

Scrum Essentials Agile Software Development And Agile Project Management For Project Managers Scrum Masters Product Owners And Stakeholders

Explore Jira Software to manage your projects proficiently Key Features Plan and manage projects effortlessly with Jira Software by integrating it with other applications Improve your team's performance with Scrum and Kanban, together with agile methodology Easy-to-follow learning guide to install Jira Software and understand how it fits in with Atlassian Jira Book Description Jira Software is an agile project management tool that supports any agile methodology, be it scrum, Kanban, or your own unique flavour. From agile boards to reports, you can plan, track, and manage all your agile software development projects from a single tool. Jira Software brings the power of agile methodology to Atlassian Jira. This second edition of JIRA Agile Essentials, will help you dive straight into the action, exploring critical agile terminologies and concepts in the context of Jira Software. You will learn how to plan, track, and release great software. This book will teach you how to install and run Jira Software and set it up to run with Scrum and Kanban. It will also teach you to use Jira Software your way and run projects beyond the out-of-box Scrum and Kanban way, including a hybrid approach of both the methodologies and other options that come with Jira Software. Later, you will learn how to integrate it with the tools you are already using and enhance Jira with add-ons such as Confluence. You will learn to stay connected with your team from anywhere to ensure great development. Jira Software has numerous deployment options in the cloud, on your own infrastructure, or at a massive scale. You will be introduced to Bitbucket, Atlassian's distributed version control system, which integrates seamlessly with Jira, allowing your team to work within the two applications as one harmonious environment. With this practical guide, you will develop a great working knowledge of Jira Software and your project management will become much more efficient. What you will learn Understand the basics and agile methodologies of Jira software Use Jira Software in a Scrum environment Manage and run Jira Software projects beyond the out of box Scrum and Kanban way Combine Scrum and Kanban and use other project management options beyond just agile Customize Jira Software's various features and options as per your requirements Work with Jira Agile offline, and plan and forecast projects with agile portfolio Integrate Jira Agile with Confluence and Bitbucket Who this book is for If you want to get started with Jira Software and learn how to run your Jira projects the agile way, then this is the perfect book for you. You will need to be familiar with the basics of Jira, both from an end user's and an administrator's perspective. Experience with workflows, custom fields, and other administrative functions of Jira will be useful. "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

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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.

Learning Agile is a comprehensive guide to the most popular agile methods, written in a light and engaging style that makes it easy for you to learn. Agile has revolutionized the way teams approach software development, but with dozens of agile methodologies to choose from, the decision to “go agile” can be tricky. This practical book helps you sort it out, first by grounding you in agile’s underlying principles, then by describing four specific—and well-used—agile methods: Scrum, extreme programming (XP), Lean, and Kanban. Each method focuses on a different area of development, but they all aim to change your team’s mindset—from individuals who simply follow a plan to a cohesive group that makes decisions together. Whether you’re considering agile for the first time, or trying it again, you’ll learn how to choose a method that best fits your team and your company. Understand the purpose behind agile’s core values and principles Learn Scrum’s emphasis on project management, self-organization, and collective commitment Focus on software design and architecture with XP practices such as test-first and pair programming Use Lean thinking to empower your team, eliminate waste, and deliver software fast Learn how Kanban’s practices help you deliver great software by managing flow Adopt agile practices and principles with an agile coach

Provides recommendations and case studies to help with the implementation of Scrum.

The agile practice is only one of the many iterative methods devised by development leaders in the past. Fundamentally speaking, iterative methods opposed the overly-incremental approach of the waterfall method by using a multitude of smaller phases. These phases encompass the main parts of the waterfall method (requirement, design, implementation,

verification, and maintenance); but done so in smaller, more frequent increments. These are also called ‘mini-waterfalls’. In essence, the agile practice moves through a life cycle of the waterfall development method in a much shorter amount of time. The ‘thought leaders’ behind the formation of the agile development practice refined it using 12 key principles. These principles will be discussed in Chapter 7 – The 12 Agile Principles, and will be applied in most of the lessons throughout this eBook.

