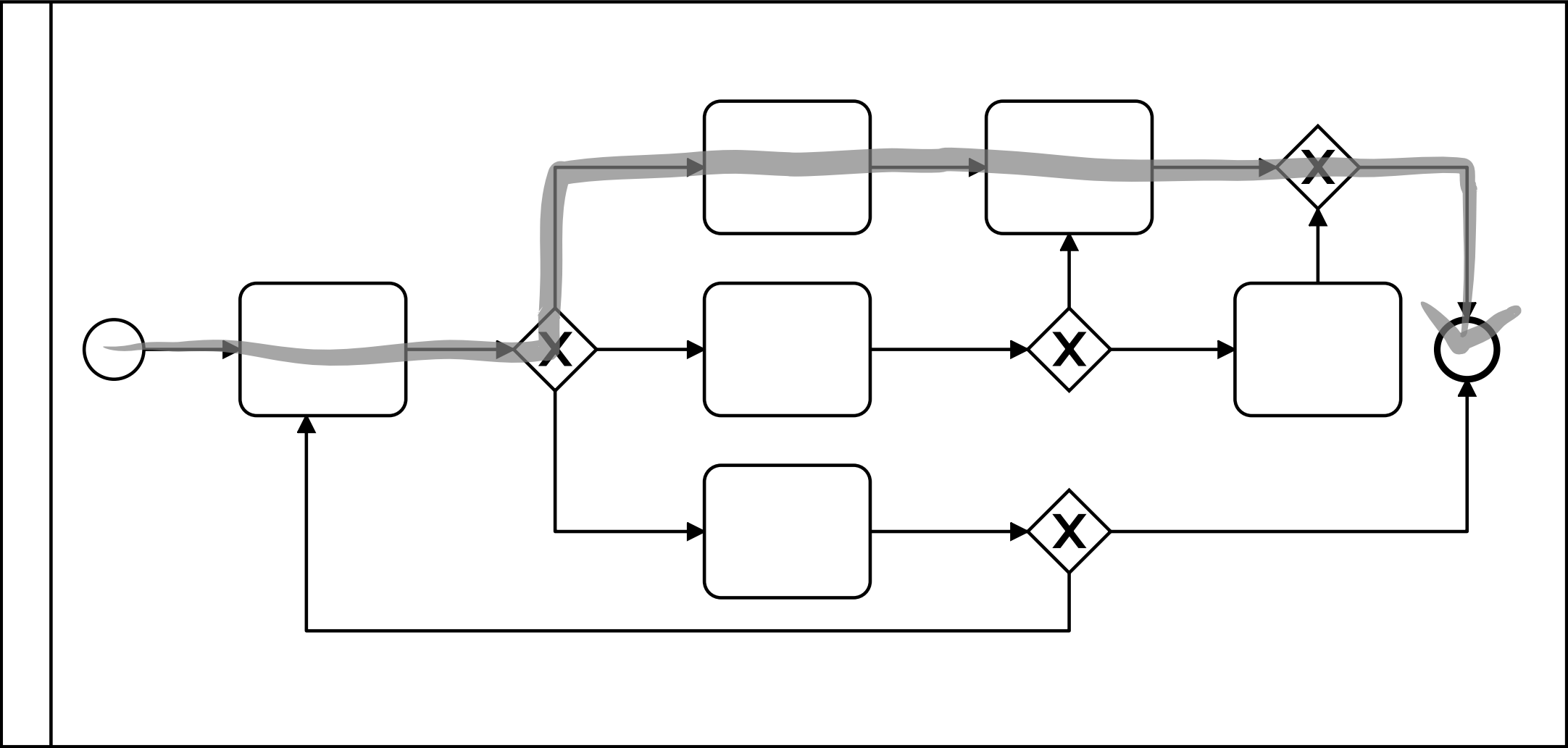


spark a fire
tell a story
paint a picture

Instead of abstract processes...



...we look at concrete examples





A good example
is better than
a bad abstraction.



Purposes

Of Domain Storytelling

Modeling As-Is Business Processes



- Analyzing potential for process improvement
- Identifying lack of software support
- Learning domain language
- Assessing fit of off-the-shelf Software
- Onboarding new employees

Designing To-Be Business Processes



- Collaboratively design new/improved processes
- Derive software requirements
- Show how work will change



The Addison-Wesley Signature Series

A VAUGHN VERNON SIGNATURE
BOOK

DOMAIN STORYTELLING

A COLLABORATIVE, VISUAL,
AND AGILE WAY TO BUILD
DOMAIN-DRIVEN SOFTWARE

STEFAN HOFER
HENNING SCHWENTNER



Foreword by NICK TUNE

"From a story to working software – this book helps you to get to the essence of what to build. Highly recommended!"

– *Oliver Drotbohm*

Available as e-book and in print. Check out <https://domainstorytelling.org/book> for details.

Pre-Conference Workshops

June 5, 6, 7

Advanced Software Architecture with Residuality
Pre-conference Workshop (3 days)



Barry O'Reilly
June 5-6-7

Architecture: The Hard Parts
Pre-conference Workshop (2 days)




Neal Ford and Mark Richards
June 5-6

Domain Storytelling
Pre-conference Workshop (1 day)



Stefan Hofer and Henning Schwentner
June 7

EventStorming Masterclass
Pre-conference Workshop (2 days)



Alberto Brandolini
June 5-6 - Sold out

EventStorming, from Knowledge to Working Domain Model
Pre-conference Workshop (1 day)




Nico Kriinen and Jetro Coenradie

Leveraging Legacy Code on Teams
Pre-conference Workshop (2 days)



Chelsea Troy

Platform Design
Pre-conference Workshop (3 days)



Jabe Bloom

Practical Introduction to Event Sourcing
Pre-conference Workshop (2 days)



Oskar Dudycz



Demo!

Going to the Movies



DOMAIN Storytelling

- Web:** <https://domainstorytelling.org>
- Mastodon:** @hofstef@social.wps.de
- Twitter:** @hofstef #DomainStorytelling
- Slides:** <https://speakerdeck.com/hofstef>
- Book:** <https://www.informit.com/domain-storytelling>