

# The Elements Of Scrum By Chris Sims Hillary Louise Johnson

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The Power of Scrum Jeffrey Sutherland 2011 The Power of Scrum tells the inspiring story of Mark Resting, CTO of a software company struggling with a major client and a project with more problems than solutions and a marriage in crisis. But, when he meets Jerry, a West-coast expert in Scrum, light at the end of the tunnel begins to appear, Mark begins to reluctantly hope things will work out. The road is bumpy, but Jerry skillfully brings Mark's developers from a world of project crisis into a revolutionary approach that can save the day. Authors Jeff Sutherland, Rini van Solinger, and Eelco Rustenburg have written a fictional narrative that masterfully weaves a compelling human story around the teaching moments of a software, project management how-to, and in the process tell an engaging story of personal growth and triumph, while demonstrating the power of a revolutionary and mission-critical approach to project management. The Power of Scrum is a must read for project managers, software developers, and product developers, as well as for anyone who loves a great story well told.

Essential Scrum Kenneth S. Rubin 2012 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.

The Six Disciplines of Agile Marketing Jim Ewel 2020-09-07 Transform your organization using Agile principles with this proven framework The Six Disciplines of Agile Marketing provides a proven framework for applying Agile principles and processes to marketing. Written by celebrated consultant Jim Ewel, this book provides a concise, approachable, and adaptable strategy for the implementation of Agile in virtually any marketing organization. The Six Disciplines of Agile Marketing discusses six key areas of practical concern to the marketer who hopes to adopt Agile practices in their organization. They include: Aligning the team on common goals Structuring the team for greater efficiency Implementing processes like Scrum and Kanban in marketing Validated Learning Adapting to Change Creating Remarkable Customer Experiences The Six Disciplines of Agile Marketing also discusses four shifts in beliefs and behaviors necessary to achieving an Agile transformation in marketing organizations. They include: A shift from a focus on outputs to one based on outcomes A shift from a campaign mentality to one based on continuous improvement A shift from an internal focus to a customer focus

The Principalship Thomas J. Sergiovanni 2014-08-01 Note: This is the bound book only and does not include access to the Enhanced Pearson eText. To order the Enhanced Pearson eText packaged with a bound book, use ISBN 0133833631. The new Seventh Edition of the widely popular text from Sergiovanni and Green, The Principalship, gives readers an authoritative look at where and how principals spend their time, standards that inform their behavior, and the competencies they need to master in order to be effective. In it, a new theory for the principalship is advocated that encourages practitioners and students to aspire to the highest good for themselves and all stakeholders. The book addresses today's most current issues; includes updated research on the principalship; features video clips and Self-Check Quizzes (in the Pearson eText only) and scenarios illustrating important concepts; and continues to focus on leadership as a moral craft that advocates imagination, creativity, and ethical integrity. The Enhanced Pearson eText features embedded video and assessments. Improve mastery and retention with the Enhanced Pearson eText\* The Enhanced Pearson eText provides a rich, interactive learning environment designed to improve student mastery of content. The Enhanced Pearson eText is: Engaging. The new interactive, multimedia learning features were developed by the authors and other subject-matter experts to deepen and enrich the learning experience. Convenient. Enjoy instant online access from your computer or download the Pearson eText App to read on or offline on your iPad® and Android® tablet.\* Affordable. The Enhanced Pearson eText may be purchased stand-alone or with a loose-leaf version of the text for 40-65% less than a print bound book. \*The Enhanced eText features are only available in the Pearson eText format. They are not available in third-party eTexts or downloads. \*The Pearson eText App is available on Google Play and in the App Store. It requires Android OS 3.1-4, a 7" or 10" tablet, or iPad iOS 5.0 or later.