Best practices for managing projects in agile environments—now updated with new techniques for larger projects Today, the pace of project management moves faster. Project management needs to become more flexible and far more responsive to customers. Using Agile Project Management (APM), project managers can achieve all these goals without compromising value, quality, or business discipline. In Agile Project Management, Second Edition, renowned agile pioneer Jim Highsmith thoroughly updates his classic guide to APM, extending and refining it to support even the largest projects and organizations. Writing for project leaders, managers, and executives at all levels, Highsmith integrates the best project management, product management, and software development practices into an overall framework designed to support unprecedented speed and mobility. The many topics added in this new edition include incorporating agile values, scaling agile projects, release planning, portfolio governance, and enhancing organizational agility. Project and business leaders will especially appreciate Highsmith’s new coverage of promoting agility through performance measurements based on value, quality, and constraints. This edition’s coverage includes: Understanding the agile revolution’s impact on product development Recognizing when agile methods will work in project management, and when they won’t Setting realistic business objectives for Agile Project Management Promoting agile values and principles across the organization Utilizing a proven Agile Enterprise Framework that encompasses governance, project and iteration management, and technical practices Optimizing all five stages of the agile project: Envision, Speculate, Explore, Adapt, and Close Organizational and product-related processes for scaling agile to the largest projects and teams Agile project governance solutions for executives and management The “Agile Triangle”: measuring performance in ways that encourage agility instead of discouraging it The changing role of the agile project leader

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

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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.

JIRA Agile (formerly known as GreenHopper) is a plugin that adds agile project management to any JIRA project. It allows you to visualize your existing process and stimulate incremental improvement. JIRA Agile brings the power of agile methodology to Atlassian JIRA. With JIRA Agile Essentials you will dive straight into the action, exploring critical agile terminologies and concepts in the context of JIRA Agile. Learn to install and run JIRA Agile, and set it up to run with Scrum and Kanban. Collaborate with your colleagues to define requirements, create user stories, and manage and plan sprints based on the availability of your members. Create reports and share your project progress with other stakeholders. With this practical guide, you will develop a great working knowledge of JIRA Agile and make your project management much more efficient.

3+ Hours of Video Instruction Scrum Fundamentals LiveLessons provides practitioners with a core understanding of Scrum-the most popular agile method-and helpful advice to help them deliver high quality products that add the most value to their customers. In this video training, Tommy Norman (CSM, CSP, PSM I, ALM MVP) provides an introduction to Agile software development using Scrum, which is a lightweight, adaptive framework for managing complex projects. It consists of roles, artifacts, and events as well as a simple set of rules to govern the relationships and interactions between them. This LiveLessons course gives helpful insight into the history of Agile and how its values and principles can focus teams on consistently delivering quality products that immediately add value for the customer. It covers the complete Scrum framework from project initiation, executing Sprints, and delivering a product increment. About the Instructor Tommy Norman is a Lean/Agile Coach at LeanKit in Nashville, TN. For more than fifteen years, he has been helping clients build solutions using both Agile and traditional approaches as a Certified Scrum Master / Practitioner as well as a Microsoft ALM MVP. Tommy is a coordinator for the Nashville Agile User Group, one of the original founders of the devLink Technical Conference, a past president and board member of the Nashville .NET User Group, and a frequent speaker at both local and national events. He blogs about Agile, TFS, and .NET at www.tommynorman.com and rambles about most everything on Twitter as [tommynorman](https://twitter.com/tommynorman). Skill Level Beginner What You Will Learn The history of Agile The roles, artifacts, and events in Scrum How to start a Scrum project Essentials of writing good User Stories How to maintain your Product Backlog and Release Plan Agile estimation techniques How to effectively plan for and execute a Sprint

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Agile engineering best practices How to integrate QA into your Sprints How to inspect and adapt your process Who Should Take This Course Anyone involved in the development of software applications looking for a practical introduction to the Agile framework Scrum. Course Requirements Familiarity with the basics of software development projects. Lesson 1: A History of Agile Lesson 1 covers a brief history of Agile and how it has evolved over the years. The lesson starts by reviewing how software had previously been done with a more traditional "Waterfall" approach. Viewers learn some of the intrinsic...

