

The Elements Of Scrum By Chris Sims Hillary Louise Johnson

Book Description Have you always wanted to learn about the Scrum methodology? Then keep reading... Are you sick and tired of not understanding the Scrum framework? Have you tried to learn about Scrum but couldn't grasp the terminology surrounding it? Are you feeling like giving up on your eagerness to get to know the Scrum framework? If so, you have come to the right place. The Scrum framework is starting to be used in industries that never thought of adopting it before. Statistics indicate that an increasing percentage of companies are considering moving to Scrum. Which means you can advance in your career by understanding the ins and outs of Scrum. Here's just a tiny fraction of what you will discover: -Extensive details of project management and project management approaches -A comprehensive discussion about project management process groups -A guide to the most popular project management methods and frameworks -A thorough explanation of the Scrum methodology including Scrum Teams, Events, and Artifacts -Explanations of the relationships between different Scrum Roles, Events, and Artifacts -An in-depth discussion about Scrum pros and cons -A walk through how different industries use the Scrum framework...and much, much more! Take a second to imagine how you'll feel once you finally understand the Scrum framework, and how your colleagues will react when you recommend Scrum-inspired changes within your workplace. So even if you're entirely new to project management, you can still understand how Scrum works with this comprehensive guide to Scrum methodology. If you have a desire to learn Scrum without being left with any confusion, then scroll up and click "add to cart".

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

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.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The Fast, Focused, Practical Guide to Excellence with Scrum The Great ScrumMaster: #ScrumMasterWay is your complete guide to becoming an exceptionally effective ScrumMaster and using Scrum to dramatically improve team and organizational performance. Easy to digest and highly visual, you can read it in a weekend...and use it for an entire career. Drawing on 15 years of pioneering experience implementing Agile and Scrum and helping others do so, Zuzana Šochová guides you step by step through all key facets of success as a ScrumMaster in any context. Šochová reviews the ScrumMaster's responsibilities, introduces her powerful State of Mind model and #ScrumMasterWay approach, and teaches crucial metaskills that every ScrumMaster needs. Learn how to build more effective teams, manage change in Agile environments, and take full advantage of the immensely powerful ScrumMaster toolbox. Throughout, Šochová illuminates each concept with practical, proven examples that show how to move from idea to successful execution. Understand the ScrumMaster's key role in creating high-performance self-organizing teams Master all components of the ScrumMaster State of Mind: teaching/mentoring, removing impediments, facilitation, and coaching Operate effectively as a ScrumMaster at all levels: team, relationships, and the entire system Sharpen key ScrumMaster cognitive strategies and core competencies Build great teams, and improve teams that are currently dysfunctional Drive deeper change in a safer environment with better support for those affected Make the most of Shu Ha Ri, System Rule, Root Cause Analysis, Impact Mapping, and other ScrumMaster tools Whether you're a long-time Certified ScrumMaster (CSM) or participating in your first Scrum project, this guide will help you leverage world-class insight in all you do and get the outstanding results you're looking for. Register your product at informit.com/register for convenient access to downloads, updates, and corrections as they become available

