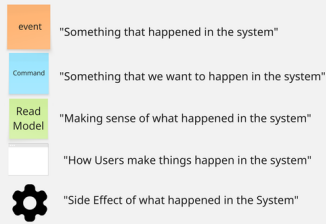
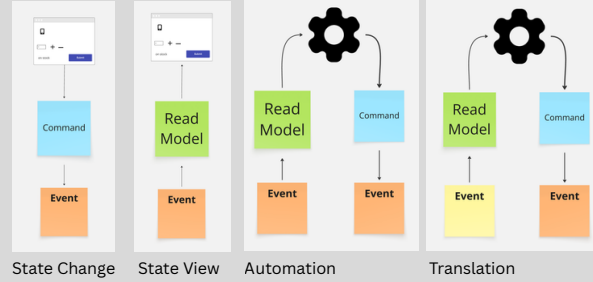


Event Modeling Cheat Sheet

5 Elements



4 Patterns

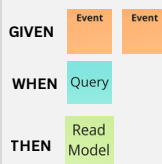


Scenarios

Scenario (State Change)



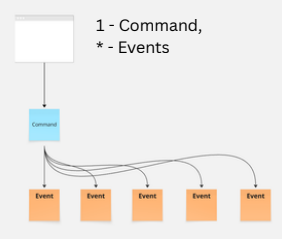
Scenario (State View)



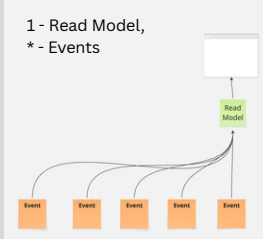
Scenario (Error)



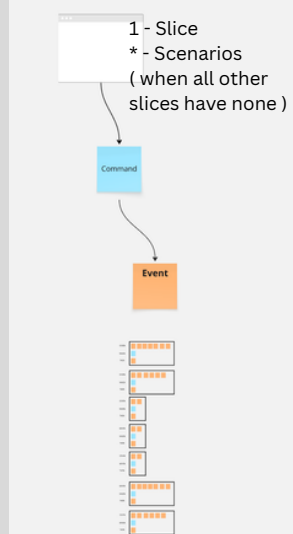
4 Anti Patterns



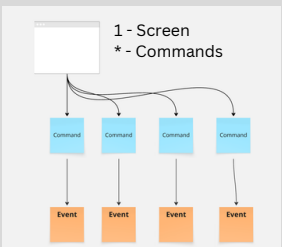
"left chair"



"right chair"



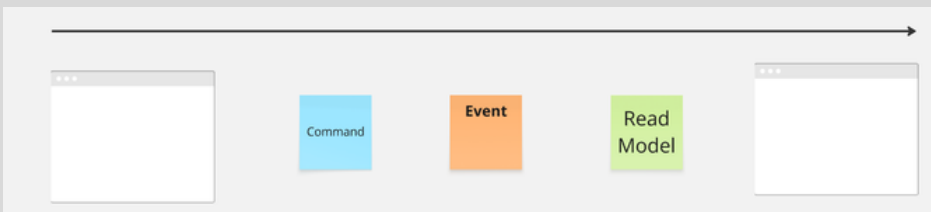
"shelf"



"bed"

"Those Patterns are not red flags, but something to keep an eye on. I first look for them on every model."

How information flows.



The Workshop

01 - brainstorming



(goal: collect all events)

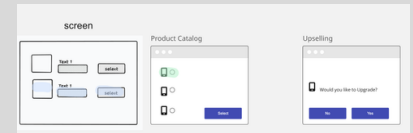
Ask: What's the first?
What's the last Event?

02 - the plot



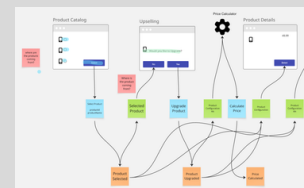
(goal: find the story)

03 - storyboarding



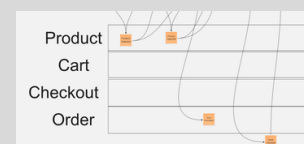
(goal: common understanding)

04 - Input / Output



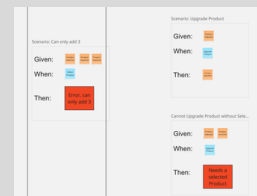
(goal: understand information flow)

05 - Swimlanes



(goal: understand ownership)

06 - Scenarios



(goal: understand business rules)

3x - Is there any rule we didn't cover?

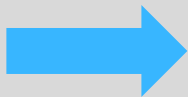
Swimlanes can be Teams or Systems.
Swimlanes indicate ownership of Events (Data).

Drawing a screen must not take longer than 2 minutes.

Additional Notations

Where is this information coming from?

Open Questions, Blockers, Hotspots or Disputes can be addressed by a red sticky note.



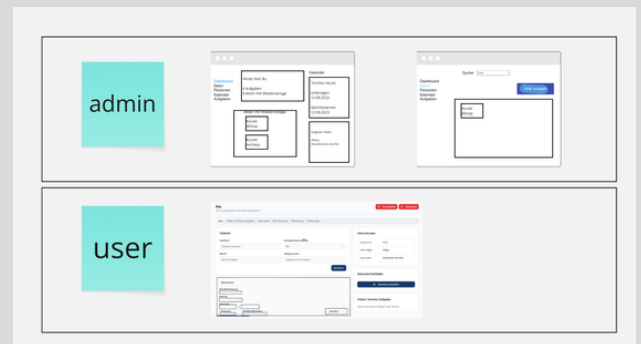
Put a blue arrow above slices to group them in 'chapters'



Show UI only interaction by just showing one screen after the other (no commands, events)

Actor Lanes

Group Screens in Actor Lanes to indicate which user is currently viewing a screen.



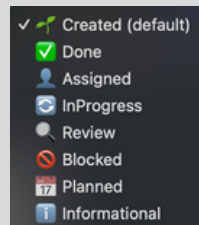
10 Facilitation Rules

- #1 Every Event Modeling session needs a facilitator
- #2 Set a clear context before inviting
- #3 Invite the right people
- #4 Don't focus on technology / implementation
- #5 Don't get stuck in discussions
- #6 Don't waste time beautifying the model in workshops
- #7 Never leave questions unanswered
- #8 Start small – Event Modeling is exhausting
- #9 Event Modeling is primarily a communication tool
- #10 Keep it simple

The 20 Rules of Event Modeling

- 1. Start with events.
- 2. Model facts, not ideas.
- 3. Time flows left → right.
- 4. If the order is unclear, create a hotspot.
- 5. Name by intent.
- 6. Use only four patterns.
- 7. State Change • State View • Automation • Translation
- 8. Every command has a reason.
- 9. Never add commands "just because."
- 10. Every Read Model answers a question.
- 11. No question, no Read Model.
- 12. Don't guess.
- 13. Unknowns become hotspots.
- 14. Keep slices small.
- 15. One business capability per slice.
- 16. Keep it simple.
- 17. Complexity usually hides a problem.
- 18. Optimize for conversation.
- 19. Shared understanding beats pretty diagrams.
- 20. Model behavior, not structure.

Slice Status



Informational Status - "this slice will not be implemented"

"Planned" - ready to be implemented by an Agent.

"In Progress" - an Agent is working on the slice.

The most important question to ask:
"What happens next?"

Modeling with AI

`npx @eventmodelers/agent-modeling-kit@latest install`

Building from an Event Model

`npx @eventmodelers/build-kit-supabase@latest install`

`npx @eventmodelers/build-kit-node@latest install`

`npx @eventmodelers/build-kit-axon@latest install`

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Event Modeling & Event Sourcing
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