

The Elements Of Scrum Chris Sims

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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.

Escaping the Build Trap - Melissa Perri
2018-11-01

To stay competitive in today's market, organizations need to adopt a culture of customer-centric practices that focus on

outcomes rather than outputs. Companies that live and die by outputs often fall into the "build trap," cranking out features to meet their schedule rather than the customer's needs. In this book, Melissa Perri explains how laying the foundation for great product management can help companies solve real customer problems while achieving business goals. By understanding how to communicate and collaborate within a company structure, you can create a product culture that benefits both the business and the customer. You'll learn product management principles that can be applied to any organization, big or small. In five parts, this book explores: Why organizations ship features rather than cultivate the value those features represent How to set up a product organization that scales How product strategy connects a company's vision and economic outcomes back to the product activities How to identify and pursue the right opportunities for producing value through an iterative product framework

How to build a culture focused on successful outcomes over outputs

Tribal Unity (paperback) - Em Campbell-Pretty 2016-10-11

Are you ready to create a one team culture? Tribal Unity is a real world, practical guide for leaders committed to making their organisation a great place to work. Based in the true story of how one inspiring leader transformed a highly toxic organisational culture, into an internationally recognised case study of success. Tribal Unity shares proven patterns that are revolutionising the way teams of teams connect and perform. Em Campbell-Pretty is an internationally acclaimed business strategist, speaker and one of Australia's leading Enterprise Agile consultants. After 20 years in senior business roles within multinational blue chip corporations, Em discovered Agile and became passionate about the chance it provides to align business and IT around the delivery of value. Today Em is instrumental in empowering

Australia's largest enterprises in improving the effectiveness of their teams.

Complexity Demystified - Patrick Beautelement
2011

Practitioners often say: 'We need to do something differently but are not sure what to do or how to do it' and 'Scientists explain complexity but don't tell you what to do in practical terms'. This book has been written to offer solutions for these practitioners - to provide an Approach for 'putting complexity to work'. Practice is, de facto, determined by changing contexts. In a specific instance, what needs doing will depend on the circumstances, and cannot be bounded or decided in advance. But when most auditors, donors or managers demand tangible, target-driven results within a fixed time frame, how can practitioners convince them that working with the open principles of complexity will lead to more successful and sustainable solutions? This book is not 'yet another' complexity book. What it offers is an in-

depth, systematic, Framework that practitioners can use to focus on the dynamic phenomena already active in their working context, to be able to shape and influence these phenomena 'on the fly'. The authors present six case studies, including the UK Fuel Crisis (2000) and the 2010 Gulf of Mexico Oil Spill. Their Approach reveals a clear understanding of the stresses and strains that were felt throughout the crises and how these might have been handled differently had an appreciation of the underlying complexity been part of standard practice. Drawn from their own experiences and those of other practitioners, and to bridge the gap between theory, experience and practice, the authors have produced a clear and erudite 'bible' for realising the inherent benefits of 'putting complexity to work'.

Hybrid Project Management - Mark Tolbert
2020-10-08

Compared to a few decades ago, companies today are faced with a much more challenging

environment providing successful products and solutions for their customers. They are dealing with global competition, very rapid change in technologies, and tremendous volatility in economic conditions. As project managers, we are helping our companies survive in this difficult landscape. We are “agents of change” and “drivers of change.” The most important project management methodology today that will help us deal with this change and this volatility is Agile. However, no one process or project management methodology fits all situations! Agile is not a panacea for all projects. Many times, our projects are large enough and complex enough that some parts of the project are best suited to using a predictive planning approach, and other parts are more suited to using Agile. Therefore, a hybrid approach that mixes the traditional, waterfall approach with Agile is really required in many situations today. The agile community oftentimes has quite a negative view of hybrid approaches. Key writers

on Agile often say that attempting to use hybrid will corrupt all attempts to use Agile, and will result in failure. In this book, the argument is made that integrating these methodologies can be done if approached the right way, and in fact, this is necessary today.