Implement modern and industry-proven Scrum techniques to achieve business agility and prove your credentials by passing the PSM I certification exam Key Features Use Scrum to manage complex projects and deliver real value to your customers Explore essential concepts and understand how the Scrum framework and Agile help maximize value and manage risks Discover expert tips and work with practice questions and real-world examples to pass the PSM certification exam Book Description Agile methodologies allow companies to maximize value and deal effectively with risks, which is why most IT companies adopt Agile in their workflows. Scrum is an Agile framework used to manage and execute projects with small teams. The Professional Scrum Master (PSM I) Guide will help you to explore the Scrum framework's rules and theories for Agile project management and develop skills that will enable you to become an indispensable resource for any organization. You'll learn essential techniques and practices such as estimation, planning, and forecasting that will help you to apply Scrum successfully and complete complex projects with ease. The book also demonstrates how to conduct Scrum events, create Scrum artifacts, and tackle issues faced during the Scrum life cycle, among other practices. Finally, you will focus on various aspects of the PSM I certification course and discover expert advice, tips, and quizzes to prepare yourself for the exam. By the end of the book, you will have gained fundamental knowledge of the Scrum framework, covered a range of topics related to the PSM I exam, and learned best practices, tips, and techniques to pass the exam confidently. What you will learn Get to grips with Agile development and Scrum Understand the roles and responsibilities within the Scrum team Discover how to conduct Scrum events and create Scrum artifacts Find out how to estimate tasks and track progress Discover techniques for planning and forecasting Find out how to deal with issues faced during the Scrum life cycle Who this book is for This book is for professionals who want to build a strong foundation in Scrum practices and development. Project managers, product owners, product managers across various industries, sectors, and departments, software architects, developers, coders, and testers looking to achieve PSM certification will also find this book helpful.

Agile Project Management Beginner's Guide to Agile Operations and Methodologies for Quality Control Are you new to project management

or looking to solidify your understanding of the agile project management? Then this is just the book you have been looking for! The book was carefully written to help you gain a solid understanding of the fundamental concepts of agile project management that have evolved as the new backbone of the software development lifecycle. To make software development projects more flexible with high efficiency, the agile project management was introduced in the last decade and has quickly evolved as the new industry standard for project management. Lean Six Sigma The Beginner's Step by Step Guide to Lean Six Sigma Are you ready to learn some of the best ways to help increase customer satisfaction, make the best products, and increase employee morale in one process? Are you interested in reducing the amount of waste that you find in your business, and thereby increase how much your profits grow? Then Lean Six Sigma may be the right option for you. KAIZEN How to Apply Kaizen to Improve Productivity, Communication, and Performance Are you looking for a method that will help you to reduce waste, increase employee morale, and help you to provide more value to the customer, all while improving your profits? Do you want to make sure that you are able to learn more about your customers and all that you can provide to them in a way that no one else can? Then Kaizen may be the best option to help you get started! KANBAN Step by Step Guide to Learning Kanban There is so much that we can appreciate when it is time to work with the Kanban system and ensuring that it will do what we want. It is a fantastic way to keep everyone on the same page and it is as simple as using a few cards to bring all of the tasks together in the first place. When you are ready to learn more about Kanban and what we can use it for, whether you are in the manufacturing industry or not, make sure to check out this guidebook to get started. After you follow the simple Kanban steps, the only thing left to do is enjoy your new business and all the benefits to come. Lean Analytics Build a Better and Faster Startup Business This guidebook is going to take some time to look at lean analytics and all it has to offer. It is a simple idea and methodology that helps us to cut down on the amount of waste that we are dealing with while promoting continuous improvement that happens little by little over time. This makes it more efficient, easier to work with, and one of the best decisions you can make. Lean Enterprise Build a Lean Business with Six Sigma, Kanban, and 5S Methodologies Are you interested in finding the best way to cut down on wastes, allow your employees to be a part of all the steps and processes that happen in your business, and more? Are you tired of seeing the competition beat you out and the fact that they do things you can't afford, but you can't find ways to cut down on your costs? Would you like to become more efficient with your work and provide higher customer satisfaction? If these are problems you have been dealing with, then Lean thinking is the right option to go with. SCRUM A Quick Guide to Agile Project Management Even if you have tried something different, something that made some big promises about the results you will get and then failed, you will find that Agile and Scrum can take any business and make it as successful as possible. We will show you how to make this happen, and how simple Agile and Scrum can be, inside this guidebook.

