

Sprint User Guides

Forthcoming Books
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The Scrum Master Study Guide
The Scrum Field Guide
The Nexus Framework for Scaling Scrum
Agile Product Management with Scrum
Haynes Chevrolet Sprint Geo & Chevrolet Metro 1985-2001
Computer Buyer's Guide and Handbook
Sprint
How to Lead in Product Management: Practices to Align Stakeholders, Guide Development Teams, and Create Value Together
Peterson's Guide to Engineering, Science, and Computer Jobs, 1983
Scrum
The Business Value of Agile Software Methods
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Agile Estimating and Planning
Digital Asset Valuation and Cyber Risk Measurement
Wordstar 2000 Handbook
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iPhone 12 Guide
Guide to Word Processing Systems, 1981-2
Complete Nutrition Guide for Triathletes
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Evidence Based Medicine in Orthopedic Surgery, An Issue of Orthopedic Clinics - E-Book
Value Proposition Design
Beginning Software Engineering
Essential Scrum
User Story Mapping
The Professional Product Owner
Software in 30 Days

Forthcoming Books

Digital Asset Valuation and Cyber Risk Measurement: Principles of Cybernomics is a book about the future

of risk and the future of value. It examines the indispensable role of economic modeling in the future of digitization, thus providing industry professionals with the tools they need to optimize the management of financial risks associated with this megatrend. The book addresses three problem areas: the valuation of digital assets, measurement of risk exposures of digital valuables, and economic modeling for the management of such risks. Employing a pair of novel cyber risk measurement units, bitmort and hekla, the book covers areas of value, risk, control, and return, each of which are viewed from the perspective of entity (e.g., individual, organization, business), portfolio (e.g., industry sector, nation-state), and global ramifications. Establishing adequate, holistic, and statistically robust data points on the entity, portfolio, and global levels for the development of a cybernomics databank is essential for the resilience of our shared digital future. This book also argues existing economic value theories no longer apply to the digital era due to the unique characteristics of digital assets. It introduces six laws of digital theory of value, with the aim to adapt economic value theories to the digital and machine era. Comprehensive literature review on existing digital asset valuation models, cyber risk management methods, security control frameworks, and economics of information security Discusses the implication of classical economic theories under the context of digitization, as well as the impact of rapid digitization on the future of value Analyzes the fundamental attributes and measurable characteristics of digital assets as economic goods Discusses the scope and measurement of digital economy Highlights cutting-

edge risk measurement practices regarding cybersecurity risk management Introduces novel concepts, models, and theories, including opportunity value, Digital Valuation Model, six laws of digital theory of value, Cyber Risk Quadrant, and most importantly, cyber risk measures hekla and bitmort Introduces cybernomics, that is, the integration of cyber risk management and economics to study the requirements of a databank in order to improve risk analytics solutions for (1) the valuation of digital assets, (2) the measurement of risk exposure of digital assets, and (3) the capital optimization for managing residual cyber risk Provides a case study on cyber insurance

Books in Print 1993-94

The ScrumMaster Study Guide

The Professional Product Owner's Guide to Maximizing Value with Scrum "This book presents a method of communicating our desires, cogently, coherently, and with a minimum of fuss and bother." —Ken Schwaber, Chairman & Founder, Scrum.org The role of the Product Owner is more crucial than ever. But it's about much more than mechanics: it's about taking accountability and refocusing on value as the primary objective of all you do. In The Professional Product Owner, two leading experts in successful Scrum product ownership show exactly how to do this. You'll learn how to identify where value can be found, measure it, and maximize it throughout your entire