Why should you use Scrum in your web projects? Simply put, it'll enable your team to get more done in less time. Scrum is the most popular agile project management methodology used in web projects today. While most Scrum books tend to be lengthy textbooks that cover every detail of Scrum for all types of organizations, this highly practical book concentrates solely on how best to apply Scrum in web and mobile development projects. In it, you'll learn: An overview of Scrum fundamentals for web and mobile projects Get familiar with Scrum's roles: Scrum master, product owner, team members, and interested observers Understand Scrum's rituals: sprint planning meetings, daily standups, work process, demos, and sprint retrospectives Gain a thorough understanding of the tools used in Scrum: burndown charts, story cards, sprint backlogs Troubleshoot typical Scrum issues

Corey Ladas' groundbreaking paper "ScrumBan" has captured the imagination of the software development world. Scrum and agile methodologies have helped software development teams organize and become more efficient. Lean methods like kanban can extend these benefits. Kanban also provides a powerful mechanism to identify process improvement opportunities. This book covers some of the metrics and day-to-day management techniques that make continuous improvement an achievable outcome in the real world. ScrumBan the book provides a series of essays that give practitioners the background needed to create more robust practices combining the best of agile and lean.

"It wasn't until 2001 when seventeen software developers met at the Snowbird resort in Utah and put together a document known as 'The Manifesto for Agile Software Development' that incorporated all the lightweight software development methods of the 1990s, such as Scrum (1995), into a working draft of best practices. This document was modified over many years until the creation of the 'Agile Glossary' in 2011-an open source repository of knowledge by the world's agile practitioners. In this Concise Reads guide, we'll walk you through the basics of Agile and Agile methods such as Scrum and Kanban, so you could use this framework in the management of your next software development project. At its simplest form, think of the framework as a way to reduce inefficiency through rapid prototyping, cross-functional team set up, and clearly defined non-overlapping roles. The proven assumption was that by iterating through the entire development cycle multiple times, a learning curve begins to take effect that produces efficiency gains. Ready

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to Learn Agile, Scrum, and Kanban in an hour?--Amazon.

Book 1 - Agile Project Management with Scrum: Proven Strategies and Methods for Beginners. Book 2 - Agile Project Management with Scrum: Secret Scrum Formulas and Methods in Agile Project Management. Management is understood in different ways by different people. Economists regard it as a factor of production. Sociologists see it was a class or group of persons while practitioners of management treat it as a process. For our understand management may be viewed as what a manager does in a formal organization to achieve the objectives. It is called bee by Mary Parker Follet: "the art of getting things done through people". This definition throws light on the fact that managers achieve organizational goals by enabling others to perform rather than performing the tasks themselves. The writer emphasizes on the project management skills with a maiden introduction of "Scrum project management skills". Author has briefed the differences between management methodology of Scrum project management and other project management methods. Scrum Project Management Method gives you: 1 - Fast and easy understanding approach 2 - A rapid process to reap the benefits quickly 3 - It simplifies the toughest and difficult tasks technically 4 - It is a framework in which you can join various processes and techniques 5 - It develops products, identify markets, technologies and capabilities along with sustainable environment.

Agile Project Management focuses mainly on the value of the customers first. It is formed by a team who put more attention on the interaction of the team rather than accomplishing. They approach the reality of the current business rather than to plan and follow it. The Agile Manifesto's key principles and organizational practices is what Agile Project Management is based from. The Agile Project Management helps in giving high technicality and value even if you don't have the luxury or a big budget. The good thing is that the principles don't only refer to software development, but it also gives people a way of thinking towards management approach to be able to develop consensus quickly in an environment that is fast-paced.