Git Essentials - François Dupire 2021-01-19
Git Essentials is a book for for all developers, beginner to advanced, and written to get you up to speed with the world's most popular version control system. Git has become synonymous with VCSs and is expected to be in the wheelhouse of every developer as one of the most fundamental tools used to coordinate software development. Stop turning to Google every time you need to commit some code, create a feature branch, or tag a release. With this book, you'll actually learn Git instead of just memorize the commands. We're all guilty of copy-pasting Git commands from the first result that shows up in Google, but the important question we're missing is - is that really the right thing for our

situation? Learning and understanding these commands will help you become a more productive member of your team. This book assumes no prior experience with Git, it applies to any operating system, and will work with any source files that can be version controlled. It covers almost everything you need to know, from why version control systems are considered fundamental tools to the basics of Git to advanced operations and best practices.-

Contents- Introduction- Prerequisites- Source Code Management- Getting Started- The Basics of Git- Branching- Remote- Branching Models- Advanced Operations- Good/Bad Practices- Conclusion

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.

The Scrum Fieldbook - J.J. Sutherland
2019-10-01

Based on years of work in the field with scores of companies, including Bosch, 3M, Schlumberger, and Rio Tinto, The Scrum Fieldbook delivers a hands-on, practical approach to rapidly delivering value for companies and organizations. Scrum is the secret weapon behind some of today's most successful companies. Businesses like Google, Facebook, Amazon, and Apple use Scrum to drive incredibly fast innovation, laser focus on customers, and continuous improvement, and to decrease decision times in order to reshape the world. Scrum is the most utilized Agile framework. In recent years, its use has exploded across the corporate world, far beyond its software and technology roots. J. J. Sutherland and the team at Scrum Inc. have dramatically improved performance at global banks, utility providers, medical device manufacturers, mining giants, and firms on the cutting edge of genetic

science. Scrum has helped companies large and small thrive in the age of disruption. In Sutherland's first book, the national bestseller *Scrum: The Art of Doing Twice the Work in Half the Time*, coauthored with his father, Jeff, the co-creator of Scrum, he laid out the Scrum framework used by almost all of today's leading technology companies. In *The Scrum Fieldbook*, he draws on his firm's extensive experience in the field to take leaders, managers, and employees deeper into the specific challenges and new opportunities organizations face in an Agile transformation. He shows how the Scrum framework can be successfully applied to any project in any industry, from automobile manufacturers in the U.S. and Europe to nonprofits in Africa, from home renovation contractors in Minnesota to gas exploration companies in South America, from fighter plane builders in Sweden to U.S. Navy Special Forces teams in regions of the world we can't mention. *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.

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

Cross-Media Communications - Drew Davidson 2010

This text is an introduction to the future of mass media and mass communications - cross-media communications. Cross-media is explained through the presentation and analysis of contemporary examples and project-based tutorials in cross-media development. The text introduces fundamental terms and concepts, and provides a solid overview of cross-media communications, one that builds from a general introduction to a specific examination of media

and genres to a discussion of the concepts involved in designing and developing cross-media communications. There is also an accompanying DVD-ROM full of hands-on exercises that shows how cross-media can be applied. For the DVD-ROM: <http://www.lulu.com/content/817927>

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

the-elements-of-scrum-chris-sims

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.

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.

Chicano School Failure and Success -

Richard R. Valencia 2004-08-02

Examines, from various perspectives, the school failure and success of Chicano students. The contributors include specialists in cultural and educational anthropology, bilingual and special education, educational history, developmental psychology.

Introduction to Game Analysis - Clara

Fernández-Vara 2014-07-17

Game analysis allows us to understand games better, providing insight into the player-game relationship, the construction of the game, and its sociocultural relevance. As the field of game studies grows, videogame writing is evolving from the mere evaluation of gameplay, graphics, sound, and replayability, to more reflective writing that manages to convey the complexity of a game and the way it is played in a cultural context. Introduction to Game Analysis serves as an accessible guide to analyzing games using

strategies borrowed from textual analysis. Clara Fernández-Vara's concise primer provides instruction on the basic building blocks of game analysis—examination of context, content and reception, and formal qualities—as well as the vocabulary necessary for talking about videogames' distinguishing characteristics. Examples are drawn from a range of games, both digital and non-digital—from Bioshock and World of Warcraft to Monopoly—and the book provides a variety of exercises and sample analyses, as well as a comprehensive ludography and glossary.