product lifecycle. Drawing on their combined 40+ years of experience in using agile and Scrum in product management, Don McGreal and Ralph Jocham guide you through all facets of envisioning, emerging, and maturing a product using the Scrum framework. McGreal and Jocham discuss strategy, showing how to connect Vision, Value, and Validation in ROI-focused agile product management. They lay out Scrum best-practices for managing complexity and continuously delivering value, and they define the concrete practices and tools you can use to manage Product Backlogs and release plans, all with the goal of making you a more successful Product Owner. Throughout, the authors share revealing personal experiences that illuminate obstacles to success and show how they can be overcome. Define success from the “outside in,” using external customer-driven measurements to guide development and maximize value. Bring empowerment and entrepreneurship to the Product Owner’s role, and align everyone behind a shared business model. Use Evidence-Based Management (EBMgt) to invest in the right places, make smarter decisions, and reduce risk. Effectively apply Scrum’s Product Owner role, artifacts, and events. Populate and manage Product Backlogs, and use just-in-time specifications. Plan and manage releases, improve transparency, and reduce technical debt. Scale your product, not your Scrum. Use Scrum to inject autonomy, mastery, and purpose into your product team’s work. Whatever your role in product management or agile development, this guide will help you deliver products that offer more value, more rapidly, and more often. Register your book for convenient access to downloads, updates, and/or

corrections as they become available. See inside book for details.

The Scrum Field Guide

A practical guide to effective business model testing 7 out of 10 new products fail to deliver on expectations. Testing Business Ideas aims to reverse that statistic. In the tradition of Alex Osterwalder's global bestseller Business Model Generation, this practical guide contains a library of hands-on techniques for rapidly testing new business ideas. Testing Business Ideas explains how systematically testing business ideas dramatically reduces the risk and increases the likelihood of success for any new venture or business project. It builds on the internationally popular Business Model Canvas and Value Proposition Canvas by integrating Assumptions Mapping and other powerful lean startup-style experiments. Testing Business Ideas uses an engaging 4-color format to:

- Increase the success of any venture and decrease the risk of wasting time, money, and resources on bad ideas
- Close the knowledge gap between strategy and experimentation/validation
- Identify and test your key business assumptions with the Business Model Canvas and Value Proposition Canvas

A definitive field guide to business model testing, this book features practical tips for making major decisions that are not based on intuition and guesses. Testing Business Ideas shows leaders how to encourage an experimentation mindset within their organization and make experimentation a continuous, repeatable process.

The Nexus Framework for Scaling Scrum

Don't just 'survive' the move to agile: thrive! Discover 42 infinitely practical tips for succeeding with agile, right from the start! * *Paves the road to success with a clear plan for creating and releasing software. *Works with any agile methodology, from XP to Scrum. *Practical, actionable, concrete tips for senior managers, program/project managers, developers, and product owners. *Eliminates 'buyer's remorse' associated with bumpy agile transitions, helping teams quickly build confidence and get results. Adopting agile looks easy - on paper! In reality, though, new agile teams encounter many unforeseen challenges. Some lose confidence in their ability to succeed; others muddle through, struggling to solve problems that others have already solved many times over. In this book Mitch Lacey brings together those solutions, helping new agile developers learn from others' experience quickly and painlessly. This engaging, realistic book systematically removes the pain of agile adoption, and breaks down the barriers to rapid success. The Scrum Field Guide is organized into 42 bite-size, practical tips - each supported with highly relevant real-world examples and case studies. Lacey presents a section of tips that apply to everyone on the agile team, from leaders to customers. Next, he offers sections specific to each role - including tips for management, program/project managers, team members, and product owners. Lacey answers the questions new agile adopters ask most often - including 'can I modify standard agile processes and still be agile?' and 'how on Earth can

we release software within a short timeframe if we can't even do it in a long timeframe?' Along the way, he presents proven solutions for a wide variety of common problems - from prioritizing requirements to building release plans, creating workable software iterations to getting buy-in from skeptical executives.

Agile Product 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!

Haynes Chevrolet Sprint Geo & Chevrolet Metro 1985-2001

This book will help you become a better product leader. Benefitting from Roman Pichler's extensive experience, you will learn how to align stakeholders and guide development teams even in challenging circumstances, avoid common leadership mistakes, and grow as a leader. Written in an engaging and easily accessible style, *How to Lead in Product Management* offers a wealth of practical tips and strategies. Through helpful examples, the book illustrates how you can directly apply the techniques to your work. Coverage includes: * Choosing the right leadership style * Cultivating empathy, building trust, and influencing others * Increasing your authority and empowering others * Directing stakeholders and development teams through common goals * Making decisions that people will support and follow through * Successfully resolving disputes and conflicts even with senior stakeholders * Listening deeply to discover and address hidden needs and interests * Practising mindfulness and embracing a growth mindset to develop as a leader Praise for *How to Lead in Product Management*: "Roman has done it again, delivering a practical book for the product management community that appeals to both heart and mind. *How to Lead in Product Management* is