Choose to be a Master Scrum Master? Prepared to establish yourself fit for 21st centuries Digital Transformation & solution Development? This book can revolutionize your course. Based on the one decade of research and several hundred Scrum Master coaching has established this volume. This Guidebook is for all the Scrum Masters, who determine to become master in Scrum Master role and build magnificent software solutions. Competitive pressure and fundamental changes will remain the hallmark of the business environment. Thus, the demand for new and upgraded skills will continue. Lifelong learning is not simply an academic thought; it is a business essential. This Guidebook has emphasized the pragmatic challenges a Scrum Master comes across during software solution development and how Scrum Master can fortify themselves to surmount all these challenges. This Guidebook consists of seven distinct areas like Communication, Creativity, Companionability, Competent Team formation, Change agents, Charismatic leadership, and Catalyst. These seven pillars are seven elements of the Seven Chakra Model (7C chakras) empowers scrum masters to obtain individual agility. If these Seven chakras are not purified or malfunctions, we develop into disordered or function inadequately. As an Organization is not a machine, it is an Organism, Scrum Masters have to take care of these Seven elements by learning about them and strengthening these elements so that the Individuals does not get affected much by external challenges. The author has emphasized many challenging use cases, thought-provoking questions for the readers to reflect on and take action and has cited many case studies in this book to make the volume pragmatic for the reader. The author had shared many theoretical concepts for the reader to work out further research and enhance learning in those areas so that the reader can become fit for Master Scrum Master.

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

Deliver Better Games Faster, On Budget—And Make Game Development Fun Again! Game development is in crisis—facing bloated budgets, impossible schedules, unmanageable complexity, and death march overtime. It's no wonder so many development studios are struggling to survive. Fortunately, there is a solution. Scrum and Agile methods are already revolutionizing development outside the game industry. Now, long-time game developer Clinton Keith shows exactly how to successfully apply these methods to the unique challenges of game development. Keith has spent more than fifteen years developing games, seven of them with Scrum and agile methods. Drawing on this unparalleled expertise, he shows how teams can use Scrum to deliver games more efficiently, rapidly, and cost-effectively; craft games that offer more entertainment value; and make life more fulfilling for development teams at the same time. You'll learn to form successful agile teams that incorporate programmers, producers, artists, testers, and designers—and promote effective collaboration within and beyond those teams, throughout the entire process. From long-range planning to progress tracking and continuous integration, Keith offers dozens of tips, tricks, and solutions—all based firmly in reality and hard-won experience. Coverage includes Understanding Scrum's goals, roles, and practices in the context of game development Communicating and planning your game's vision, features, and progress Using iterative techniques to put your game into a playable state every two to four weeks— even daily Helping all team participants succeed in their roles Restoring stability and predictability to the development process Managing ambiguous requirements in a fluid marketplace Scaling Scrum to large, geographically distributed development teams Getting started: overcoming inertia and integrating Scrum into your studio's current processes Increasingly, game developers and managers are recognizing that things can't go on the way they have in the past. Game development organizations need a far better way to work. Agile Game Development with Scrum gives them that—and brings the profitability, creativity, and fun back to game development.

The Elements of Scrum

For those who believe that there must be a more agile and efficient way for people to get things done, here is a brilliantly discursive, thought-provoking book about the leadership and management process that is changing the way we live. In the future, historians may look back on human progress and draw a sharp line designating "before Scrum" and "after Scrum." Scrum is that ground-breaking. It already drives most of the world's top technology companies. And now it's starting to spread to every domain where leaders wrestle with complex projects. If you've ever been startled by how fast the world is changing, Scrum is one of the reasons why. Productivity gains of as much as 1200% have been recorded, and there's no more lucid – or compelling – explainer of Scrum and its bright promise than Jeff Sutherland, the man who put together the first Scrum team more than twenty years ago. The thorny problem Jeff began tackling back then boils down to this: people are spectacularly bad at doing things with agility and efficiency. Best laid plans go up in smoke. Teams often work at cross purposes to each other. And when the pressure rises, unhappiness soars. Drawing on his experience as a West Point-educated fighter pilot, biometrics expert, early innovator of ATM