Care Planning in Children and Young People's Nursing Doris Corkin 2011-08-24 Care Planning in Children and Young People's Nursing addresses a selection of the most common concerns that arise when planning care for infants, children and young people within the hospital and community setting. Clear and detailed, this text reflects both the uniqueness and diversity of contemporary children's nursing and utilizes images and case studies to provide a holistic insight into the practice of care planning through the reporting of best available evidence and current research, policy and education. Divided into sections for ease of reference, Care Planning in Children and Young People's Nursing explores both the theory and practice of care planning. Chapters on the principles of care planning include issues such as managing risk, safeguarding children, ethical and legal implications, integrated care pathways, interprofessional assessment, and invaluable parent perspectives. Additional chapters on the application of planning care examine the practical aspects of a wide range of specific conditions including cystic fibrosis, obesity, cardiac/renal failure and HIV/AIDS. Each chapter is interactive, with questions, learning activities and points for discussion creating an engaging and enquiry-based learning approach. Care Planning in Children and Young People's Nursing is a definitive resource, reflecting innovative practice which is suitable for undergraduate and postgraduate nurse education.

Scrum Shortcuts Without Cutting Corners Ilan Goldstein 2013-07-16 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 address a broad range of topics including getting started, quality and metrics, team members and roles, managing stakeholders, estimation, continuous improvement and more.

Sears List of Subject Headings Bertha Margaret Frick 1997

Game Architecture and Design Andrew Rollings 2004 A guide to computer game design, architecture, and management explores the application of design principles, shares the experiences of game programmers, and offers an overview of game development software.

Fundamentals of Game Design Ernest Adams 2010-04-07 To create a great video game, you must start with a solid game design: A well-designed game is easier to build, more entertaining, and has a better chance of succeeding in the marketplace. Here to teach you the essential skills of player-centric game design is one of the industry's leading authorities, who offers a first-hand look into the process, from initial concept to final tuning. Now in its second edition, this updated classic reference by Ernest Adams offers a complete and practical approach to game design, and includes material on concept development, gameplay design, core mechanics, user interfaces, storytelling, and balancing. In an easy-to-follow approach, Adams analyzes the specific design challenges of all the major game genres and shows you how to apply the principles of game design to each one. You'll learn how to: Define the challenges and actions at the heart of the gameplay. Write a high-concept document, a treatment, and a full design script. Understand the essentials of user interface design and how to define a game's look and feel. Design for a variety of input mechanisms, including the Wii controller and multi-touch iPhone. Construct a game's core mechanics and flow of resources (money, points, ammunition, and more). Develop appealing stories, game characters, and worlds that players will want to visit, including persistent worlds. Work on design problems with engaging end-of-chapter exercises, design worksheets, and case studies. Make your game accessible to broader audiences such as children, adult women, people with disabilities, and casual players. "Ernest Adams provides encyclopedic coverage of process and design issues for every aspect of game design, expressed as practical lessons that can be immediately applied to a design in-progress. He offers the best framework I've seen for thinking about the relationships between core mechanics, gameplay, and player—one that I've found useful for both teaching and research." — Michael Mateas, University of California at Santa Cruz, co-creator of Façade

Clean Code Robert C. Martin 2009 Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

The Enterprise and Scrum Ken Schwaber 2007-06-13 It's time to extend the benefits of Scrum—greater agility, higher-quality products, and lower costs—from individual teams to your entire enterprise. However, with Scrum's lack of prescribed rules, the friction of change can be challenging as people struggle to break from old project management habits. In this book, agile-process revolution leader Ken Schwaber takes you through change management—for your organizational and interpersonal processes—explaining how to successfully adopt Scrum across your entire organization. A cofounder of Scrum, Ken draws from decades of experience, answering your questions through case studies of proven practices and processes. With them, you'll learn how to adopt—and adapt—Scrum in the enterprise. And gain profound levels of transparency into your development processes. Discover how to: Evaluate the benefits of adopting Scrum in any size organization Initiate an enterprise transition project Implement a single, prioritized Product Backlog Organize effective Scrum teams using a top-down approach Adapt and apply solutions for integrating engineering practices across multiple teams Shorten release times by managing high-value increments Refine your Scrum practices and help reduce the length of Sprints Coaching Agile Fabrice Aimetti 2014-07-06 Decouvrez comment coacher votre equipe pour qu'elle devienne plus agile. Ce livre demystifie les pratiques agiles, il s'agit d'un guide pratique pour creer des equipes agiles solides. Enrichi avec les conseils utiles des coachs agiles Rachel Davies et Liz Sedley, ce livre vous donne des outils de coaching que vous pouvez utiliser si vous etes chef de projet, responsable technique ou membre d'une equipe de developpement logiciel.