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packed with concise, direct, and practical advice that addresses the deeper, personal aspects of the product leadership. Roman's book shares wisdom on topics including goals, healthy interactions with stakeholders, handling conflict, effective conversations, decision-making, having a growth mindset, and self-care. It is a must read for both new and experienced product people." ~Ellen Gottesdiener, Product Coach at EBG Consulting "Being a great product manager is tough. It requires domain knowledge, industry knowledge, technical skills, but also the skills to lead and inspire a team. Roman Pichler's How to Lead in Product Management is the best book I've read for equipping product managers to lead their teams." ~Mike Cohn, Author of Succeeding with Agile, Agile Estimating and Planning, and User Stories Applied "This is the book that has been missing for product people. Roman has created another masterpiece, a fast read with lots of value. It's a must read for every aspiring product manager." ~Magnus Billgren, CEO of Tolpagorni Product Management "How Lead in Product Management is for everyone who manages a product or drives important business decisions. Roman lays out the key challenges of product leadership and shows us ways of thoughtfully working with team members, stakeholders, partners, and the inevitable conflicts." ~Rich Mironov, CEO of Mironov Consulting and "Smokejumper" Head of Product

Computer Buyer's Guide and Handbook

Whether to continue using traditional cost and benefit

analysis methods such as systems and software engineering standards or to use a relatively new family of software development processes known as Agile methods is one of most prevalent questions within the information technology field today. Since each family of methods has its strengths and weaknesses, the question being raised by a growing number of executives and practitioners is: Which family of methods provides the greater business value and return on investment (ROI)? Whereas traditional methods have been in use for many decades, Agile methods are still a new phenomenon and, until now, very little literature has existed on how to quantify the business value of Agile methods in economic terms, such as ROI and net present value (NPV). Using cost of quality, total cost of ownership, and total life cycle cost parameters, *The Business Value of Agile Software Methods* offers a comprehensive methodology and introduces the industry's initial top-down parametric models for quantifying the costs and benefits of using Agile methods to create innovative software products. Based on real-world data, it illustrates the first simple-to-use parametric models of Real Options for estimating the business value of Agile methods since the inception of the Nobel prize winning Black-Scholes formulas. Numerous examples on how to estimate the costs, benefits, ROI, NPV, and real options of the major types of Agile methods such as Scrum, Extreme Programming and Crystal Methods are also included. In addition, this reference provides the first comprehensive compilation of cost and benefit data on Agile methods from an analysis of hundreds of research studies. *The Business Value of Agile Software Methods* shatters key myths and

misconceptions surrounding the modern-day phenomenon of Agile methods for creating innovative software products. It provides a complete business value comparison between traditional and Agile methods. The keys to maximizing the business value of any method are low costs and high benefits and the business value of Agile methods, when compared to traditional methods, proves to be very impressive. Agile methods are a new model of project management that can be used to improve the success, business value, and ROI of high-risk and highly complex IT projects in today's dynamic, turbulent, and highly uncertain marketplace. If you are an executive, manager, scholar, student, consultant or practitioner currently on the fence, you need to read this book!

Sprint

Deliver Better Games Faster, On Budget—And Make Game Development Fun Again! Game development is in crisis—facing bloated budgets, impossible schedules, unmanageable complexity, and death march overtime. It's no wonder so many development studios are struggling to survive. Fortunately, there is a solution. Scrum and Agile methods are already revolutionizing development outside the game industry. Now, long-time game developer Clinton Keith shows exactly how to successfully apply these methods to the unique challenges of game development. Keith has spent more than fifteen years developing games, seven of them with Scrum and agile methods. Drawing on this unparalleled

expertise, he shows how teams can use Scrum to deliver games more efficiently, rapidly, and cost-effectively; craft games that offer more entertainment value; and make life more fulfilling for development teams at the same time. You'll learn to form successful agile teams that incorporate programmers, producers, artists, testers, and designers—and promote effective collaboration within and beyond those teams, throughout the entire process. From long-range planning to progress tracking and continuous integration, Keith offers dozens of tips, tricks, and solutions—all based firmly in reality and hard-won experience. Coverage includes

