

FREE SCRUM THE ART OF DOING TWICE WORK IN HALF TIME JEFF SUTHERLAND

Scrum

The definitive account of the Scrum methodology from its co-creator and the CEO of Scrum, Inc., Jeff Sutherland. Scrum is the revolutionary approach to project management and team building that has helped to transform everything from software companies to the US military to healthcare in major American hospitals. In this major new book its originator, Jeff Sutherland, explains precisely and step by step how it operates and how it can be made to work for anyone, anywhere. Take the FBI attempt to digitize its records, for example. As with so many software projects the first attempt failed, having taken four years and cost over \$400 million. Then the FBI turned to Scrum, and just over a year later unveiled a functioning system that cost less than a tenth of the first project and employed a tenth of the staff. And it's not just grand projects that Scrum can help with. Every organisation, whatever its size, constantly has to come to grips with delivering a product or service on time and on budget. Scrum shows you how. It explains how to define precisely what it is that you are seeking to achieve, how to set up the team to achieve it, and how to monitor progress until the project is successfully completed. Filled with practical examples drawn from all types and organisation it will make you rethink the fundamentals of successful management and show you how to get things done however everyday or ambitious, however small or large your organisation.

Scrum

The definitive book on the Scrum methodology from its co-creator and the CEO of Scrum, Inc., Jeff Sutherland. Scrum is the revolutionary approach to project management and team building that has helped to transform everything from software companies to the US military to healthcare in major hospitals. In this bestselling productivity bible, its originator, Jeff Sutherland, explains precisely and step-by-step how it operates - and how it can be made to work for anyone, whether you're working from the office or from home. He explains how to define precisely what it is that you are seeking to achieve, how to set up the team to achieve it, and how to monitor progress until the project is successfully completed. Filled with practical examples drawn from all types and organisation, Scrum will make you rethink the fundamentals of successful management - and show you how to get things done. Every organisation, whatever its size, constantly has to come to grips with delivering a product or service on time and on budget. Scrum shows you how. _____ 'Full of engaging stories and real-world examples. The project management method known as Scrum may be the most widely deployed productivity tool among high-tech companies. On a mission to put this tool into the hands of the broader business world for the first time, Jeff Sutherland succeeds brilliantly.' - ERIC RIES, New York Times bestselling author of THE LEAN STARTUP 'Engaging, persuasive and extremely practical . . . Scrum provides a simple framework for solving what seem like intractable and complicated work problems. Amazingly, this book will not only make your life at work and home easier, but also, better and happier.' - SHAWN ACHOR, New York Times bestselling author of BEFORE HAPPINESS and THE HAPPINESS ADVANTAGE 'Scrum is mandatory reading for any leader, whether they're leading troops on the battlefield or in the marketplace. The challenges of today's world don't permit the luxury of slow, inefficient work. Success requires tremendous speed, enormous productivity, and an unwavering commitment to achieving results. In other words, success requires Scrum.' - U.S. General BARRY McCaffrey 'Jeff Sutherland is the master of creating high-performing teams. The subtitle of this book understates Scrum's impact. If you don't get three times the results in one-third the time, you aren't doing it right!' - SCOTT MAXWELL, Founder & Senior Managing Director, OpenView Venture Partners 'This deceptively simple system is the most powerful way I've seen to improve

the effectiveness of any team. I started using it with my business and family halfway through reading the book. - LEO BABAUTA, creator of ZEN HABITS '[Scrum] dramatically increases productivity while reducing employees' frustrations with the typical corporate nonsense. This book is the best description I've seen of how this process can work across many industries. Senior leaders should not just read the book - they should do what Sutherland recommends.' - PROFESSOR JEFFREY PFEFFER, Stanford Business School; co-author of THE KNOWING-DOING GAP

A Scrum Book

Building a successful product usually involves teams of people, and many choose the Scrum approach to aid in creating products that deliver the highest possible value. Implementing Scrum gives teams a collection of powerful ideas they can assemble to fit their needs and meet their goals. The ninety-four patterns contained within are elaborated nuggets of insight into Scrum's building blocks, how they work, and how to use them. They offer novices a roadmap for starting from scratch, yet they help intermediate practitioners fine-tune or fortify their Scrum implementations. Experienced practitioners can use the patterns and supporting explanations to get a better understanding of how the parts of Scrum complement each other to solve common problems in product development. The patterns are written in the well-known Alexandrian form, whose roots in architecture and design have enjoyed broad application in the software world. The form organizes each pattern so you can navigate directly to organizational design tradeoffs or jump to the solution or rationale that makes the solution work. The patterns flow together naturally through the context sections at their beginning and end. Learn everything you need to know to master and implement Scrum one step at a time—the agile way.