UML Distilled Martin Fowler 2018-08-30 More than 300,000 developers have benefited from past editions of UML Distilled . This third edition is the best resource for quick, no-nonsense insights into understanding and using UML 2.0 and prior versions of the UML. Some readers will want to quickly get up to speed with the UML 2.0 and learn the essentials of the UML. Others will use this book as a handy, quick reference to the most common parts of the UML. The author delivers on both of these promises in a short, concise, and focused presentation. This book describes all the major UML diagram types, what they're used for, and the basic notation involved in creating and deciphering them. These diagrams include class, sequence, object, package, deployment, use case, state machine, activity, communication, composite structure, component, interaction overview, and timing diagrams. The examples are clear and the explanations cut to the fundamental design logic. Includes a quick reference to the most useful parts of the UML notation and a useful summary of diagram types that were added to the UML 2.0. If you are like most developers, you don't have time to keep up with all the new innovations in software engineering. This new edition of Fowler's classic work gets you acquainted with some of the best thinking about efficient object-oriented software design using the UML--in a convenient format that will be essential to anyone who designs software professionally.

Encyclopedia of Information Science and Technology Mehdi Khosrow-Pour 2009 "This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology"--Provided by publisher.

The Voice of Sheila Chandra Kazim Ali 2020-10-01 Titled for the influential singer left almost voiceless by a terrible syndrome, the poems bring sweet melodies and rhythms as the voices blend and become multitudinous. There's an honoring of not only survival, but of persistence, as this part research-based, pensive collection contemplates what it takes to move forward when the unimaginable holds you back.

Smarter Faster Better Charles Duhigg 2016-03-08 From the bestselling author of The Power of Habit comes a fascinating new book exploring the science of productivity, and why, in today's world, managing how you think--rather than what you think about--can transform your life. Productivity, recent studies suggest, isn't always about driving ourselves harder, working faster and pushing ourselves toward greater "efficiency." Rather, real productivity relies on managing how we think, identify goals, construct teams and make decisions. The most productive people, companies and organizations don't merely act differently--they envision the world and their choices in profoundly different ways. This book explores eight concepts that are critical to increasing productivity. It takes you into the cockpit of two passenger jets (one crashes) to understand the importance of constructing mental models--telling yourself stories about yourself in order to subconsciously focus on what really matters. It introduces us to basic training in the U.S. Marine Corps, where the internal locus of control is exploited to increase self-motivation. It chronicles the outbreak of Israel's Yom Kippur War to examine cognitive closure--a dangerous trap that stems from our natural desire to feel productive and check every last thing off our to-do lists, causing us to miss obvious risks and bigger opportunities. It uses a high-achieving public school in Cincinnati to illuminate the concept of disfluency, which holds that we learn faster and more deeply when we make the data harder to absorb. It shows how the principles of lean manufacturing--in which decision-making power is pushed to the lowest levels of the hierarchy--allowed the FBI to produce a software system that had eluded them for years. It explores how Disney made Frozen into a record success by encouraging tension among animation teams--a version of what biologists refer to as the Intermediate Disturbance Hypothesis, which posits that nature is most creative when crises occur. With the combination of relentless curiosity, deep reporting and rich storytelling that defined The Power of Habit, Charles Duhigg takes readers from neurology laboratories to Google's brainstorming sessions and illustrates how we can all increase productivity in our lives.

Agile Project Management with Scrum Ken Schwaber 2004-02-11 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!

The Elements of Scrum Chris Sims 2011 A practical field guide to the practice of scrum, an agile software project management methodology.

Agile Product Management with Scrum Roman Pichler 2010-03-11 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 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.