- Understanding Scrum's goals, roles, and practices in the context of game development
- Communicating and planning your game's vision, features, and progress
- Using iterative techniques to put your game into a playable state every two to four weeks— even daily
- Helping all team participants succeed in their roles
- Restoring stability and predictability to the development process
- Managing ambiguous requirements in a fluid marketplace
- Scaling Scrum to large, geographically distributed development teams
- Getting started: overcoming inertia and integrating Scrum into your studio's current processes

Increasingly, game developers and managers are recognizing that things can't go on the way they have in the past. Game development organizations need a far better way to work. Agile Game Development with Scrum gives them that—and brings the profitability, creativity, and fun back to game development.

How to Lead in Product Management:

Practices to Align Stakeholders, Guide Development Teams, and Create Value Together

Peterson's Guide to Engineering, Science, and Computer Jobs, 1983

Summarizes the Agile and Scrum software development method, which allows creation of software in just 30 days.

Scrum

Triathletes spend a lot of time and money making sure they have the right gear, optimizing their training plans, and selecting their races. And part of that preparation for big race days is taking care of diet to be sure the body is properly fed to maximize athletic performance. Enter *The Complete Nutrition Guide for Triathletes*, a thorough nutritional guidebook tailored specifically for the three-sport athlete to reach his triathlon goals and to cross the finish line with the best nutrition plan possible. Dr. Jamie A. Cooper brings to the book her expert knowledge about nutrition and exercise combined with her extensive experience as an active triathlete. The book covers each essential nutrient, offers up tailored nutritional plans for Sprint, Olympic, and Ironman races, and troubleshoots nutrition-related issues specifically concerning the triathlete.

The Business Value of Agile Software Methods

Improve and Accelerate Software Delivery for Large, Distributed, Complex Projects The Nexus Framework is the simplest, most effective approach to applying Scrum at scale across multiple teams, sites, and time zones. Created by Scrum.org—the pioneering Scrum training and certification organization founded by Scrum co-creator Ken Schwaber—Nexus draws on decades of experience to address the unique challenges teams face in coming together, sharing work, and managing and minimizing dependencies. The Nexus™ Framework for Scaling Scrum is a concise book that shows how Nexus helps teams to deliver a complex, multi-platform, software-based product in short, frequent cycles, without sacrificing consistency or quality, and without adding unnecessary complexity or straying from Scrum’s core principles. Using an extended case study, the authors illustrate how Nexus helps teams solve common scaling challenges like reducing cross-team dependencies, preserving team self-organization and transparency, and ensuring accountability. Understand the challenges of delivering working, integrated product increments with multiple teams, and how Nexus addresses them Form a Nexus around a new or existing product and learn how that Nexus sets goals and plans its work Run Sprints within a Nexus, provide transparency into progress, conduct effective Nexus Sprint reviews, and use Nexus Sprint Retrospectives to continuously improve Overcome the distributed team collaboration challenges

The Scrum Field Guide

The authors of the international bestseller *Business Model Generation* explain how to create value propositions customers can't resist. *Value Proposition Design* helps you tackle the core challenge of every business — creating compelling products and services customers want to buy. This highly practical book, paired with its online companion, will teach you the processes and tools you need to create products that sell. Using the same stunning visual format as the authors' global bestseller, *Business Model Generation*, this sequel explains how to use the "Value Proposition Canvas" to design, test, create, and manage products and services customers actually want. *Value Proposition Design* is for anyone who has been frustrated by new product meetings based on hunches and intuitions; it's for anyone who has watched an expensive new product launch fail in the market. The book will help you understand the patterns of great value propositions, get closer to customers, and avoid wasting time with ideas that won't work. You'll learn the simple process of designing and testing value propositions, that perfectly match customers' needs and desires. In addition the book gives you exclusive access to an online companion on Strategyzer.com. You will be able to assess your work, learn from peers, and download pdfs, checklists, and more. *Value Proposition Design* is an essential companion to the "Business Model Canvas" from *Business Model Generation*, a tool embraced globally by startups and large corporations such as MasterCard, 3M, Coca

Cola, GE, Fujitsu, LEGO, Colgate-Palmolive, and many more. Value Proposition Design gives you a proven methodology for success, with value propositions that sell, embedded in profitable business models."