The Scrum Fieldbook

Based on years of work in the field with scores of companies, including Bosch, 3M, Schlumberger, and Rio Tinto, The Scrum Fieldbook delivers a hands-on, practical approach to rapidly delivering value for companies and organizations. Scrum is the secret weapon behind some of today's most successful companies. Businesses like Google, Facebook, Amazon, and Apple use Scrum to drive incredibly fast innovation, laser focus on customers, and continuous improvement, and to decrease decision times in order to reshape the world. Scrum is the most utilized Agile framework. In recent years, its use has exploded across the corporate world, far beyond its software and technology roots. J. J. Sutherland and the team at Scrum Inc. have dramatically improved performance at global banks, utility providers, medical device manufacturers, mining giants, and firms on the cutting edge of genetic science. Scrum has helped companies large and small thrive in the age of disruption. In Sutherland's first book, the national bestseller Scrum: The Art of Doing Twice the Work in Half the Time, coauthored with his father, Jeff, the co-creator of Scrum, he laid out the Scrum framework used by almost all of today's leading technology companies. In The Scrum Fieldbook, he draws on his firm's extensive experience in the field to take leaders, managers, and employees deeper into the specific challenges and new opportunities organizations face in an Agile transformation. He shows how the Scrum framework can be successfully applied to any project in any industry, from automobile manufacturers in the U.S. and Europe to nonprofits in Africa, from home renovation contractors in Minnesota to gas exploration companies in South America, from fighter plane builders in Sweden to U.S. Navy Special Forces teams in regions of the world we can't mention.

Essential Scrum

This is a comprehensive guide to Scrum for all (team members, managers, and executives). If you want to use Scrum to develop innovative products and services that delight your customers, this is the complete, single-source reference you've been searching for. This book provides a common understanding of Scrum, a shared vocabulary that can be used in applying it, and practical knowledge for deriving maximum value from it.

Oracle BPM Suite 12c Modeling Patterns

This book is an invaluable resource if you are an Enterprise architect, solution architect, developer, process analyst, or application functional and technical consultant who uses Business Process Management and BPMN to model and implement Enterprise IT applications, SaaS, and cloud applications.

Agile Project Management with Scrum

The rules and practices for Scrum—a simple process for managing complex projects—are few, straightforward, and easy to learn. But Scrum's simplicity itself—its lack of prescription—can be disarming, and new practitioners often find themselves reverting to old project management habits and tools and yielding lesser results. In this illuminating series of case studies, Scrum co-creator and evangelist Ken Schwaber identifies the real-world lessons—the successes and failures—culled from his years of experience coaching companies in agile project management. Through them, you'll understand how to use Scrum to solve complex problems and drive better results—delivering more valuable software faster. Gain the foundation in Scrum theory—and practice—you need to: Rein in even the most complex, unwieldy projects Effectively manage unknown or changing product requirements Simplify the chain of command with self-managing development teams Receive clearer specifications—and feedback—from customers Greatly reduce project planning time and required tools Build—and release—products in 30-day cycles so clients get deliverables earlier Avoid missteps by regularly inspecting, reporting on, and fine-tuning projects Support multiple teams working on a large-scale project from many geographic locations Maximize return on investment!

Software in 30 Days

A radical approach to getting IT projects done faster and cheaper than anyone thinks possible Software in 30 Days summarizes the Agile and Scrum software development method, which allows creation of game-changing software, in just 30 days. Projects that use it are three times more successful than those that don't. Software in 30 Days is for the business manager, the entrepreneur, the product development manager, or IT manager who wants to develop software better and faster than they now believe possible. Learn how this unorthodox process works, how to get started, and how to succeed. Control risk, manage projects, and have your people succeed with simple but profound shifts in the thinking. The authors explain powerful concepts such as the art of the possible, bottom-up intelligence, and why it's good to fail early—all with no risk greater than thirty days. The productivity gain vs traditional \"waterfall\" methods has been over 100% on many projects Author Ken Schwaber is a co-founder of the Agile software movement, and co-creator, with Jeff Sutherland, of the \"Scrum\" technique for building software in 30 days Coauthor Jeff Sutherland was cosigner of the Agile Manifesto, which marked the start of the Agile movement Software in 30 Days is a must-read for all managers and business owners who use software in their organizations or in their products and want to stop the cycle of slow, expensive software development. Programmers will want to buy copies for their managers and their customers so they will know how to collaborate to get the best work possible.

Agile Faculty

Digital tools have long been a transformative part of academia, enhancing the classroom and changing the way we teach. Yet there is a way that academia may be able to benefit more from the digital revolution: by adopting the project management techniques used by software developers. Agile work strategies are a staple of the software development world, developed out of the need to be flexible and responsive to fast-paced change at times when “business as usual” could not work. These techniques call for breaking projects into phases and short-term goals, managing assignments collectively, and tracking progress openly. Agile Faculty is a comprehensive roadmap for scholars who want to incorporate Agile practices into all aspects of their academic careers, be it research, service, or teaching. Rebecca Pope-Ruark covers the basic principles of Scrum, one of the most widely used models, and then through individual chapters shows how to apply that

framework to everything from individual research to running faculty committees to overseeing student class work. Practical and forward-thinking, Agile Faculty will help readers not only manage their time and projects but also foster productivity, balance, and personal and professional growth.