Better Buses, Better Cities - Steven Higashide

2019-10-10

Imagine a bus system that is fast, frequent, and reliable--what would that change about your city? Buses can and should be the cornerstone of urban transportation. They offer affordable mobility and can connect citizens with every aspect of their lives. But in the US, they have long been an afterthought in budgeting and

planning. Transit expert Steven Higashide uses real-world stories of reform to show us what a successful bus system looks like. Higashide explains how to marshal the public in support of better buses and argues that better bus systems will create better cities for all citizens. With a compelling narrative and actionable steps, *Better Buses, Better Cities* describes how decision-makers, philanthropists, activists, and public agency leaders can work together to make the bus a win in any city.

Practices for Scaling Lean & Agile Development
- Craig Larman 2010-01-26

Lean and Agile Development for Large-Scale Products: Key Practices for Sustainable Competitive Success Increasingly, large product-development organizations are turning to lean thinking, agile principles and practices, and large-scale Scrum to sustainably and quickly deliver value and innovation. Drawing on their long experience leading and guiding lean and agile adoptions for large, multisite, and offshore

product development, internationally recognized consultant and best-selling author Craig Larman and former leader of the agile transformation at Nokia Networks Bas Vodde share the key action tools needed for success. Coverage includes Frameworks for large-scale Scrum for multihundred-person product groups Testing and building quality in Product management and the end of the “contract game” between business and R&D Envisioning a large release, and planning for multiteam development Low-quality legacy code: why it’s created, and how to stop it Continuous integration in a large multisite context Agile architecting Multisite or offshore development Contracts and outsourced development In a competitive environment that demands ever-faster cycle times and greater innovation, the practices inspired by lean thinking and agile principles are ever-more relevant. *Practices for Scaling Lean & Agile Development* will help people realize a lean enterprise—and deliver on the significant

benefits of agility. In addition to the action tools in this text, see the companion book *Scaling Lean & Agile Development: Thinking and Organizational Tools for Large-Scale Scrum* for complementary foundation tools.

The No Asshole Rule - Robert I. Sutton
2007-02-22

The definitive guide to working with -- and surviving -- bullies, creeps, jerks, tyrants, tormentors, despots, backstabbers, egomaniacs, and all the other assholes who do their best to destroy you at work. "What an asshole!" How many times have you said that about someone at work? You're not alone! In this groundbreaking book, Stanford University professor Robert I. Sutton builds on his acclaimed Harvard Business Review article to show you the best ways to deal with assholes...and why they can be so destructive to your company. Practical, compassionate, and in places downright funny, this guide offers: Strategies on how to pinpoint and eliminate negative influences for good

Illuminating case histories from major organizations A self-diagnostic test and a program to identify and keep your own "inner jerk" from coming out The No Asshole Rule is a New York Times, Wall Street Journal, USA Today and Business Week bestseller.

Eric Sink on the Business of Software - Eric Sink 2006-12-20

Eric.Weblog() has 50,000 regular users; consistently included on the list of the most popular feeds in bloglines.com Sink founded a company that was named to the Inc 500 Book explains tough topics like marketing and hiring, in terms that programmers understand—all sprinkled with a touch of humor

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.