Design Sprint

Examining the questions most commonly asked by students attending Certified Scrum Master (CSM) and Certified Scrum Product Owner (CSPO) classes, The ScrumMaster Study Guide provides an accessible introduction to the concepts of Scrum and agile development. It compiles the insights gained by the author in teaching more than 100 CSM classes and countless seminars. Describing how to sell agile development to upper management and customers, the book illustrates real-world implementation of agile development, addressing the roles and responsibilities of each team member as well as some of the things that can go wrong in an implementation. Focuses on running Scrum projects in an agile environment Covers agile development, team building, and transitioning to Scrum and agile Explains how to adapt Scrum and agile to your work environment Describes how to measure individual and team productivity Illustrates the functions of a Scrum team on a day-to-day basis This book is intended for newly minted ScrumMasters, product owners, and students about to attend a CSM or CSPO class as well as developers and managers who want to sharpen their skills. Scrum is a simple framework and agile development is simply a concept; successful implementation requires more than just the training

you can get in a CSM class or a workshop. Helping you understand key aspects of agile development and Scrum that might have previously been difficult to comprehend, this book is the ideal starting point for finding the answers you need for agile software development in your organization.

InfoWorld

With more than 500 new apps entering the market every day, what does it take to build a successful digital product? You can greatly reduce your risk of failure with design sprints, a process that enables your team to prototype and test a digital product idea within a week. This practical guide shows you exactly what a design sprint involves and how you can incorporate the process into your organization. Design sprints not only let you test digital product ideas before you pour too many resources into a project, they also help everyone get on board—whether they're team members, decision makers, or potential users. You'll know within days whether a particular product idea is worth pursuing. Design sprints enable you to: Clarify the problem at hand, and identify the needs of potential users Explore solutions through brainstorming and sketching exercises Distill your ideas into one or two solutions that you can test Prototype your solution and bring it to life Test the prototype with people who would use it

Newsletter

InfoWorld is targeted to Senior IT professionals.

Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Agile Estimating and Planning

Digital Asset Valuation and Cyber Risk Measurement

Wordstar 2000 Handbook

Design, deploy, and maintain your own private or public Infrastructure as a Service (IaaS), using the open source OpenStack platform. In this practical guide, experienced developers and OpenStack contributors show you how to build clouds based on reference architectures, as well as how to perform daily administration tasks. Designed for horizontal scalability, OpenStack lets you build a cloud by integrating several technologies. This approach provides flexibility, but knowing which options to use can be bewildering. Once you complete this book, you'll know the right questions to ask while you organize compute, storage, and networking resources. If you already know how to manage multiple Ubuntu machines and maintain MySQL, you're ready to:

- Set up automated deployment and configuration
- Design a single-node cloud controller
- Use metrics to improve scalability
- Explore compute nodes, network design, and storage
- Install OpenStack packages
- Use an example architecture to help

simplify decision-making Build a working environment to explore an IaaS cloud Manage users, projects, and quotas Tackle maintenance, debugging, and network troubleshooting Monitor, log, backup, and restore

Agile Project Management with Scrum

Articles include: Definition and Principles, Evidence-Based Orthopaedics: Is it possible? Conflict of Interest and Orthopaedic Publications, SPRINT Trial, Clavicle fractures, Intracapsular femur neck fractures, SPORT trial: Spinal stenosis, Cervical spondylotic myelopathy – anterior vs posterior approaches, Total disc replacement vs Fusion, Flexible constructs for spinal fusion, DVT prophylaxis in adult reconstruction, Hip resurfacing – what is the evidence, Graft selection/type in ACL surgery, LEAP Trial, BESTT Trial, SPORT trial: Lumbar disc herniations, SPORT trial: Degenerative spondylolisthesis.