Scrum Mastery

The basics of being a ScrumMaster are fairly straightforward: At face value all a ScrumMaster needs to do is facilitate the Scrum process and remove impediments. But being a great ScrumMaster, one who truly embodies the principles of servant-leadership and helps nurture a high-performing team, is much harder and more elusive. In this second edition of his groundbreaking book, Geoff shares an updated collection of stories and practical guidance, drawn from twenty years of coaching Scrum teams that will guide you on your path to greatness. In this book you will learn: The skills and characteristics of great ScrumMasters How to generate, maintain and increase engagement from the team How to increase the effectiveness of the Scrum meetings, such as retrospectives and daily scrums. How to foster a more creative and collaborative team How to increase the performance of the team How to know when you are a successful ScrumMaster Scrum Mastery is for practicing ScrumMasters who want to develop themselves into a great servant-leader capable of taking their teams beyond simple process compliance. Mike Cohn, in his foreword for the book, said: "Most books rehash well-trod territory and I don't finish them any wiser. I am positive I will be referring back to this book for many years" Roman Pichler said: "I am thoroughly impressed with how comprehensive and well-written the book is. It will be indispensable for many people"

SUMMARY - Scrum: The Art Of Doing Twice The Work In Half The Time By Jeff Sutherland And J.J. Sutherland

* Our summary is short, simple and pragmatic. It allows you to have the essential ideas of a big book in less than 30 minutes. By reading this summary, you will discover a revolutionary method to increase productivity in your professional or personal life. You will also discover : why you waste so much time and money in production cycles: design, manufacturing, sales; how to assemble a perfect work team; how to manage your projects from A to Z, as quickly as possible; techniques for meeting your deadlines; how to be always more efficient throughout your projects. Every company is looking to increase its productivity, work efficiently and save money. Yet, as surprising as it may seem, most do not emancipate themselves from the absurd methods invented at the beginning of the 20th century. The most innovative sectors to date, and in particular new technologies, are ahead of the game because they use agile and efficient methods. The Scrum method is one of the most successful. "Scrum: The Art of Doing Twice the Work in Half the Time" teaches you how to implement it in your company - and your daily life. With it, adopt the way of thinking of Silicon Valley's elite! Do you think you can challenge what you've learned? *Buy now the summary of this book for the modest price of a cup of coffee!

Startup CEO

You're only a startup CEO once. Do it well with Startup CEO, a "master class in building a business." —Dick Costolo, Former CEO, Twitter Being a startup CEO is a job like no other: it's difficult, risky, stressful, lonely, and often learned through trial and error. As a startup CEO seeing things for the first time, you're likely to make mistakes, fail, get things wrong, and feel like you don't have any control over outcomes. Author Matt Blumberg has been there, and in Startup CEO he shares his experience, mistakes, and lessons learned as he guided Return Path from a handful of employees and no revenues to over \$100 million in revenues and 500 employees. Startup CEO is not a memoir of Return Path's 20-year journey but a thoughtful CEO-focused book that provides first-time CEOs with advice, tools, and approaches for the situations that startup CEOs will face. You'll learn: How to tell your story to new hires, investors, and customers for greater alignment How to create a values-based culture for speed and engagement How to create business and personal operating systems so that you can balance your life and grow your company at

the same time How to develop, lead, and leverage your board of directors for greater impact How to ensure that your company is bought, not sold, when you exit Startup CEO is the field guide every CEO needs throughout the growth of their company.

Coaching Agile Teams

The Provocative and Practical Guide to Coaching Agile Teams As an agile coach, you can help project teams become outstanding at agile, creating products that make them proud and helping organizations reap the powerful benefits of teams that deliver both innovation and excellence. More and more frequently, ScrumMasters and project managers are being asked to coach agile teams. But it's a challenging role. It requires new skills—as well as a subtle understanding of when to step in and when to step back. Migrating from “command and control” to agile coaching requires a whole new mind-set. In *Coaching Agile Teams*, Lyssa Adkins gives agile coaches the insights they need to adopt this new mind-set and to guide teams to extraordinary performance in a re-energized work environment. You'll gain a deep view into the role of the agile coach, discover what works and what doesn't, and learn how to adapt powerful skills from many allied disciplines, including the fields of professional coaching and mentoring. Coverage includes Understanding what it takes to be a great agile coach Mastering all of the agile coach's roles: teacher, mentor, problem solver, conflict navigator, and performance coach Creating an environment where self-organized, high-performance teams can emerge Coaching teams past cooperation and into full collaboration Evolving your leadership style as your team grows and changes Staying actively engaged without dominating your team and stunting its growth Recognizing failure, recovery, and success modes in your coaching Getting the most out of your own personal agile coaching journey Whether you're an agile coach, leader, trainer, mentor, facilitator, ScrumMaster, project manager, product owner, or team member, this book will help you become skilled at helping others become truly great. What could possibly be more rewarding?

Scrum – A Pocket Guide

This pocket guide is the one book to read for everyone who wants to learn about Scrum. The book covers all roles, rules and the main principles underpinning Scrum, and is based on the Scrum Guide Edition 2013. A broader context to this fundamental description of Scrum is given by describing the past and the future of Scrum. The author, Gunther Verheyen, has created a concise, yet complete and passionate reference about Scrum. The book demonstrates his core view that Scrum is about a journey, a journey of discovery and fun. He designed the book to be a helpful guide on that journey. Ken Schwaber, Scrum co-creator says that this book currently is the best available description of Scrum around. The book combines some rare characteristics:

- It describes Scrum in its entirety, yet places it in a broader context (of past and future).
- The author focuses on the subject, Scrum, in a way that it truly supports the reader. The book has a language and style in line with the philosophy of Scrum.
- The book shows the playfulness of Scrum.