We're losing tens of billions of dollars a year on broken software, and great new ideas such as agile development and Scrum don't always pay off. But there's hope. The nine software development practices in Beyond Legacy Code are designed to solve the problems facing our industry. Discover why these practices work, not just how they work, and dramatically increase the quality and maintainability of any software project. These nine practices could save the software industry. Beyond Legacy Code is filled with practical, hands-on advice and a common-sense exploration of why technical practices such as refactoring and test-first development are critical to building maintainable software. Discover how to avoid the pitfalls teams encounter when adopting these practices, and how to dramatically reduce the risk associated with building software--realizing significant savings in both the short and long term. With a deeper

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understanding of the principles behind the practices, you'll build software that's easier and less costly to maintain and extend. By adopting these nine key technical practices, you'll learn to say what, why, and for whom before how; build in small batches; integrate continuously; collaborate; create CLEAN code; write the test first; specify behaviors with tests; implement the design last; and refactor legacy code. Software developers will find hands-on, pragmatic advice for writing higher quality, more maintainable, and bug-free code. Managers, customers, and product owners will gain deeper insight into vital processes. By moving beyond the old-fashioned procedural thinking of the Industrial Revolution, and working together to embrace standards and practices that will advance software development, we can turn the legacy code crisis into a true Information Revolution.

This title is one of the "Essentials" IT Books published by TechNet Publications Limited. This Book is a very helpful practical guide for beginners in the topic , which can be used as a learning material for students pursuing their studies in undergraduate and graduate levels in universities and colleges and those who want to learn the topic via a short and complete resource. We hope you find this book useful in shaping your future career.

If you want to produce faster while increasing the quality of your products, then keep reading... 2 comprehensive manuscripts in 1 book Agile: A Guide to Agile Project Management with Scrum, Kanban, and Lean, Including Tips for Sprint Planning and How to Create a Hybrid Waterfall Agile Software Development Methodology Scrum: How to Use the Agile Framework Called Scrum to Produce Faster While Increasing Quality The word Agile gets thrown around a lot in software development circles but what exactly does it entail? You have probably seen whiteboards filled up with post-it notes somewhere, either in pictures or TV shows. Ever wonder what they are used for in a production setting? This book will give you an overview of Agile methodologies and how you can use them to speed up development and drive customer satisfaction. In part one of this book, you will... Get an overview of the 12 principles of Agile so you don't have to read the Agile Manifesto to understand the methodologies. Discover why you should adopt Agile. Learn how to set up Scrum boards, organize Scrum sprints, and see them to completion. Find out how to apply Toyota's Lean manufacturing techniques to a software development setting using Kanban. Learn about the Lean movement as it pertains to software and how to shave unnecessary costs from your software development projects. Discover how to implement Agile when your company is stuck using old methods. And much, much more! Part two of this book include: A succinct review of Agile project management to set the foundation of your Scrum knowledge. The history and values of Scrum methodology. A description of each Scrum team member role and how to choose the best people for the job. The extensive reasoning for why you should choose Scrum as your go-to method for completing projects. Examples of Scrum artifacts accompanied with clear definitions of what they are and how they are used. The sprint process boiled down into an understandable cycle that can fit almost any project of any size. Comparison of the traditional method of project management, Waterfall, estimation and "story Points" used in Scrum projects. Equations used to determine release dates based on the features a client requests for a Scrum project. Various forms of a project roadmap and when and how to use them best. A comprehensive discussion on the daily Scrum, including tips on the best use of the time in the stand-up. Two case studies presented along with the lessons learned from the practical application of Scrum in different industries. Additional tips and tricks on how to become the best Scrum company around. And much, much more! Get this book now to learn more about Agile and Scrum!