Scrum - Hein Smith 2018-06-21

Does your business need a better software development process? Maybe you're dealing with complex problems and need to manage products in a more productive way. Why not try an Agile Framework, specifically the Scrum Agile Framework! But what exactly is Scrum? It's a management framework that is versatile enough to be used in different projects. It can help streamline your business while delivering products of the highest possible value! It allows cooperation between the development team, the business owner, the stakeholders, and the customer - all at the same time! It promotes the strength of community and why working together as a development team is so important. Within Scrum, each and every role is important and helps to produce the finished product in a timely manner and within budget. And bonus, it also helps to keep the customer happy! And while Scrum, and the Agile Framework itself,

can be a little confusing, this book talks about the process behind the system in an easy-to-read manner. Scrum: The Ultimate Beginner's Guide To Learn And Master Scrum Agile Framework defines each role within Scrum and outlines each specific step you and your business needs to take in order to successfully help your company better itself. This book explains the many different uses for Scrum Agile Framework including: Using Scrum in an effective way What exactly is Scrum? How can Scrum help me and my business? What are the different roles in Scrum? Scrum Activities Scrum Artifacts What is Scrum good for? The different stages of Scrum What is a Sprint? How to use the Product Backlog What does the Scrum Team do? The Agile Manifesto Who's in charge when implementing Scrum? Why would I even want to use Scrum? Is it really worth it? How Scrum can help with quality How Scrum can help with team building and cooperation
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

Agile Extension to the BABOK Guide, Version 2 - Iiba 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

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.

User Story Mapping - Jeff Patton 2014-09-05

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

opportunities and moving deeper into discovery
Prepare your stories, pay attention while they're
built, and learn from those you convert to
working software

Your Job Survival Guide - Gregory Shea PhD

2008-08-11

Selected by IBM Competitive Edge Book Club
Selection. "The beauty of this book on top of its
life-saving timeliness is its capacity to give the
reader concrete steps to live the good life and
enjoy it. The book made me understand that
work can be more fun than fun." -Warren
Bennis, Ph.D., University Professor, University of
Southern California, coauthor, Judgment: How
Great Leaders Make Winning Calls and
Transparency: How Leaders Create a Culture of
Candor Change. It's your job. It just won't stop.
It's relentless. It keeps coming at you like never-
ending rapids in a permanent whitewater river.
Change will burn you out if you don't learn how
to handle it. This book is not, however, about
mere survival. It is about thriving amidst the

challenges of your permanent whitewater world
at work. •Protect your career, improve your
resilience, and seize the opportunities in
turbulent times •Take charge, learn to pace
yourself, set your own course, and lead others in
ad-hoc teams •Ride the rapids and rediscover
play and adventure in today's demanding work
environment •Learn from research and the
experiences of hundreds of professionals in
industries from energy to telecommunications to
financial services to health care There's nothing
abstract or cute about the way this book talks
about change: This is practical, grounded
knowledge for managing your life in a business
world that's churning with change. Gregory
Shea, Ph.D. and Robert Gunther show how to
keep your working life on course instead of
being pushed beyond your limits...find fun and
fulfillment...regroup and rebound from
failure...protect yourself from events you can't
predict...take charge of your life, and your future!
[Agile Project Management QuickStart Guide](#) -

Clydebank Business 2015-09-02
Get Projects Done Quickly & Add Value
Immediately Through Agile Project
Management! Agile Project Management is
simply shifting the world of project management
at its core and there's a reason why. With an
approach to projects that is quite different from
the traditional waterfall methodology, Agile
Project Management focuses on added value fast
while staying on track to achieve a defined
business goal. Completing projects in small
chunks, piece by piece, allows project
stakeholders to implement deliverables much
faster than waiting for all phases of the project
to be completed as well as allowing for
modifications to project items based on changing
needs. Often overlooked as a project
management style that is only for IT related
projects, Agile methodology can be utilized to
complete projects across any industry including
company reorganization, improving upon or
redefining business processes and simply any

project that does have short production and
implementation times.