The Scrum Field Guide Mitch Lacey 2012 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.

Management Information Systems Kenneth C. Laudon 2004 Management Information Systems provides comprehensive and integrative coverage of essential new technologies, information system applications, and their impact on business models and managerial decision-making in an exciting and interactive manner. The twelfth edition focuses on the major changes that have been made in information technology over the past two years, and includes new opening, closing, and Interactive Session cases.

Agile Extension to the BABOK Guide, Version 2 liba 2017-09-22 The Agile Extension to the BABOK(R) Guide (Agile Extension) version 2 describes the benefits, activities, tasks, skills, and practices required for effective agile business analysis with a constant focus on delivering business value. The Agile Extension version 2: describes the agile mindset and positions agile business analysis beyond software development introduces a 3-tier rolling planning model to help organizations, teams, and practitioners deliver greater business value incorporates the Business Analysis Core Concept Model(TM) (BACCM(TM)) details the seven principles of agile business analysis The Agile Extension to the BABOK(R) Guide is an ongoing initiative of Agile Alliance and the International Institute of Business Analysis(TM) (IIBA(R)) since 2009. The Agile Extension provides guidance for Agile practitioners or anyone interested in leveraging effective Agile business analysis to create better business outcomes that add real business and customer value

Lean Construction Patricia Tzortzopoulos 2020-02-26 This book collates the main research developments around Lean Construction over the past 25 years with contributions from many seminal authors in the field. It takes stock of developments since the publication of Koskela's (1992) Application of the New Production Philosophy to Construction and, in doing so, challenges current thinking and progress. It also crystallises theoretical conceptualisations and practically situated learning whilst identifying future research challenges, agendas and opportunities for global collaborative actions. The contributors present the development of Lean Construction as a fundamental part of improving construction productivity, quality and delivery of value to clients and users of built infrastructure. In doing so, the book introduces the reader to the foundational principles and theories that have influenced the way we now understand Lean Construction and has provided very useful insights to students, practitioners and researchers on key junctures over the last 25 years. Highlighting the key contemporary developments and using global case study material the chapters demonstrate good practice but also help introduce new thinking to both lay readers and experienced practitioners alike. This book is essential reading for undergraduate and postgraduate students, researchers and practitioners with an interest in Lean Construction and construction management, providing a general understanding of the area, current state of the art knowledge as well as providing an insight into areas for future research.

Democracy and Public Space John Parkinson 2012 In an online, interconnected world, democracy is increasingly made up of wikis and blogs, pokes and tweets. Citizens have become accidental journalists thanks to their handheld devices, politicians are increasingly working online, and the traditional sites of democracy - assemblies, public galleries, and plazas - are becoming less and less relevant with every new technology. And yet, this book argues, such views are leading us to confuse the medium with the message, focusing on electronic transmission when often what cyber citizens transmit is pictures and narratives of real democratic action in physical space. Democratic citizens are embodied, take up space, battle over access to physical resources, and perform democracy on physical stages at least as much as they engage with ideas in virtual space. Combining conceptual analysis with interviews and observation in capital cities on every continent, John Parkinson argues that democracy requires physical public space; that some kinds of space are better for performing some democratic roles than others; and that some of the most valuable kinds of space are under attack in developed democracies. He argues that accidental publics like shoppers and lunchtime crowds are increasingly valued over purposive, active publics, over citizens with a point to make or an argument to listen to. This can be seen not just in the way that traditional protest is regulated, but in the ways that ordinary city streets and parks are managed, even in the design of such quintessentially democratic spaces as legislative assemblies. The book offers an alternative vision for democratic public space, and evaluates 11 cities - from London to Tokyo - against that ideal.