David Starr and Ralph Jocham, Professional Scrum trainers and early agile adopters, say that this is the ultimate book to be advised as follow-up book to the students they teach Scrum to and to teams and managers of organizations that they coach Scrum to.

Mastering Professional Scrum

“Our job as Scrum professionals is to continually improve our ability to use Scrum to deliver products and services that help customers achieve valuable outcomes. This book will help you to improve your ability to apply Scrum.” –From the Foreword by Ken Schwaber, co-author of *Scrum Mastering Professional Scrum* is for anyone who wants to deliver increased value by using Scrum more effectively. Leading Scrum practitioners Stephanie Ockerman and Simon Reindl draw on years of Scrum training and coaching to help you return to first principles and apply Scrum with the professionalism required to achieve its transformative potential. The authors aim to help you focus on proven Scrum approaches for improving quality, getting and using fast feedback, and becoming more adaptable, instead of “going through the motions” and settling for only modest improvements. Whether you're a Scrum Master, Development Team member, or Product

Owner, you'll find practical advice for facing challenges with transparency and courage, overcoming a wide array of common challenges, and continually improving your Scrum practice. Realistically assess your current Scrum practice, and identify areas for improvement Recognize what a great Scrum Team looks like and get there Focus on "Done"—not "sort-of-Done" or "almost-Done" Measure and optimize the value delivered by every Product Increment Improve the way you plan, develop, and grow Clear away wider organizational impediments to agility and professionalism Overcome common misconceptions that stand in the way of progress Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Summary: Scrum

The must-read summary of Jeff Sutherland's book: \"Scrum: The Art of Doing Twice the Work in Half the Time\". This complete summary of the ideas from Jeff Sutherland's book \"Scrum\" shows how the conventional way of doing product development is broken and introduces a new method - SCRUM. Rather than sticking to a top-down, prescriptive approach, the SCRUM method is adaptive and evolutionary, giving you a new and improved way to do projects. The author explains the inspiration behind the SCRUM method and how to apply it to your business most effectively. Learn how to save time, work efficiently and stay organised with this concise summary. Added-value of this summary: • Save time • Understand the key concepts • Increase your business knowledge To learn more, read \"Scrum\" and discover how to develop projects more efficiently, saving you time and money.

Agile Project Management For Dummies

Flex your project management muscle Agile project management is a fast and flexible approach to managing all projects, not just software development. By learning the principles and techniques in this book, you'll be able to create a product roadmap, schedule projects, and prepare for product launches with the ease of Agile software developers. You'll discover how to manage scope, time, and cost, as well as team dynamics, quality, and risk of every project. As mobile and web technologies continue to evolve rapidly, there is added pressure to develop and implement software projects in weeks instead of months—and Agile Project Management For Dummies can help you do just that. Providing a simple, step-by-step guide to Agile project management approaches, tools, and techniques, it shows product and project managers how to complete and implement projects more quickly than ever. Complete projects in weeks instead of months Reduce risk and leverage core benefits for projects Turn Agile theory into practice for all industries Effectively create an Agile environment Get ready to grasp and apply Agile principles for faster, more accurate development.

Software Estimation

Often referred to as the “black art” because of its complexity and uncertainty, software estimation is not as difficult or puzzling as people think. In fact, generating accurate estimates is straightforward—once you understand the art of creating them. In his highly anticipated book, acclaimed author Steve McConnell unravels the mystery to successful software estimation—distilling academic information and real-world experience into a practical guide for working software professionals. Instead of arcane treatises and rigid modeling techniques, this guide highlights a proven set of procedures, understandable formulas, and heuristics that individuals and development teams can apply to their projects to help achieve estimation proficiency. Discover how to: Estimate schedule and cost—or estimate the functionality that can be delivered within a given time frame Avoid common software estimation mistakes Learn estimation techniques for you, your team, and your organization * Estimate specific project activities—including development, management, and defect correction Apply estimation approaches to any type of project—small or large, agile or traditional Navigate the shark-infested political waters that surround project estimates When many corporate software projects are failing, McConnell shows you what works for successful software estimation.

Scrum Product Ownership -- Balancing Value from the Inside Out

One of the least discussed and most challenging roles in the Scrum Agile Methodology is that of Product Owner. Quite often Product Owners are selected from the ranks of Product Managers or Business Analysts and simply "thrown" into the role. While these backgrounds can lead to successful product ownership, often there are fundamental understanding and large skills gaps that need to be crossed in order to be truly successful. This book takes a unique look at the role of Scrum Product Owner with a focus on how the role needs to interact with their Scrum team first--thus the "inside out." We review all of the nuance and requisite habits that allow the Scrum Product Owner to drive their teams towards creating high quality products that provide great customer value.