technology, and V.P. of engineering or CTO at eleven different technology companies, Jeff began challenging those dysfunctional realities, looking for solutions that would have global impact. In this book you'll journey to Scrum's front lines where Jeff's system of deep accountability, team interaction, and constant iterative improvement is, among other feats, bringing the FBI into the 21st century, perfecting the design of an affordable 140 mile per hour/100 mile per gallon car, helping NPR report fast-moving action in the Middle East, changing the way pharmacists interact with patients, reducing poverty in the Third World, and even helping people plan their weddings and accomplish weekend chores. Woven with insights from martial arts, judicial decision making, advanced aerial combat, robotics, and many other disciplines, Scrum is consistently riveting. But the most important reason to read this book is that it may just help you achieve what others consider unachievable – whether it be inventing a trailblazing technology, devising a new system of education, pioneering a way to feed the hungry, or, closer to home, a building a foundation for your family to thrive and prosper.

Seven Pillars of Servant Leadership (Rev.) offers concrete, functional skills necessary to practice servant leadership—to lead by serving first.

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

This concise book on agile and Scrum offers an alternative methodology for project planning in the communication branch in which flexibility is embraced and formalized. Dynamics and change are no longer obstacles, but simply elements of the method. Scrum was invented by two organization scholars and further developed in the information technology industry. Today, it is applied in many disciplines, but scarcely at all in the field of communication. That is expected to change swiftly. Scrum is now being applied experimentally in communication and users are highly enthusiastic. [Subject: Communication Studies, Information Technology] lego4scrum - of the most interactive ways of demonstrating Agile thinking and Scrum framework in action. This book summarises years of experiments and hundreds of lego4scrum workshops. It will let you teach Scrum in a complete new, fresh and the most fun way. This is the third most full edition with a foreword by Henrik Kniberg. lego4scrum has been known since the first paper written back in 2009. Since that time thousands of people facilitated this business simulation to demonstrate the power of the Agile principles and the Scrum framework. This book combines the learnings of the past eight years facilitating lego4scrum workshops with groups of 10 to 150 participants. This book is written for: * Scrum Trainers exploring way of adding more elements of interactivity and gaming into the trainings turning them more to "from the back of the room" kind of things. * Agile Coaches looking for new training and coaching ideas with some elements of serious plays and simulations. * Scrum Masters willing to get ideas how to introduce agile thinking to new teams and newcomers in a fun and easy way. * Professors and Teachers trying to adapt their teaching style to the ever-changing world that is full of games, fun and LEGO. * Anyone else who is in charge of "installing Agile thinking and Scrum in a workspace". lego4scrum 3.0 incorporates the following popular agile coaching techniques: * user story mapping * magic estimates * overall backlog refinement with multiple teams * joint multi-team scrum meetings * continuous integration and deployment * and more little tips and tricks to make the simulation valuable and fun. Get the book, get some LEGOs and have fun with this!

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

Leading Agile Teams is a practical and engaging guide to help your organization embrace a more agile mindset. Most organizations work in large groups when trying to find solutions for big problems. Agile teams are different. They get more done by having a small self-organized team focus on the highest priority items. Each big problem is broken down and solved by a small, stable group of dedicated professionals. This book will give you the knowledge and tools you need to create and sustain strong agile teams. It is written for the developers, project managers, product owners, and ScrumMasters, who do most of the legwork in getting agile up and running.

#1 New York Times Bestseller Legendary venture capitalist John Doerr reveals how the goal-setting system of Objectives and Key Results (OKRs) has helped tech giants from Intel to Google achieve explosive growth—and how it can help any organization thrive. In the fall of 1999, John Doerr met with the founders of a start-up whom he'd just given \$12.5 million, the biggest investment of his career. Larry Page and Sergey Brin had amazing technology, entrepreneurial energy, and sky-high ambitions, but no real business plan. For Google to change the world (or even to survive), Page and Brin had to learn how to make tough choices on priorities while keeping their team on track. They'd have to know when to pull the