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Leading an Agile team calls for unexpected changes and typical project management tactics. You simply can't approach an Agile Project with the same mentality as you usually use. Agile teams are self-organized, self-directing, and lack a hierarchical structure that often defines project management. But even with the lack of common elements, you can be a team leader and guide your project to success. Even if you're not familiar with coding or software development, understanding the Agile manifesto, and the basics of Agile project management, you can be a valued part of the team. Within this book you'll learn: The principles of Agile development Different methods to guide your team toward success How to keep team members accountable Your role within the Agile team and how to best act as a leader How to address conflict and tension within your team Valuable tools to use to help your team communicate clearly and collaborate effectively How to manage the events that drive Agile projects Managing an Agile project can go smoothly if you use the principles and constructs of an Agile team the way they were intended. Some modern tools have made that even easier, but you'll always need to have a grip on the human element of team management as well. By expanding your knowledge of Agile, you can balance the importance of people, the usefulness of tools, and the value of the principles laid out in the Agile Manifesto.

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.

Presents a step-by-step guide to effectively manage the computer software development process.

Essential Scrum A Practical Guide to the Most Popular Agile Process Addison-Wesley Professional

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.

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Do you want to manage projects more effectively? Do you want to increase your team's productivity, collaboration, and deliver business value sooner? Scrum is the leading Agile methodology used by Fortune 500 companies and is transforming businesses everywhere. In this ever-changing world of customer expectations and new technologies, businesses need to be Agile to get ahead and stay there. With Scrum, you can be ready to adapt to the inevitable change. In part 1 of this book you will learn about: How to embrace the Agile mindset The different stages of Scrum How to break down a complex task and prioritize What a Scrum team looks like and how to build one How to run Sprints, backed with real-world examples Common mistakes and how to avoid them Meaningful metrics to track progress Applications of Scrum outside of software development How to get started with Scrum and overcome any resistance In part 2 of this book you will learn about: What a great Scrum Master looks like Common 'anti-patterns' in Scrum and Agile, and how to overcome them How to run an effective self-organizing team A simple tool to keep stakeholders on board How to build a culture of feedback and continuous improvement How to run better Scrum meetings such as daily stand-ups and retrospectives Exercises and workshops to foster team collaboration Scaling Scrum across multiple teams and locations By the end of this book you will have the confidence to run Scrum within your organization, understand the full scope of what it can do, and bring others on board. Are you ready to start seeing results? Grab your copy today and transform the way you manage projects and teams.

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

Reassess your leadership style, discover how to connect with people, and become a leader who can make things happen in the real world. Built on a unique four-year experiment working alongside real leaders in real businesses, *Living Leadership* explodes the myth of the charismatic, transformational leader, to show that real progress comes from the dramatically ordinary aspects of leadership. From building relationships, to working with the grain of the organisation rather than against it, and to knowing our limitations as much as pushing every boundary, the new edition of this book will challenge you to push your leadership skills to a new level. “*Living Leadership* shows how, when you take away the myths and misconceptions, leading can genuinely be made easier.” Hans Straberg, CEO, Electrolux “A ‘how to’ book that redefines leadership in terms of the realities and choices facing people in organisations today.” Professor Michael Osbaldeston, Director of Cranfield School of Management

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

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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!