Agile Scrum Crash Course

A Step by Step Guide to Agile Project Management, Scrum, and the PSM 1 Scrum Master Certification
Agile Scrum Crash Course is a quick and complete guide on all you need to know to learn the essentials of Agile Project Management and Scrum. It will also help you prepare for the Professional Scrum Master Certification, PSM 1 and pass on your first attempt. Written in simple language with easy to understand examples, it has been especially written for beginners. No matter what your industry background is, you will be able to quickly learn the fundamentals of Agile and Scrum and start using them on your projects.
Complete Overview of Agile project management and Scrum Pass the PSM 1, Scrum Master Certification on your first try Learn Agile Values and the Agile manifesto The Difference between Waterfall and Agile Project Management What is a Sprint - A Step by Step Walkthrough Learn the concepts of the Official Scrum Guide in simple language Learn about Scrum Roles, Scrum Events, and Scrum Artifacts Scrum Roles - Product Owner, Scrum Master, Development Team Scrum Events - Sprint Planning, Daily Scrum, Sprint Retrospective, Sprint Review Scrum Artifacts - Product Backlog, Sprint Backlog, Increment And more - User stories, Story Points, Definition of Done

Scrum

For those who believe that there must be a more agile and efficient way for people to get things done, here is a brilliantly discursive, thought-provoking book about the leadership and management process that is changing the way we live. In the future, historians may look back on human progress and draw a sharp line designating "before Scrum" and "after Scrum." Scrum is that ground-breaking. It already drives most of the world's top technology companies. And now it's starting to spread to every domain where leaders wrestle with complex projects. If you've ever been startled by how fast the world is changing, Scrum is one of the reasons why. Productivity gains of as much as 1200% have been recorded, and there's no more lucid – or compelling – explainer of Scrum and its bright promise than Jeff Sutherland, the man who put together the first Scrum team more than twenty years ago. The thorny problem Jeff began tackling back then boils down to this: people are spectacularly bad at doing things with agility and efficiency. Best laid plans go up in smoke. Teams often work at cross purposes to each other. And when the pressure rises, unhappiness soars. Drawing on his experience as a West Point-educated fighter pilot, biometrics expert, early innovator of ATM technology, and V.P. of engineering or CTO at eleven different technology companies, Jeff began challenging those dysfunctional realities, looking for solutions that would have global impact. In this book you'll journey to Scrum's front lines where Jeff's system of deep accountability, team interaction, and constant iterative improvement is, among other feats, bringing the FBI into the 21st century, perfecting the design of an affordable 140 mile per hour/100 mile per gallon car, helping NPR report fast-moving action in the Middle East, changing the way pharmacists interact with patients, reducing poverty in the Third World, and even helping people plan their weddings and accomplish weekend chores. Woven with insights from martial arts, judicial decision making, advanced aerial combat, robotics, and many other disciplines, Scrum is consistently riveting. But the most important reason to read this book is that it may just help you achieve what others consider unachievable – whether it be inventing a trailblazing technology, devising a new system of education, pioneering a way to feed the hungry, or, closer to home, a building a foundation for your family

to thrive and prosper.

Scrum – A Pocket Guide - 2nd edition

This pocket guide to Scrum is the one book for everyone who wants to learn or re-learn about Scrum. The book describes the framework as it was designed and intended, with a strong focus on the purpose to the rules and adding an historical perspective to Scrum and the Agile movement. Several elements that were described in the first edition of Scrum - A Pocket Guide (2013) were later added to the official Scrum Guide. The most noticeable ones are the Scrum Values (2016) and the description of the 3 questions of the Daily Scrum as a good, yet optional practice (2017). As the balance of society keeps shifting from industrial labor to digital work, complexity and unpredictability keep increasing. The need for agility through Scrum increases equally, in and beyond software and product development. This 2nd edition of Scrum - A Pocket Guide offers the clarity and insights on Scrum that many organizations need, today and in the foreseeable future. Scrum – A Pocket Guide is an extraordinarily competent book. It flows with insight, understanding, and perception. This should be the de facto standard handout for all looking for a complete, yet clear overview of Scrum without being bothered by irrelevancies. (Ken Schwaber, Scrum co-creator) The author, Gunther Verheyen, is a seasoned Scrum practitioner (2003). Throughout his standing career as a consultant, Gunther has employed Scrum in diverse circumstances. He was partner to Ken Schwaber and Director of the Professional Scrum series at Scrum.org. He is the founder of Ullizee-Inc and engages with people and organizations as an independent Scrum Caretaker.

Clean Agile

Agile Values and Principles for a New Generation “In the journey to all things Agile, Uncle Bob has been there, done that, and has the both the t-shirt and the scars to show for it. This delightful book is part history, part personal stories, and all wisdom. If you want to understand what Agile is and how it came to be, this is the book for you.” –Grady Booch “Bob’s frustration colors every sentence of Clean Agile, but it’s a justified frustration. What is in the world of Agile development is nothing compared to what could be. This book is Bob’s perspective on what to focus on to get to that ‘what could be.’ And he’s been there, so it’s worth listening.” –Kent Beck “It’s good to read Uncle Bob’s take on Agile. Whether just beginning, or a seasoned Agilista, you would do well to read this book. I agree with almost all of it. It’s just some of the parts make me realize my own shortcomings, dammit. It made me double-check our code coverage (85.09%).” –Jon Kern Nearly twenty years after the Agile Manifesto was first presented, the legendary Robert C. Martin (“Uncle Bob”) reintroduces Agile values and principles for a new generation—programmers and nonprogrammers alike. Martin, author of Clean Code and other highly influential software development guides, was there at Agile’s founding. Now, in Clean Agile: Back to Basics, he strips away misunderstandings and distractions that over the years have made it harder to use Agile than was originally intended. Martin describes what Agile is in no uncertain terms: a small discipline that helps small teams manage small projects . . . with huge implications because every big project is comprised of many small projects. Drawing on his fifty years’ experience with projects of every conceivable type, he shows how Agile can help you bring true professionalism to software development. Get back to the basics—what Agile is, was, and should always be Understand the origins, and proper practice, of SCRUM Master essential business-facing Agile practices, from small releases and acceptance tests to whole-team communication Explore Agile team members’ relationships with each other, and with their product Rediscover indispensable Agile technical practices: TDD, refactoring, simple design, and pair programming Understand the central roles values and craftsmanship play in your Agile team’s success If you want Agile’s true benefits, there are no shortcuts: You need to do Agile right. Clean Agile: Back to Basics will show you how, whether you’re a developer, tester, manager, project manager, or customer. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