Scrum - Chris Sims 2012

A Year with Swollen Appendices - Brian Eno
2020-11-17

The diary and essays of Brian Eno republished
twenty-five years on with a new introduction by
the artist in a beautiful hardback edition. 'One of
the seminal books about music . . . an invaluable
insight into the mind and working practices of
one of the industry's undeniable geniuses.'
GUARDIAN At the end of 1994, Brian Eno
resolved to keep a diary. His plans to go to the
cinema, theatre and galleries fell quickly to the
wayside. What he did do - and write - however,
was astonishing: ruminations on his
collaborative work with David Bowie, U2, James
and Jah Wobble, interspersed with
correspondence and essays dating back to 1978.
These 'appendices' covered topics from the
generative and ambient music Eno pioneered to

what he believed the role of an artist and their art to be, alongside adroit commentary on quotidian tribulations and happenings around the world. This beautiful 25th-anniversary hardcover edition has been redesigned in the same size as the diary that eventually became this book. It features two ribbons, pink paper delineating the appendices (matching the original edition) and a two-tone paper-over-board cover, which pays homage to the original design. An intimate insight into one of the most influential creative artists of our time, *A Year with Swollen Appendices* is an essential classic. *Systems Analysis and Design* - Alan Dennis 2019 "With the overarching goal of preparing the analysts of tomorrow, *Systems Analysis and Design* offers students a rigorous hands-on introduction to the field with a project-based approach that mirrors the real-world workflow. Core concepts are presented through running cases and examples, bolstered by in-depth explanations and special features that highlight

critical points while emphasizing the process of "doing" alongside "learning." As students apply their own work to real-world cases, they develop the essential skills and knowledge base a professional analyst needs while developing an instinct for approach, tools, and methods. Accessible, engaging, and geared toward active learning, this book conveys both essential knowledge and the experience of developing and analyzing systems; with this strong foundation in SAD concepts and applications, students are equipped with a robust and relevant skill set that maps directly to real-world systems analysis projects." -- Provided by publisher.

Writing Interactive Music for Video Games - Michael Sweet 2015

This is the first complete guide to composing interactive scores for video games. Authored by the developer of Berklee College of Music's pioneering Game Audio program, it covers everything professional composers and music students need to know, and contains exclusive

tools for interactive scoring previously available only at Berklee. Drawing on his experience as an award-winning video game composer and in teaching hundreds of music students, the author brings together comprehensive knowledge presented in no other book.

The Elements of Scrum - Chris Sims 2011

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

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 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.

Agile Scrum - Scott Graffius 2016-04-05
EXPANDED AND UPDATED Deliver Products in

Short Cycles with Rapid Adaptation to Change, Fast Time-to-Market, and Continuous Improvement -- Which Supports Innovation and Drives Competitive Advantage Shifting customer needs are common in today's marketplace.

Businesses must be adaptive and responsive to change while delivering an exceptional customer experience to be competitive. There are a variety of frameworks supporting the development of products and services, and most approaches fall into one of two broad categories: traditional or agile. Traditional practices such as waterfall engage sequential development, while agile involves iterative and incremental deliverables. Organizations are increasingly embracing agile to manage projects, and best meet their business needs of rapid response to change, fast delivery speed, and more. With clear and easy to follow step-by-step instructions, Agile Scrum helps you:

- Implement and use the most popular agile framework -- Scrum - Deliver products in short cycles with rapid adaptation to change, fast

time-to-market, and continuous improvement - Support innovation and drive competitive advantage Agile Scrum is for those interested or involved in innovation, project management, product development, software development or technology management. It's for those who have not yet used Scrum. It's also for people already using Scrum, in roles such as Product Owners, Scrum Masters, Development Team members (business analysts, solution and system architects, designers, developers, testers, etc.), customers, end users, agile coaches, executives, managers, and other stakeholders. For those already using Scrum, this guide can serve as a reference on practices for consideration and potential adaptation. Reactions to Agile Scrum have been incredibly positive. "A superbly written and presented guide to team-based project management that is applicable across a broad range of businesses from consumer products to high-tech." - IndieBRAG "Recommended." - The US Review of Books "The