Create software that delivers more value Ideas are cheap. A lot of people seem to think that majority of the software development process is just creating a vague concept of an application that people might want. You've probably heard a lot of people say things like, "I have this idea for an app that'll surely reach a million downloads!" only to find their apps lost in an ocean of similar apps. Creating great software and delivering them on time requires a rather systematic but not overly rigid implementation scheme. Quality and time must go together. If you deliver software that's full of bugs or poor in user experience, you really can't expect another transaction with your client. A lot of programmers fear this outcome and instead take too long to create programs. You have a limited amount of time to create software, especially when you're given a deadline, self-imposed or not. You'll want to make sure that the software you build is at least decent but more importantly, on time. How do you balance quality with time? This book dives into these very important topics. After reading Scrum Essentials you will know about scrum roles, sprints, scrum artifacts, and much more. Here is what you will learn by reading Scrum Essentials: What the Waterfall Method is and why you shouldn't be using this method to run your software projects What Scrum is, where it came from, why you should use it, and how you can put it practical use in your organization today The difference between Scrum and agile software development The various Scrum roles including the product owner, the Scrum master, and the team members What Sprints are and how to plan them. Who to do during a sprint and after. What burndown charts are and how they can change the way you run projects Creating and managing the product backlog The tools you will need to effectively communicate with everyone involved in the project And more... Scroll up, click the Buy Now With 1 Click button and get started learning about Scrum today!

Scrum and Kanban are two flavours of Agile software development - two deceptively simple but surprisingly powerful approaches to software development. So how do they relate to each other? The purpose of this book is to clear up the fog, so you can figure out how Kanban and Scrum might be useful in your environment. Part I illustrates the similarities and differences between Kanban and Scrum, comparing for understanding, not for judgement. There is no such thing as a good or bad tool - just good or bad decisions about when and how to use which tool. This book includes: - Kanban and Scrum in a nutshell - Comparison of Kanban and Scrum and other Agile methods - Practical examples and pitfalls - Cartoons and diagrams illustrating day-to-day work - Detailed case study of a Kanban implementation within a Scrum organization Part II is a case study illustrating how a Scrum-based development organization implemented Kanban in

their operations and support teams.

This book aims to give you a head start by providing a detailed down-to-earth account of how one Swedish company implemented Scrum and XP with a team of approximately 40 people and how they continuously improved their process over a year's time. Under the leadership of Henrik Kniberg they experimented with different team sizes, different sprint lengths, different ways of defining "done," different formats for product backlogs and sprint backlogs, different testing strategies, different ways of doing demos, different ways of synchronizing multiple Scrum teams, etc. They also experimented with XP practices - different ways of doing continuous build, pair programming, test driven development, etc, and how to combine this with Scrum. This second edition is an annotated version, a "director's cut" where Henrik reflects upon the content and shares new insights gained since the first version of the 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.

This book helps the reader translate the Scrum framework into reality to meet the Scrum challenges formal training never warned about. Drawing on his extensive agile experience in a wide range of projects and environments, the author presents thirty proven, flexible shortcuts for optimizing Scrum processes, actions, and outcomes. Each shortcut walks the reader through applying a Scrum approach to achieve a tangible output. These easy-to-digest, actionable patterns

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address a broad range of topics including getting started, quality and metrics, team members and roles, managing stakeholders, estimation, continuous improvement and more.

Agile Practice Guide – First Edition has been developed as a resource to understand, evaluate, and use agile and hybrid agile approaches. This practice guide provides guidance on when, where, and how to apply agile approaches and provides practical tools for practitioners and organizations wanting to increase agility. This practice guide is aligned with other PMI standards, including A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Sixth Edition, and was developed as the result of collaboration between the Project Management Institute and the Agile Alliance.

A radical new management model for twenty-first century leaders Organizations today face a crisis. The crisis is of long standing and its signs are widespread. Most proposals for improving management address one element of the crisis at the expense of the others. The principles described by award-winning author Stephen Denning simultaneously inspire high productivity, continuous innovation, deep job satisfaction and client delight. Denning puts forward a fundamentally different approach to management, with seven inter-locking principles of continuous innovation: focusing the entire organization on delighting clients; working in self-organizing teams; operating in client-driven iterations; delivering value to clients with each iteration; fostering radical transparency; nurturing continuous self-improvement and communicating interactively. In sum, the principles comprise a new mental model of management. Author outlines the basic seven principles of continuous innovation The book describes more than seventy supporting practices Denning offers a rethinking of management from first principles This book is written by the author of The Secret Language of Leadership—a Financial Times Selection in Best Books of 2007.