Being Agile

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.

OpenStack Operations Guide

The iPhone has never been more indispensable than it is now. It's a device that enables us to stay in touch with loved ones wherever they are around the world. It lets us capture important moments and relive treasured memories, and it keeps us informed and entertained. The iPhone 12 takes one of the most significant steps forward, in both design and technology. It includes support for 5G, improved wireless charging, a beautiful new design, and it comes in four different sizes. This book is the ultimate step-by-step guide to the iPhone 12, iPhone 12 mini, and iPhone 12 Pro. Brought to you by the expert team at Leaf Publishing, and written by best-selling technology author Tom Rudderham, iPhone 12 Guide is packed with top tips and in-depth tutorials. You'll

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uncover the basics of activating and using your iPhone, learn how to take incredible photos, discover how to use iOS 14 and its built-in apps, plus much more. By the time you've finished reading iPhone 12 Guide, you'll be a pro in nearly everything iPhone and iOS related. Inside you'll discover: - All the basics covered, including buttons, gestures, and typing - How to find and install apps - Step-by-step tutorials for browsing the internet - Instructions for setting up accounts and checking emails - How to make video calls to loved ones - The secrets of mastering iPhone photography - How to configure Settings & much more!

Large-Scale Scrum

Inside this manual the reader will learn to do routine maintenance, tune-up procedures, engine repair, along with aspects of your car such as cooling and heating, air conditioning, fuel and exhaust, emissions control, ignition, brakes, suspension and steering, electrical systems, wiring diagrams.

A Scrum Book

Thousands of organizations are adopting Scrum to transform the way they execute complex projects, in software and beyond. This guide will give you the skills and confidence needed to deploy Scrum, resulting in high-performing teams and satisfied customers. Drawing on years of hands-on experience helping companies succeed, Certified Scrum Trainer (CST) Mitch Lacey helps you overcome the major

challenges of Scrum adoption and the deeper issues that emerge later. Extensively revised to reflect improved Scrum practices and tools, this edition adds an all-new section of tips from the field. Lacey covers many new topics, including immersive interviewing, collaborative estimation, and deepening business alignment. In 35 engaging chapters, you'll learn how to build support and maximize value across your company. Now part of the renowned Mike Cohn Signature Series on agile development, this pragmatic guide addresses everything from establishing roles and priorities to determining team velocity, setting sprint length, and conducting customer reviews. Coverage includes Bringing teams and new team members on board Creating a workable definition of "done" Planning for short-term wins, and removing impediments to success Balancing predictability and adaptability in release planning Running productive daily scrums Fixing failing sprints Accurately costing projects, and measuring the value they deliver Managing risks in dynamic Scrum projects Prioritizing and estimating backlogs Working with distributed and offshore teams Institutionalizing improvements, and extending agility throughout the organization Packed with real-world examples straight from Lacey's experience, this book will be invaluable to anyone transitioning to Scrum, seeking to improve their early results, or trying to get back on track.

Lean UX

In *Large-Scale Scrum*, Craig Larman and Bas Vodde offer the most direct, concise, actionable guide to

reaping the full benefits of agile in distributed, global enterprises. Larman and Vodde have distilled their immense experience helping geographically distributed development organizations move to agile. Going beyond their previous books, they offer today's fastest, most focused guidance: "brass tacks" advice and field-proven best practices for achieving value fast, and achieving even more value as you move forward. Targeted to enterprise project participants and stakeholders, Large-Scale Scrum offers straight-to-the-point insights for scaling Scrum across the entire project lifecycle, from sprint planning to retrospective. Larman and Vodde help you:

- Implement proven Scrum frameworks for large-scale developments
- Scale requirements, planning, and product management
- Scale design and architecture
- Effectively manage defects and interruptions
- Integrate Scrum into multisite and offshore projects
- Choose the right adoption strategies and organizational designs

This will be the go-to resource for enterprise stakeholders at all levels: everyone who wants to maximize the value of Scrum in large, complex projects.