Collection Assessment Association of Research Libraries. University Library Management Studies Office 1978

Agile Project Management Jim Highsmith 2009-07-10 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

Creativity, Inc. Ed Catmull 2014-04-08 From a co-founder of Pixar Animation Studios—the Academy Award-winning studio behind Coco, Inside Out, and Toy Story—comes an incisive book about creativity in business and leadership for readers of Daniel Pink, Tom Peters, and Chip and Dan Heath. NEW YORK TIMES BESTSELLER | NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Huffington Post • Financial Times • Success • Inc. • Library Journal Creativity, Inc. is a manual for anyone who strives for originality and the first-ever, all-access trip into the nerve center of Pixar Animation—into the meetings, postmortems, and "Braintrust" sessions where some of the most successful films in history are made. It is, at heart, a book about creativity—but it is also, as Pixar co-founder and president Ed Catmull writes, "an expression of the ideas that I believe make the best in us possible." For nearly twenty years, Pixar has dominated the world of animation, producing such beloved films as the Toy Story trilogy, Monsters, Inc., Finding Nemo, The Incredibles, Up, WALL-E, and Inside Out, which have gone on to set box-office records and garner thirty Academy Awards. The joyousness of the storytelling, the inventive plots, the emotional authenticity: In some ways, Pixar movies are an object lesson in what creativity really is. Here, in this book, Catmull reveals the ideals and techniques that have made Pixar so widely admired—and so profitable. As a young man, Ed Catmull had a dream: to make the first computer-animated movie. He nurtured that dream as a Ph.D. student at the University of Utah, where many computer science pioneers got their start, and then forged a partnership with George Lucas that led, indirectly, to his co-founding Pixar in 1986. Nine years later, Toy Story was released, changing animation forever. The essential ingredient in that movie's success—and in the thirteen movies that followed—was the unique environment that Catmull and his colleagues built at Pixar, based on leadership and management philosophies that protect the creative process and defy convention, such as: • Give a good idea to a mediocre team, and they will screw it up. But give a mediocre idea to a great team, and they will either fix it or come up with something better. • If you don't strive to uncover what is unseen and understand its nature, you will be ill prepared to lead. • It's not the manager's job to prevent risks. It's the manager's job to make it safe for others to take them. • The cost of preventing errors is often far greater than the cost of fixing them. • A company's communication structure should not mirror its organizational structure. Everybody should be able to talk to anybody.

Scrum Chris Sims 2012

Project Management DK 2022-01-04 The practical e-guide that gives you the skills to succeed as a project manager. Discover how to improve your project management skills by defining a project brief, identifying stakeholders, and building a strong team. You'll also learn useful tips for initiating projects, setting deadlines, and managing your budgets. Essential Managers gives you a practical "how-to" approach with step-by-step instructions, tips, checklists, and "ask yourself" features showing you how to focus your energy, manage change, and make an impact. DK's Essential Managers series contains the knowledge you need to be a more effective manager and hone your management style. Whether you're new to project management or simply looking to sharpen your existing skills, this is the e-guide for you.

Managing the Unmanageable Mickey W. Mantle 2012-09-16 "Mantle and Lichty have assembled a guide that will help you hire, motivate, and mentor a software development team that functions at the highest level. Their rules of thumb and coaching advice are great blueprints for new and experienced software engineering managers alike." —Tom Conrad, CTO, Pandora "I wish I'd had this material available years ago. I see lots and lots of 'meat' in here that I'll use over and over again as I try to become a better manager. The writing style is right on, and I love the personal anecdotes." —Steve Johnson, VP, Custom Solutions, DigitalFish All too often, software development is deemed unmanageable. The news is filled with stories of projects that have run catastrophically over schedule and budget. Although adding some formal discipline to the development process has improved the situation, it has by no means solved the problem. How can it be, with so much time and money spent to get software development under control, that it remains so unmanageable? In Managing the Unmanageable: Rules, Tools, and Insights for Managing Software People and Teams , Mickey W. Mantle and Ron Lichty answer that persistent question with a simple observation: You first must make programmers and software teams manageable. That is, you need to begin by understanding your people—how to hire them, motivate them, and lead them to develop and deliver great products. Drawing on their combined seventy years of software development and management experience, and highlighting the insights and wisdom of other successful managers, Mantle and Lichty provide the guidance you need to manage people and teams in order to deliver software successfully. Whether you are new to software management, or have already been working in that role, you will appreciate the real-world knowledge and practical tools packed into this guide.