For those considering Extreme Programming, this book provides no-nonsense advice on agile planning, development, delivery, and management taken from the authors' many years of experience. While plenty of books address the what and why of agile development, very few offer the information users can apply directly.

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.

Thoroughly reviewed and eagerly anticipated by the agile community, User Stories Applied offers a requirements process that saves time, eliminates rework, and leads directly to better software. The best way to build software that meets users' needs is to begin with "user stories": simple, clear, brief descriptions of functionality that will be valuable to real users. In User Stories Applied, Mike Cohn provides you with a front-

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to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. User role modeling: understanding what users have in common, and where they differ Gathering stories: user interviewing, questionnaires, observation, and workshops Working with managers, trainers, salespeople and other "proxies" Writing user stories for acceptance testing Using stories to prioritize, set schedules, and estimate release costs Includes end-of-chapter practice questions and exercises User Stories Applied will be invaluable to every software developer, tester, analyst, and manager working with any agile method: XP, Scrum... or even your own home-grown approach.

The Elements of Agile and Scrum in a Nutshell Whether you're new to agile software development or considering Scrum for general project management, Scrum Basics compiles all of the essentials into one handy little guide. Learn how agile teams use Scrum, with:

- A simple summary of agile project management basics like the Agile Manifesto and 12 Agile Principles
- A concise overview of Scrum roles, artifacts, and activities
- A well-organized breakdown of Scrum practices with helpful illustrations and advice
- A troubleshooting FAQ and 5 case studies to help you visualize Scrum in action

Use scrum in all aspects of life Scrum is an agile project management framework that allows for flexibility and collaboration to be a part of your workflow. Primarily used by software developers, scrum can be used across many job functions and industries. Scrum can also be used in your personal life to help you plan for retirement, a trip, or even a wedding or other big event. Scrum provides a small set of rules that create just enough structure for teams to be able to focus their innovation on solving what might otherwise be an insurmountable challenge. Scrum For Dummies shows you how to assemble a scrum taskforce and use it to implement this popular Agile methodology to make projects in your professional and personal life run more smoothly—from start to finish. Discover what scrum offers project and product teams Integrate scrum into your agile project management strategy Plan your retirement or a family reunion using scrum Prioritize for releases with sprints No matter your career path or job title, the principles of scrum are designed to make your life easier. Why not give it a try?

Create Thriving, High-Performing Teams and Organizations with Scrumban Scrumban allows you to use Kanban as a catalyst for increasingly valuable changes to your existing software development processes, amplifying and expanding upon Scrum's benefits. Now, there's a definitive guide to Scrumban that explains what it is (and isn't), how and why it works, and how to use it to improve both team and organizational performance. Comprehensive, coherent, and practical, The Scrumban [R]Evolution will help you incrementally apply proven Lean/Agile principles to get what matters most: pragmatic, bottom-line results. Pioneering Scrumban coach Ajay Reddy clarifies Scrumban's core concepts and principles, and illuminates their application through real-life examples. He takes you from the absolute basics through sustainable adoption, and from choosing metrics to advanced forecasting and adaptive management. Whatever your role in the organization, this essential guide liberates you to tailor Kanban systems based on your unique challenges—and to solve delivery problems and improvement stagnation you haven't been able to solve with Scrum alone. Discover how Scrumban can help you reignite stalled Agile initiatives Clarify crucial relationships between purpose, values, and performance Quickly develop shared understanding in and across teams Use Scrumban to better manage Product Owner/Customer expectations Improve the rollout of Scrum in any team using Scrumban Use Scrumban and let real improvements spread with least resistance Use the right metrics to gain insight, track progress, and improve forecasting Take advantage of Scrumban's advanced capabilities as you gain experience Develop leaders to successfully guide your Agile

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initiatives Integrate modeling to reliably refine your forecasting and decision-making

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.

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