New Technical Books

Provides descriptions and examples to illustrate the use of WordStar 2000's page preview, speed write, formatting, drawing, and file conversion features

Software Ownership Transfer

User experience (UX) design has traditionally been a

deliverables-based practice, with wireframes, site maps, flow diagrams, and mockups. But in today's web-driven reality, orchestrating the entire design from the get-go no longer works. This hands-on book demonstrates Lean UX, a deeply collaborative and cross-functional process that lets you strip away heavy deliverables in favor of building shared understanding with the rest of the product team. Lean UX is the evolution of product design; refined through the real-world experiences of companies large and small, these practices and principles help you maintain daily, continuous engagement with your teammates, rather than work in isolation. This book shows you how to use Lean UX on your own projects. Get a tactical understanding of Lean UX—and how it changes the way teams work together

Frame a vision of the problem you're solving and focus your team on the right outcomes
Bring the designer's tool kit to the rest of your product team
Break down the silos created by job titles and learn to trust your teammates
Improve the quality and productivity of your teams, and focus on validated experiences as opposed to deliverables/documents
Learn how Lean UX integrates with Agile UX

Agile Game Development with Scrum (Adobe Reader)

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.

iPhone 12 Guide

User story mapping is a valuable tool for software development, once you understand why and how to use it. This insightful book examines how this often misunderstood technique can help your team stay focused on users and their needs without getting lost in the enthusiasm for individual product features. Author Jeff Patton shows you how changeable story maps enable your team to hold better conversations about the project throughout the development process. Your team will learn to come away with a shared understanding of what you're attempting to build and why. Get a high-level view of story mapping, with an exercise to learn key concepts quickly Understand how stories really work, and how they come to life in Agile and Lean projects Dive into a story's lifecycle, starting with opportunities and moving deeper into discovery Prepare your stories, pay attention while they're built, and learn from those you convert to working software

Guide to Word Processing Systems,

1981-2

Organizations invest immense amounts of time, resources, and attention in their software projects. But all too often, when it's time to transfer the finished project to new "owners," they settle for the most superficial classroom training, documentation, and code walkthroughs. These conventional approaches to knowledge transfer often fail, dramatically reducing the value of new systems in production. You can do much better - and Software Ownership Transfer will show you how. This is the first practical, hands-on guide to knowledge transfer in today's agile environments. Using a realistic, large-scale case study, ThoughtWorks expert Vinod Sankaranarayanan shows how to elevate knowledge transfer from "necessary evil" to an activity full of agility and innovation, and bring together multiple organizations and cultures to make ownership transfer work. Sankaranarayanan explains why mere documentation of error reports and processes isn't enough, and shows how to successfully craft a knowledge transfer program that's more substantive and effective. Along the way, he offers guidance on overcoming the commercial compromises and personal tensions often associated with transferring systems to new ownership; and on transforming mere "knowledge transfer" into something much better: "taking ownership."

Complete Nutrition Guide for Triathletes

Being Agile is your roadmap to successfully

transforming your organization to an Agile culture. Veteran agile coach Mario Moreira teaches new adopters how to implement a robust Agile framework to derive from it the maximum business benefit in terms of customer value, revenue, and employee engagement. Agile is a ubiquitous watchword in the corporate world, but only a minority of companies understand and practice what they pay lip service to. Too many content themselves with half-baked approximations such as Fragile (fragile Agile), ScrumBut (Scrum but not the practices), and Scrum Fall (mini-waterfalls in the sprints). Moreira shows maturing early adopters how to bridge the chasm between going through the motions of doing Agile and genuinely being Agile. After a high-level synopsis of Agile's values and principles, methodologies (including Scrum, Kanban, DSDM, Leam, VFQ, and XP), and roles, Moreira plunges into the nitty-gritty of how to apply the ready, implement, coach, and hone (RICH) deployment model to all phases of a project in such a way as to embody and inculcate agile values and principles at the team level and promote agile transformation across your organization's culture. What you'll learn Agile professionals, project managers, and middle, senior, and executive management in software engineering and development divisions and enterprises who read this book will learn how to: Evaluate team candidates for traits, skills, behavior, and attitudes diagnostic of an Agile mindset Set up Agile planning tools and framework Map stakeholder engagement Validate ongoing application of Agile best practices Adapt Scrum teams and techniques for various needs and conditions Who this book is for The primary

readership for this book comprises Agile professionals, product managers, and middle, senior, and executive management in software engineering and development divisions and enterprises. The secondary readership includes business analysts agile and software configuration managers.