plug on losing propositions, to fail fast. And they needed timely, relevant data to track their progress—to measure what mattered. Doerr taught them about a proven approach to operating excellence: Objectives and Key Results. He had first discovered OKRs in the 1970s as an engineer at Intel, where the legendary Andy Grove ("the greatest manager of his or any era") drove the best-run company Doerr had ever seen. Later, as a venture capitalist, Doerr shared Grove's brainchild with more than fifty companies. Wherever the process was faithfully practiced, it worked. In this goal-setting system, objectives define what we seek to achieve; key results are how those top-priority goals will be attained with specific, measurable actions within a set time frame. Everyone's goals, from entry level to CEO, are transparent to the entire organization. The benefits are profound. OKRs surface an organization's most important work. They focus effort and foster coordination. They keep employees on track. They link objectives across silos to unify and strengthen the entire company. Along the way, OKRs enhance workplace satisfaction and boost retention. In *Measure What Matters*, Doerr shares a broad range of first-person, behind-the-scenes case studies, with narrators including Bono and Bill Gates, to demonstrate the focus, agility, and explosive growth that OKRs have spurred at so many great organizations. This book will help a new generation of leaders capture the same magic.

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.

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

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

Practical Guidance and Inspiration for Launching, Sustaining, or Improving Any Agile Enterprise Transformation Initiative As long-time competitive advantages disappear, astute executives and change agents know they must achieve true agile transformation. In *Unlocking Agility*, Jorgen Hesselberg reveals what works, what doesn't, and how to overcome the daunting obstacles. Distilling 10+ years of experience leading agile transformation in the enterprise, Hesselberg guides you on jumpstarting change, sustaining momentum, and executing superbly on customer commitments as you move forward. He helps you identify appropriate roles for consultants, optimize organizational structures, set realistic expectations, and measure against them. He shares first-hand accounts from pioneering transformation leaders at firms including Intel, Nokia, Salesforce.com, Spotify, and many more.

- Balance building the right thing, the right way, at the right speed
- Design a holistic transformation strategy using five dimensions of agility: Technology, Organizational Design, People, Leadership, and Culture
- Promote agile skills, knowledge, and abilities throughout your workforce
- Incorporate powerful leadership models, including Level 5, Teal, and Beyond Budgeting
- Leverage business agility metrics to affect norms and change organizational culture
- Establish your Agile Working Group, the engine of agile transformation
- Define operating models and strategic roadmaps for unlocking agility, and track your progress

You already know agile transformation is essential. Now, discover how to customize your strategy, execute on it in your environment, and achieve it.

The Professional Product Owner's Guide to Maximizing Value with Scrum "This book presents a method of communicating our desires, cogently, coherently, and with a minimum of fuss and bother." —Ken Schwaber, Chairman & Founder, Scrum.org The role of the Product Owner is more crucial than ever. But it's about much more than mechanics: it's about taking accountability and refocusing on value as the primary objective of all you do. In *The Professional Product Owner*, two leading experts in successful Scrum product ownership show exactly how to do this. You'll learn how to identify where value can be found, measure it, and maximize it throughout your entire product lifecycle. Drawing on their combined 40+ years of experience in using agile and Scrum in product management, Don McGreal and Ralph Jocham guide you through all facets of envisioning, emerging, and maturing a product using the Scrum framework. McGreal and Jocham discuss strategy, showing how to connect Vision, Value, and Validation in ROI-focused agile product management. They lay out Scrum best-practices for managing complexity and continuously delivering value, and they define the concrete practices and tools you can use to manage Product Backlogs and release plans, all with the goal of making you a more successful Product Owner. Throughout, the authors share revealing personal experiences that illuminate obstacles to success and show how they can be overcome. Define success from the "outside in," using external customer-driven measurements to guide development and maximize value Bring empowerment and

entrepreneurship to the Product Owner's role, and align everyone behind a shared business model Use Evidence-Based Management (EBMgt) to invest in the right places, make smarter decisions, and reduce risk Effectively apply Scrum's Product Owner role, artifacts, and events Populate and manage Product Backlogs, and use just-in-time specifications Plan and manage releases, improve transparency, and reduce technical debt Scale your product, not your Scrum Use Scrum to inject autonomy, mastery, and purpose into your product team's work Whatever your role in product management or agile development, this guide will help you deliver products that offer more value, more rapidly, and more often. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

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.