book is excellent." - Readers' Favorite "An all-inclusive instruction guide that is impressively 'user-friendly' in tone, content, clarity, organization, and presentation." - Midwest Book Review "A-type personalities (those inclined to avoid instruction manuals) and non-readers will rejoice upon discovering this guide which makes getting started with Agile Scrum a breeze." - Literary Classics Book Reviews "A must-have for a project manager wanting to introduce Scrum to the organization." - PM World Journal "A clear and authoritative roadmap for successful implementation." - BookViral Agile Scrum has received 17 FIRST PLACE WINS in national and international competitions: 5th Annual Beverly Hills International Book Awards - Business-General category 5th Annual Beverly Hills International Book Awards -Technology category 2016 London Book Festival - Business category Fall 2016 Pinnacle Book Achievement Awards - Business category 2017 Feathered Quill Book Awards - Informational (Business) category 2016

New Apple Book Awards - Technology category 2017 Independent Press Award - Technology category 11th Annual National Indie Excellence Awards - Technology category 2017 Pacific Rim Book Festival - Business category 2017 Bookvana Awards - Green/Conscious Business category 2017 Book Excellence Awards - Technology category 14th Annual Best Book Awards - Business Reference category 2017 New York City Big Book Awards - Technology category 2017 Royal Dragonfly Book Awards - Science & Technology category 2017 Human Relations Indie Book Awards - Workplace category 2018 Florida Book Festival - Business category 2018 Pacific Book Awards - Business category Agile Scrum -- get your copy today!
Scrum Shortcuts Without Cutting Corners - Ilan Goldstein 2013-07-16
In Scrum Shortcuts without Cutting Corners, Scrum expert Ilan Goldstein 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, Goldstein 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 much more.

GET HIRED As SCRUM MASTER - Dmitri Iarandine 2018-01-03

Transitioning into Agile Project Management and Digital Delivery professional space became a prominent trend across industries over the past 5 years. Competitive job market is becoming saturated with candidates who do not fully understand how modern recruitment for Agile roles works - at least in Australia. They present their professional Resumes filled with mixed

messages, absurd qualifications, using language only sends their job application straight into the bin, missing out on opportunities that otherwise should be within their reach. Lack of this specific knowledge is reducing your chances of getting hired as a Scrum Master, or for any other job within Agile Delivery space. Written primarily for aspiring professionals who want to enter the world of Agile Project Management and Digital Delivery, but lack the right knowledge or specific insights yet, this book is an attempt to share my personal findings and summarise research made as part of becoming a Professional Scrum Master. This includes plenty of my subjective yet educated opinions on a number of topics surrounding general theme of presenting yourself as the most appealing Agile job candidate, providing advice on how to capitalize on your current professional background, understanding your skill gaps and available options, pivoting towards a Scrum Master role within Agile Digital Delivery as

efficiently as possible. *** YOU WILL LEARN ABOUT ***- What requirements apply to Scrum Master role candidates these days;- How to deal with Recruiters and get your application through their initial filter;- How different companies see Scrum Master roles and responsibilities;- What are Agile Hybrid roles, and why should it concern Scrum Masters;- How to do your research and other preparation properly;- How to write a good to-the-point Cover Letter, and do you need one at all;- How to reformat your Resume and present it the best possible way;- What interview questions a new Scrum Master can expect, and the best ways to respond.***
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Information Technology for Management -

Efraim Turban 2018-01-31

Information technology is ever-changing, and that means that those who are working, or planning to work, in the field of IT management must always be learning. In the new edition of the acclaimed Information Technology for Management, the latest developments in the real world of IT management are covered in detail thanks to the input of IT managers and practitioners from top companies and organizations from around the world. Focusing on both the underlying technological developments in the field and the important business drivers performance, growth and sustainability—the text will help students explore and understand the vital importance of IT’s role vis-a-vis the three components of business performance improvement: people, processes, and technology. The book also features a blended learning approach that employs content that is presented visually, textually, and interactively to enable students

with different learning styles to easily understand and retain information. Coverage of next technologies is up to date, including cutting-edged technologies, and case studies help to reinforce material in a way that few texts can.

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.

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?