Sharp Cut Steven H. Gale 2014-07-11 Best known as one of the most important playwrights of the twentieth century, Harold Pinter has also written many highly regarded screenplays, including Academy Award-nominated screenplays for The French Lieutenant's Woman and Betrayal, collaborations with English director Joseph Losey, and an unproduced script for the remake of Stanley Kubrick's 1962 adaptation of Lolita. In this definitive study of Pinter's screenplays, Steven H. Gale compares the scripts with their sources and the resulting films, analyzes their stages of development, and shows how Pinter creates unique works of art by extracting the essence from his source and rendering it in cinematic terms. Gale introduces each film, traces the events that led to the script's writing, examines critical reaction to the film, and provides an extensive bibliography, appendices, and an index.

Coaching Agile Teams Lyssa Adkins 2010-05-18 The Provocative and Practical Guide to Coaching Agile Teams As an agile coach, you can help project teams become outstanding at agile, creating products that make them proud and helping organizations reap the powerful benefits of teams that deliver both innovation and excellence. More and more frequently, ScrumMasters and project managers are being asked to coach agile teams. But it's a challenging role. It requires new skills—as well as a subtle understanding of when to step in and when to step back. Migrating from "command and control" to agile coaching requires a whole new mind-set. In Coaching Agile Teams, Lyssa Adkins gives agile coaches the insights they need to adopt this new mind-set and to guide teams to extraordinary performance in a re-energized work environment. You'll gain a deep view into the role of the agile coach, discover what works and what doesn't, and learn how to adapt powerful skills from many allied disciplines, including the fields of professional coaching and mentoring. Coverage includes Understanding what it takes to be a great agile coach Mastering all of the agile coach's roles: teacher, mentor, problem solver, conflict navigator, and performance coach Creating an environment where self-organized, high-performance teams can emerge Coaching teams past cooperation and into full collaboration Evolving your leadership style as your team grows and changes Staying actively engaged without dominating your team and stunting its growth Recognizing failure, recovery, and success modes in your coaching Getting the most out of your own personal agile coaching journey Whether you're an agile coach, leader, trainer, mentor, facilitator, ScrumMaster, project manager, product owner, or team member, this book will help you become skilled at helping others become truly great. What could possibly be more rewarding?

Knowledge Management in Organizations Lorna Uden 2018-07-30 This book contains the refereed proceedings of the 13th International Conference on Knowledge Management in Organizations, KMO 2018, held in Žilina, Slovakia, in August 2018. The theme of the conference was "Emerging Research for Knowledge Management in Organizations." The 59 papers accepted for KMO 2018 were selected from 141 submissions and are organized in topical sections on: Knowledge management models and analysis; knowledge sharing; knowledge transfer and learning; knowledge and service innovation; knowledge creation; knowledge and organization; information systems and information science; knowledge and technology management; data mining and intelligent science; business and customer relationship management; big data and IoT; and new trends in IT.

A Scrum Book Jeff Sutherland 2019-08-16 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.

Construction Conflict Management and Resolution P. Fenn 2003-09-02 This book brings together over 40 papers presented at the 1992 International Construction Conflict Management & Resolution Conference held in Manchester, UK. Six themes are covered, including alternative dispute resolution, conflict management, claims procedures, litigation and arbitration, international construction, and education and the future. With papers from arbitrators, architects, barristers, civil engineers, chartered surveyors and solicitors, this book represents the first multi-disciplinary body of knowledge on Construction Conflict and will act as a unique source of reference for both legal and construction professionals.

The Scrum Field Guide Mitch Lacey 2015-12-22 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.