C# 7.0 in a Nutshell

When you have questions about C# 7.0 or the .NET CLR and its core Framework assemblies, this bestselling guide has the answers you need. Since its debut in 2000, C# has become a language of unusual flexibility and breadth, but its continual growth means there's always more to learn. Organized around concepts and use cases, this updated edition provides intermediate and advanced programmers with a concise map of C# and .NET knowledge. Dive in and discover why this Nutshell guide is considered the definitive reference on C#. Get up to speed on the C# language, from the basics of syntax and variables to advanced topics such as pointers, operator overloading, and dynamic binding Dig deep into LINQ via three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including XML, regular expressions, networking, serialization, reflection, application domains, and security Delve into Roslyn, the modular C# 7.0 compiler-as-a-service

Product Mastery

Scrum is the most successful framework for agile product development and much has been written about how to follow the Scrum process but the key to success is in the leadership skills of the product owner. Product Mastery explores the traits of the best product owners offering an insight into the difference between good and great product ownership and explaining how the best product owners are DRIVEN to be successful. In a follow up to the hugely successful Scrum Mastery, Geoff Watts shares more enlightening case studies on how to be: Decisive with incomplete information. Ruthless about maximizing value and minimizing risk. Informed about your product's domain. Versatile in your leadership style. Empowering of project stakeholders. Negotiable while you pursue your vision. This is essential reading for anyone involved in an agile product development effort. Geoff Watts has been a thought leader in the agile development space for many years and his books, training and coaching have helped thousands of teams across the world deliver better products more effectively. Geoff is the author of Scrum Mastery: From Good to Great Servant-Leadership and The Coach's Casebook: Mastering The Twelve Traits That Trap Us, a winner of the 2016 International Book Awards. "Product Mastery is a great book to read if you want to understand how a great Product Owner works. Whether you are hiring a Product Owner or want to be a great Product Owner, the insights that Geoff Watts shares in this book should be your guide." --Jeff Sutherland, Co-Creator of Scrum and author of Scrum: The Art of Doing Twice The Work in Half the Time "Geoff has done a great job at distilling the soft skills product owners need to succeed. His new book is packed with practical advice to advance your skills and become a truly great product owner." - Roman Pichler, Author of Strategize and Agile Product Management with Scrum.

Kanban in Action

Summary Kanban in Action is a down-to-earth, no-frills, get-to-know-the-ropes introduction to kanban. It's based on the real-world experience and observations from two kanban coaches who have introduced this process to dozens of teams. You'll learn the principles of why kanban works, as well as nitty-gritty details like how to use different color stickies on a kanban board to help you organize and track your work items. About the Book Too much work and too little time? If this is daily life for your team, you need kanban, a lean knowledge-management method designed to involve all team members in continuous improvement of your process. Kanban in Action is a practical introduction to kanban. Written by two kanban coaches who have taught the method to dozens of teams, the book covers techniques for planning and forecasting, establishing meaningful metrics, visualizing queues and bottlenecks, and constructing and using a kanban board. Written for all members of the development team, including leaders, coders, and business stakeholders. No experience with kanban is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside How to focus on work in process and finish faster Examples of successful implementations How team members can make informed decisions About the Authors Marcus Hammarberg is a kanban coach and software developer with experience in BDD, TDD, Specification by Example, Scrum, and XP. Joakim Sundén is an agile coach at Spotify who cofounded the first kanban user groups in Europe. Table of Contents PART 1 LEARNING KANBAN Team Kanbaneros gets started PART 2 UNDERSTANDING KANBAN Kanban principles Visualizing your work Work items

Work in process Limiting work in process Managing flow PART 3 ADVANCED KANBAN Classes of service Planning and estimating Process improvement Using metrics to guide improvements Kanban pitfalls Teaching kanban through games

Agile Project Management in easy steps, 2nd edition

Agile Project Management in easy steps, now in its second edition, explains the key principles, techniques, and processes to ensure your agile project is a success. This edition of the book has been updated to reflect progress and refinement of agile methods over recent times. It explains the key principles, techniques and processes of agile project management, working through an entire project, explaining the main activities and deliverables including: Pre-project start-up and terms of reference Feasibility assessment and the business case Establishing the foundations for success Iterative development and the evolving solution Implementation and post-project assessment It includes additional coverage of business analysis, user experience, feature-driven development and agile projects in large programmes and enterprises. An essential guide for anyone new to agile projects and a valuable source of inspiration for the more experienced. It also includes downloadable templates to get you started. Chapters: Agile Projects Agile Project Management Scrum DSDM Extreme Programming Lean Development Feature-Driven Development Getting Started Foundations Development Deployment Post Project Agile Projects at Scale

PRINCE2™ In Practice

There are many publications on PRINCE2. Most of these publications describe the theory of PRINCE2. This book however deals with a practical approach for formal reports: how it can be achieved that PRINCE2 works better in practice? The existing PRINCE2 report templates cannot be used easily. Of course the process approach in PRINCE2 remains viable, but in this book the PRINCE2 documents are the key. The reader gets a practical help for implementing PRINCE2. This helps project managers and project executives to manage and control in an efficient manner.