In Large-Scale Scrum , Craig Larman and Bas Vodde offer the most direct, concise, actionable guide to reaping the full benefits of agile in distributed, global enterprises. Larman and Vodde have distilled their immense experience helping geographically distributed development organizations move to agile. Going beyond their previous books, they offer today's fastest, most focused guidance: "brass tacks" advice and field-proven best practices for achieving value fast, and achieving even more value as you move forward. Targeted to enterprise project participants and stakeholders, Large-Scale Scrum offers straight-to-the-point insights for scaling Scrum across the entire project lifecycle, from sprint planning to retrospective. Larman and Vodde help you: Implement proven Scrum frameworks for large-scale developments Scale requirements, planning, and product management Scale design and architecture Effectively manage defects and interruptions Integrate Scrum into multisite and offshore projects Choose the right adoption strategies and organizational designs This will be the go-to resource for enterprise stakeholders at all levels: everyone who wants to maximize the value of Scrum in large, complex projects.

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

Scaling Agile with Jira Align is a practical guide for agile enterprise planning, delivery, reporting, and forecasting. This book will take you through best practices and use cases with a focus on scaling agile team execution in Jira Software. You'll achieve enterprise-wide agility and value delivery by implementing various features of Jira Align.

The XP conference series established in 2000 was the first conference dedicated to agile processes in software engineering. The idea of the conference is to offer a unique setting for advancing the state of the art in the research and practice of agile processes. This year's conference was the ninth consecutive edition of this international event. The conference has grown to be the largest conference on agile software development outside North America. The XP conference enjoys being one of those conferences that truly brings practitioners and academics together. About 70% of XP participants come from industry and the number of academics has grown steadily over the years. XP is more of an experience rather than a regular conference. It offers several different ways to interact and strives to create a truly collaborative environment where new ideas and exciting findings can be presented and shared. For example, this year's open space session, which was "a conference within a conference", was larger than ever before. Agile software development is a unique phenomenon from several perspectives.

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.

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

Corey Ladas' groundbreaking paper "ScrumBan" has captured the imagination of the software development world. Scrum and agile

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

Scrum For The Rest Of US offers practical advice, questions and answers, and tips for avoiding common mistakes with Scrum. Author Brian Rabon provides the latest Scrum knowledge from his interactions with hundreds of companies using Scrum today. The more tricks you know, the more knowledge about common pitfalls you have, the better your Scrum knowledge, the more likely you are to succeed with Scrum. In this book, Rabon gives you everything you need including: *When and why to use Scrum *In-depth coverage of the roles, meetings, and artifacts in Scrum *Frequent questions and answers *Common pitfalls and how to avoid them *All without any references to software development ABOUT THE AUTHOR Brian M. Rabon, CST, PMP is passionate about helping both companies and individuals grow, today he does this through teaching Agile methods as a Certified Scrum Trainer. Brian has an extensive background as a practitioner of Agile methods he has gained valuable insights that he uses to explain key concepts. As a professional member of the National Speakers Association and a regular presenter at every major Agile conference, Brian has helped thousands understand the fundamentals of Agile. Through this practical field guide, Brian will guide you through the fundamentals of Scrum and how they can be applied to improve your work.

Focusing on the ScrumMaster role and responsibilities, this book presents solutions and ideas for common problems, improving the overall methodology of a ScrumMaster's approach. The Professional ScrumMaster's Handbook is for anybody who wishes to be a true ScrumMaster as the role was originally intended - a fearless, professional, change facilitator. This book extends your working knowledge of Scrum to explore other avenues and ways of thinking to help teams and organizations reach their full potential.