Microprocessor Fundamentals C. Arlen Planting 2017-06-29 This book is written primarily for undergraduate electrical and computer engineering students, though it could be used by anyone interested in understanding microprocessors at a 'bare metal' level or building a foundation for further work in embedded systems. Microprocessor fundamentals are covered independent of hardware whenever possible; and free open source tools (i.e. gnu toolchain) that are applicable to a wide range of processors are utilized. Studying the processor is accomplished by first learning its language (machine/assembly). Once the fundamentals have been thoroughly covered in assembly language, the C programming language is introduced as a portable assembler. Most of work can be done utilizing a virtual environment (emulation). The approach involves a simple processor design based on ARM architecture, in a standard cortex emulation image created with the open source tool qemu. Learning the methods by which the processor acquires, transforms, and outputs data is done via systematic interactions and exploring the processor's inner workings using the gdb program.

The Epic Guide to Agile Dave Todaro 2019-04-19 Tired of out-of-touch Scrum training that doesn't work? Discover practical agile delivery techniques to make your software shine. Has your excitement over Scrum led to nothing but disappointment? Have months of agile training still left your company far short of optimal efficiency? Do you feel like your leaders and developers are speaking a completely different language? Ascendle CEO Dave Todaro has lived and breathed software development for over three decades. After running successful agile teams on a daily basis, he's ready to share his insights and techniques to help your company reap the benefits of his experience. The Epic Guide to Agile: More Business Value on a Predictable Schedule with Scrum is a comprehensive guide to software-based team dynamics that both leaders and developers can understand. Unlike most agile training that doesn't work in practice, Todaro's step-by-step playbook rises above theory to save you time and money. Perfect for any sized business or level of experience, you'll get to the crux of each Scrum issue to have your team running sprints more efficiently than ever. In The Epic Guide to Agile, you'll discover: Personal examples and anecdotes to tackle problems at their source Effective ways to introduce agile and Scrum into your organization with the right pilot team The exact system to achieve productive sprint planning sessions The typical issues that can doom your product and how to conquer them The best technical environment setups to support your software project groups and much, much, more! The Epic Guide to Agile is a powerhouse manual to help any ScrumMaster or Project Manager find productivity and success. If you like real-world examples, no-nonsense teaching, and clear communication, then you'll love Dave Todaro's extraordinary and practical guidebook. Buy The Epic Guide to Agile to take your team into the Scrum age today!

Managing Digital Charles Betz About This Book This book, "Managing Digital: Concepts and Practices", is intended to guide a practitioner through the journey of building a digital-first viewpoint and the skills needed to thrive in the digital-first world. As such, this book is a bit of an experiment for The Open Group; it isn't structured as a traditional standard or guide. Instead, it is structured to show the key issues and skills needed at each stage of the digital journey, starting with the basics of a small digital project, eventually building to the concerns of a large enterprise. So, feel free to digest this book in stages — the section Introduction for the student is a good guide.

The book is intended for both academic and industry training purposes. This book seeks to provide guidance for both new entrants into the digital workforce and experienced practitioners seeking to update their understanding on how all the various themes and components of IT management fit together in the new world. About The Open Group Press The Open Group Press is an imprint of The Open Group for advancing knowledge of information technology by publishing works from individual authors within The Open Group membership that are relevant to advancing The Open Group mission of Boundaryless Information Flow™. The key focus of The Open Group Press is to publish high-quality monographs, as well as introductory technology books intended for the general public, and act as a complement to The Open Group Standards, Guides, and White Papers. The views and opinions expressed in this book are those of the author, and do not necessarily reflect the consensus position of The Open Group members or staff.

Organising Music Nic Beech 2015-02-05 Organisational theorists have become increasingly interested in the creative industries, where practices that are commonplace are of particular interest to organisations in other sectors as they look for new ways to enhance performance. Focusing on the music industry, this book sets up a unique dialogue between leading organisational theorists and music professionals. Part I explores links between organisation theory and the creative industries literature, concentrating on practices of organising and knowledge mobilisation, followed by an in-depth discussion of key theoretical concepts by subject experts. Part II provides a diverse range of 'tales from the field', including examples from classical orchestras, folk, indie and punk. The concluding chapter examines the shared dialogue to reveal what practice in the musical field can learn from organisational theory, and vice versa. This innovative book will interest graduate students and researchers in the fields of organisation studies, music management and the creative industries.