The Enterprise and Scrum

It's time to extend the benefits of Scrum—greater agility, higher-quality products, and lower costs—from individual teams to your entire enterprise. However, with Scrum's lack of prescribed rules, the friction of change can be challenging as people struggle to break from old project management habits. In this book, agile-process revolution leader Ken Schwaber takes you through change management—for your organizational and interpersonal processes—explaining how to successfully adopt Scrum across your entire organization. A cofounder of Scrum, Ken draws from decades of experience, answering your questions through case studies of proven practices and processes. With them, you'll learn how to adopt—and adapt—Scrum in the enterprise. And gain profound levels of transparency into your development processes. Discover how to: Evaluate the benefits of adopting Scrum in any size organization Initiate an enterprise transition project Implement a single, prioritized Product Backlog Organize effective Scrum teams using a top-down approach Adapt and apply solutions for integrating engineering practices across multiple teams Shorten release times by managing high-value increments Refine your Scrum practices and help reduce the length of Sprints

Scrum

Does your business need a better software development process? Maybe you're dealing with complex problems and need to manage products in a more productive way. Why not try an Agile Framework, specifically the Scrum Agile Framework! But what exactly is Scrum? It's a management framework that is versatile enough to be used in different projects. It can help streamline your business while delivering products of the highest possible value! It allows cooperation between the development team, the business

owner, the stakeholders, and the customer - all at the same time! It promotes the strength of community and why working together as a development team is so important. Within Scrum, each and every role is important and helps to produce the finished product in a timely manner and within budget. And bonus, it also helps to keep the customer happy! And while Scrum, and the Agile Framework itself, can be a little confusing, this book talks about the process behind the system in an easy-to-read manner. Scrum: The Ultimate Beginner's Guide To Learn And Master Scrum Agile Framework defines each role within Scrum and outlines each specific step you and your business needs to take in order to successfully help your company better itself. This book explains the many different uses for Scrum Agile Framework including: Using Scrum in an effective way What exactly is Scrum? How can Scrum help me and my business? What are the different roles in Scrum? Scrum Activities Scrum Artifacts What is Scrum good for? The different stages of Scrum What is a Sprint? How to use the Product Backlog What does the Scrum Team do? The Agile Manifesto Who's in charge when implementing Scrum? Why would I even want to use Scrum? Is it really worth it? How Scrum can help with quality How Scrum can help with team building and cooperation

Doing Agile Right

Agile has the power to transform work--but only if it's implemented the right way. For decades business leaders have been painfully aware of a huge chasm: They aspire to create nimble, flexible enterprises. But their day-to-day reality is silos, sluggish processes, and stalled innovation. Today, agile is hailed as the essential bridge across this chasm, with the potential to transform a company and catapult it to the head of the pack. Not so fast. In this clear-eyed, indispensable book, Bain & Company thought leader Darrell Rigby and his colleagues Sarah Elk and Steve Berez provide a much-needed reality check. They dispel the myths and misconceptions that have accompanied agile's rise to prominence--the idea that it can reshape an organization all at once, for instance, or that it should be used in every function and for all types of work. They illustrate that agile teams can indeed be powerful, making people's jobs more rewarding and turbocharging innovation, but such results are possible only if the method is fully understood and implemented the right way. The key, they argue, is balance. Every organization must optimize and tightly control some of its operations, and at the same time innovate. Agile, done well, enables vigorous innovation without sacrificing the efficiency and reliability essential to traditional operations. The authors break down how agile really works, show what not to do, and explain the crucial importance of scaling agile properly in order to reap its full benefit. They then lay out a road map for leading the transition to a truly agile enterprise. Agile isn't a goal in itself; it's a means to becoming a high-performance operation. Doing Agile Right is a must-have guide for any company trying to make the transition--or trying to sustain high agility.

Fourteen Observations of Good Scrum Practice

Fourteen Observations of Good Scrum Practice is based on my years of practical experience applying Scrum in a variety of domains for a number of different teams - from small start-ups to companies that create products regulated by the FDA. The observations contained in this guide are a collection of the common patterns discovered through trial-and-error that made each of these teams and organizations successful with Scrum.

Leading the Transformation

Leading the Transformation is executive guide, providing a clear framework for improving development and delivery. Instead of the traditional Agile and DevOps approaches that focus on improving the effectiveness of teams, this book targets the coordination of work across teams in large organizations—an improvement that executives are uniquely positioned to lead.