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Testing Business Ideas

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.

Evidence Based Medicine in Orthopedic Surgery, An Issue of Orthopedic Clinics - E-Book

Value Proposition Design

From three design partners at Google Ventures, a unique five-day process--called the sprint--for solving tough problems using design, prototyping, and testing ideas with customers.

Beginning Software Engineering

The First Guide to Scrum-Based Agile Product Management In Agile Product Management with Scrum, leading Scrum consultant Roman Pichler uses real-world examples to demonstrate how product owners can create successful products with Scrum. He describes a broad range of agile product management practices, including making agile product discovery work, taking advantage of emergent requirements, creating the minimal marketable product, leveraging early customer feedback, and working closely with the development team. Benefitting from Pichler's extensive experience, you'll learn how Scrum product ownership differs from

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traditional product management and how to avoid and overcome the common challenges that Scrum product owners face. Coverage includes

- Understanding the product owner's role: what product owners do, how they do it, and the surprising implications
- Envisioning the product: creating a compelling product vision to galvanize and guide the team and stakeholders
- Grooming the product backlog: managing the product backlog effectively even for the most complex products
- Planning the release: bringing clarity to scheduling, budgeting, and functionality decisions
- Collaborating in sprint meetings: understanding the product owner's role in sprint meetings, including the dos and don'ts
- Transitioning into product ownership: succeeding as a product owner and establishing the role in the enterprise

This book is an indispensable resource for anyone who works as a product owner, or expects to do so, as well as executives and coaches interested in establishing agile product management.

Essential Scrum

User Story Mapping

The Professional Product Owner

Agile Estimating and Planning is the definitive, practical guide to estimating and planning agile projects. In this book, Agile Alliance cofounder Mike Cohn discusses the philosophy of agile estimating and

planning and shows you exactly how to get the job done, with real-world examples and case studies. Concepts are clearly illustrated and readers are guided, step by step, toward how to answer the following questions: What will we build? How big will it be? When must it be done? How much can I really complete by then? You will first learn what makes a good plan—and then what makes it agile. Using the techniques in *Agile Estimating and Planning*, you can stay agile from start to finish, saving time, conserving resources, and accomplishing more. Highlights include: Why conventional prescriptive planning fails and why agile planning works How to estimate feature size using story points and ideal days—and when to use each How and when to re-estimate How to prioritize features using both financial and nonfinancial approaches How to split large features into smaller, more manageable ones How to plan iterations and predict your team's initial rate of progress How to schedule projects that have unusually high uncertainty or schedule-related risk How to estimate projects that will be worked on by multiple teams *Agile Estimating and Planning* supports any agile, semiagile, or iterative process, including Scrum, XP, Feature-Driven Development, Crystal, Adaptive Software Development, DSDM, Unified Process, and many more. It will be an indispensable resource for every development manager, team leader, and team member.

Software in 30 Days

A complete introduction to building robust and

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reliable software Beginning Software Engineering demystifies the software engineering methodologies and techniques that professional developers use to design and build robust, efficient, and consistently reliable software. Free of jargon and assuming no previous programming, development, or management experience, this accessible guide explains important concepts and techniques that can be applied to any programming language. Each chapter ends with exercises that let you test your understanding and help you elaborate on the chapter's main concepts. Everything you need to understand waterfall, Sashimi, agile, RAD, Scrum, Kanban, Extreme Programming, and many other development models is inside!

Describes in plain English what software engineering is Explains the roles and responsibilities of team members working on a software engineering project Outlines key phases that any software engineering effort must handle to produce applications that are powerful and dependable Details the most popular software development methodologies and explains the different ways they handle critical development tasks Incorporates exercises that expand upon each chapter's main ideas Includes an extensive glossary of software engineering terms

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