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

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!

A deceptively simple process called Scrum, a new approach to systems development projects, is described here. Application development managers will learn how to simplify the implementation of Agile processes with Scrum, how to simplify XP implementation through a Scrum wrapper, how to understand the theoretical underpinnings of Agile processes, and why Agile processes work and how to manage them. Material is of interest to the software development community at large. Schwaber is president of a software development consultancy. Annotation copyrighted by Book News Inc., Portland, OR.

“Our job as Scrum professionals is to continually improve our ability to use Scrum to deliver products and services that help customers achieve valuable outcomes. This book will help you to improve your ability to apply Scrum.” –From the Foreword by Ken Schwaber, co-author of Scrum Mastering Professional Scrum is for anyone who wants to deliver increased value by using Scrum more effectively. Leading Scrum practitioners Stephanie Ockerman and Simon Reindl draw on years of Scrum training and coaching to help you return to first principles and apply Scrum with the professionalism required to achieve its transformative potential. The authors aim to help you focus on proven Scrum approaches for improving quality, getting and using fast feedback, and becoming more adaptable, instead of “going through the motions” and settling for only modest improvements. Whether you're a Scrum Master, Development Team member, or Product Owner, you'll find practical advice for facing challenges with transparency and courage, overcoming a wide array of common challenges, and continually improving your Scrum practice. Realistically assess your current Scrum practice, and identify areas for improvement Recognize what a great Scrum Team looks like and get there Focus on “Done”—not “sort-of-Done” or “almost-Done” Measure and optimize the value delivered by every Product Increment Improve the way you plan, develop, and grow Clear away wider organizational impediments to agility and professionalism Overcome common misconceptions that stand in the way of progress Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

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

Agile Estimating and Planning is the definitive, practical guide to estimating and planning agile projects. In this book, Agile Alliance cofounder Mike Cohn discusses the philosophy of agile estimating and planning and shows you exactly how to get the job done, with real-world examples and case studies. Concepts are clearly illustrated and readers are guided, step by step, toward how to answer the following questions: What will we build? How big will it be? When must it be done? How much can I really complete by then? You will first learn what makes a good plan—and then what makes it agile. Using the techniques in Agile Estimating and Planning, you can stay agile from start to finish, saving time, conserving resources, and accomplishing more. Highlights include: Why conventional prescriptive planning fails and why agile planning works How to estimate feature size using story points and

ideal days—and when to use each How and when to re-estimate How to prioritize features using both financial and nonfinancial approaches How to split large features into smaller, more manageable ones How to plan iterations and predict your team's initial rate of progress How to schedule projects that have unusually high uncertainty or schedule-related risk How to estimate projects that will be worked on by multiple teams Agile Estimating and Planning supports any agile, semiagile, or iterative process, including Scrum, XP, Feature-Driven Development, Crystal, Adaptive Software Development, DSDM, Unified Process, and many more. It will be an indispensable resource for every development manager, team leader, and team member.

SCRUM IN ACTION: AGILE SOFTWARE PROJECT MANAGEMENT AND DEVELOPMENT, 1E is a practical how-to guide for software project teams, beginning and intermediate, on how to successfully deploy an Agile software framework with Scrum. It is clearly and concisely written and is the first practical guide with real world situations written by corporate practitioners. This book describes many good project management techniques on how to get the most from project teams and bridges the gaps between many Scrum and project management books by addressing how to communicate with executives using financial terms, how to use an objective estimation technique, and where software architecture fits into Scrum. Included in this book are the theoretical aspects, as well as the human and practical aspects, of using this software and answered are the questions which might face a project team starting the agile transformation. SCRUM IN ACTION: AGILE SOFTWARE PROJECT MANAGEMENT AND DEVELOPMENT, 1E is a must read for those who want to improve the current way of doing things and is a good reference book for all in IT.

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