Fixing Your Scrum

A Scrum Master's work is never done. The Development team needs your support, the Product Owner is often lost in the complexities of agile product management, and your managers and stakeholders need to know what will be done, by when, and for how much. Learn how experienced Scrum Masters balance the demands of these three levels of servant leadership while removing organizational impediments and helping Scrum Teams deliver real world value. Discover how to visualize your work, resolve impediments, and empower your teams to self-organize and deliver using the Scrum Values, Agile Principles, and advanced coaching and facilitation techniques. A Scrum Master needs to know when their team is in trouble and understand how to help them get back on the path to delivery. Become a better Scrum master so you can find the problems holding your teams back. Has your Daily Scrum turned in to a meeting? Does your team struggle with creating user stories? Are stakeholders disengaged during Sprint Review? These issues are common. Learn to use empiricism as your guide and help your teams create great products. Scrum is so much more than a checklist of practices to follow, yet that's exactly how many organizations practice it. Bring life back to your Scrum events by using advanced facilitation techniques to leverage the full intelligence of your team. Improve your retrospectives with new formats and exercises. Ask powerful questions that spark introspection and improvement. Get support and buy-in from management. Use Scrum as a competitive advantage for your organization. Create a definition of done that improves quality and fix failing sprints. Take the next step on your journey as a Scrum master. Transform your Scrum practices to help your teams enjoy their work again as they deliver high quality products that bring value to the world. What You Need: A moderate level of experience using the Scrum Framework.

The Laws of Lifetime Growth (Easyread Large Bold Edition)

Dan Sullivan and Catherine Nomura address the need for continuous personal growth, and show you how to lead a more fulfilling personal and work life. They provide encouragement, buttressed by personal stories about people who have faced the challenges or made the personal discoveries described in each chapter. The authors tell you how to live life with an inquiring mind and a desire to serve others. They offer 10 \"laws\" you can use to measure your success by assessing the ways you benefit others. If you need help making this constant journey at your own speed, slip this small book into your briefcase and consult it along the way. getAbstract recommends this quick read to stimulate your desire to accomplish great things.

Deep Smarts

Deep smarts are the engine of any organization as well as the essential value that individuals build throughout their careers. Distinct from IQ, this type of expertise consists of practical wisdom: accumulated knowledge, know-how, and intuition gained through extensive experience. How do such smarts develop? And what happens when people with deep smarts leave a particular job or the organization? Can any of their smarts be transferred? Should they be? Basing their conclusions on a multi-year research project, Dorothy Leonard and Walter Swap argue that cultivating and managing deep smarts are critical parts of any leader's job. The authors draw on examples from firms of all sizes and types to illustrate the connection between deep smarts and organizational viability and continuous innovation. Leonard and Swap describe the origins and limits of deep smarts and outline processes for cultivating and leveraging them across the organization. Developing an experience repertoire and receiving strategic guidance from wise coaches can help individuals move up the ladder of expertise from novice to master. Addressing a topic of increasing importance as the Boomer generation retires, Deep Smarts challenges leaders to take a hands-on approach to managing the experience-based knowledge shaping the future of their organizations.

Project Management for the Unofficial Project Manager (Updated and Revised Edition)

No project management training? No problem! In today's workplace, employees are routinely expected to coordinate and manage projects. Yet, chances are, you aren't formally trained in managing projects—you're an unofficial project manager. FranklinCovey experts Kory Kogon and Suzette Blakemore understand the importance of leadership in project completion and explain that people are crucial in the formula for success.

This updated and revised edition of Project Management for the Unofficial Project Manager offers practical, real-world insights for effective project management and guides you through the essentials of the value, people, and project management process: Scope Plan Engage Track and Adapt Close If you're struggling to ensure multiple projects are finished with high value and on time, this book is for you. If you manage projects without the benefit of a team, this book is also for you. Change the way you think about project management—"project manager" may not be your official title, but with the right strategies, you can excel in this project economy.

The Elements of Scrum

A practical field guide to the practice of scrum, an agile software project management methodology.

Summary: Scrum

The must-read summary of Jeff Sutherland's book: "Scrum: The Art of Doing Twice the Work in Half the Time". This complete summary of the ideas from Jeff Sutherland's book "Scrum" shows how the conventional way of doing product development is broken and introduces a new method - SCRUM. Rather than sticking to a top-down, prescriptive approach, the SCRUM method is adaptive and evolutionary, giving you a new and improved way to do projects. The author explains the inspiration behind the SCRUM method and how to apply it to your business most effectively. Learn how to save time, work efficiently and stay organised with this concise summary. Added-value of this summary: • Save time • Understand the key concepts • Increase your business knowledge To learn more, read "Scrum" and discover how to develop projects more efficiently, saving you time and money.

Fish!

Imagine a workplace where everyone chooses to bring energy, passion and a positive attitude to the job every day. In this engrossing parable, a fictional manager has the responsibility of turning a chronically unenthusiastic and unhelpful department into an effective team. Seattle's Pike Place Fish is a world famous market that is wildly successful thanks to its fun, bustling, joyful atmosphere and great customer service. By applying ingeniously simple lessons learned from the Pike Place, our manager discovers how to energise and transform her workplace. Addressing today's most pressing work issues with an engaging metaphor and an appealing message, FISH! offers wisdom that is easy to grasp, instantly applicable, and profound.