
Design Solution

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Accessible XHTML and CSS Web Sites Morgan & Claypool Publishers

Uses the popular Problem;Design;Solution format to help readers, especially those who know how to code specific ASP.NET features, learn to "put it all together" into a complete Web application

Emphasizes n-tier ASP.NET Web application architectural design, something intermediate and advanced ASP.NET developers need and can't find anywhere else

Current edition is the most popular and discussed book in the p2p.wrox.com reader discussion forums

Covers registration and membership system, user-selectable themes, content management systems, polls, mailing lists, forums, e-commerce stores, shopping carts, order management with real-time credit-card processing, localization, and other site features

Developers also learn to handle master pages, themes, profiles, Web parts, server-side UI controls, compilation, deployment, instrumentation, error handling and logging, data access with ADO.NET and LINQ,

ASP.NET AJAX, and much more
XML John Wiley & Sons

By focusing on what students learn rather than what they are taught, schools can redefine their mission and begin the transition to a professional learning community. After interviewing and observing principals, administrators, and teachers, the authors identify seven leadership practices that effective PLC leaders share, along with the techniques that have led them to sustainable success.

Basics Design Ideas Bloomsbury Publishing USA

Introduction to Engineering Design is a practical, straightforward workbook designed to systematize the often messy process of designing solutions to open-ended problems. From learning about the problem to prototyping a solution, this workbook guides developing engineers and designers through

the iterative steps of the engineering design process. Created in a freshman engineering design course over ten years, this workbook has been refined to clearly guide students and teams to success.

Together with a series of instructional videos and short project examples, the workbook has space for teams to execute the engineering design process on a challenge of their choice. Designed for university students as well as motivated learners, the workbook supports creative students as they tackle important problems. Introduction to Engineering Design is designed for educators looking to use project-based engineering design in their classroom.

ASP.NET 3.5 Website Programming Laurence King Publishing

The sixth in a series of essential resources for today's woodcrafters, this latest volume includes over 20 chapters covering every aspect of furniture making, from designing

new projects to building each piece to last more than a lifetime, along with specific options for tables, cabinets, and chairs.

Designing & Teaching Learning Goals & Objectives National Geographic Books
From Problem Solving To Solution Design
Creating solutions to solve problems can often prove very difficult to accomplish, even for seasoned Solution Designers. Complex organizational problems have several stakeholders, endless variables, and a myriad of possible solutions. It's hard enough to figure out where to start, and even harder to realize what the perfect, mutually-beneficial solution is. With their combined tenure of over fifty years, J. Eduardo Campos and Erica W. Campos present their Solution-Designing expertise in From Problem Solving to Solution Design so that you can learn from their

successes (and their failures) to craft sustainable solutions for complex problems. Specifically, you will learn how to implement the I.D.E.A.S. framework that they have been perfecting over the years, which includes five critical checkpoints that any Solution Designer must hit to create solutions that are successfully envisioned, negotiated with stakeholders, and implemented to last over time. - IDENTIFY THE ESSENTIAL PROBLEM AND PRIORITIZE YOUR ACTIONS TO SOLVE IT. - DESIGN SOLUTION OPTIONS ALIGNED TO YOUR GOALS. - ENGAGE YOUR STAKEHOLDERS IN THE SOLUTION AND INFLUENCE THE DECISION-MAKING PROCESS. - ACT ON THE AGREED-UPON RECOMMENDATIONS AND EXECUTE YOUR GOVERNANCE MODEL. - SUSTAIN THE IMPLEMENTED SOLUTION BY CREATING A FEEDBACK LOOP. Treat this book as your field guide: it offers clear checkpoints for you to

assist your organization in designing effective solutions for complex problems.

ASP.NET MVC 1.0 Website Programming
John Wiley & Sons

An accessible, climate-diverse guide that transforms readers from sustainable design novices to whole-solution problem solvers. Sustainable Design Basics is a student-friendly introduction to a holistic and integral view of sustainable design. Comprehensive in scope, this textbook presents basic technical information, sustainability strategies, and a practical, step-by-step approach for sustainable building projects. Clear and relatable chapters illustrate how to identify the factors that reduce energy use, solve specific sustainable design problems, develop holistic design solutions, and

address the social and cultural aspects of sustainable design. Requiring no prior knowledge of the subject, the text's easy-to-follow methodology leads readers through the fundamental sustainable design principles for the built environment. Sustainably-constructed and maintained buildings protect the health and improve the productivity of their occupants, as well as help to restore the global ecosystem. The authors, leading practitioners and educators in sustainable design, have created a resource that provides a solid introduction to broad level sustainability thinking that students can take forward into their professional practice. Topics include space planning for sustainable design, integrative and collaborative design, standards and rating systems, real-world

strategies to conserve energy and resources through leveraging renewable natural resources and innovative construction techniques and their impact on our environment. Usable and useful both in and beyond the classroom, this book: Covers building location strategies, building envelopes and structures, integration of passive and active systems, green materials, and project presentation Examines cultural factors, social equity, ecological systems, and aesthetics Provides diverse student exercises that vary by climate, geography, setting, perspective, and typology Features a companion website containing extensive instructor resources Sustainable Design Basics is an important resource aimed at undergraduate architecture and interior

design students, or first-year graduate students, as well as design professionals wishing to integrate sustainable design knowledge and techniques into their practice.

Best Practices for Graphic Designers, Packaging Adams Media

Shows Web developers how to make the transition from HTML to XHTML, an XML-based reformulation of HTML that offers greater design flexibility Demonstrates how to work with CSS (Cascading Style Sheets)-now supported by ninety percent of browsers and integral to newsite-building tools from Macromedia and others-and implement a consistent style throughout and entire site Explains how to make a site accessible to people with impaired vision, limited hand use, dyslexia, and other

issues-now a legal requirement for many sites in the U.S. and the U.K.

Universal Methods of Design

Birkhauser

Artificial Intelligence (AI) Design and Solutions for Risk and Security targets readers to understand, learn, define problems, and architect AI projects. Starting from current business architectures and business processes to futuristic architectures. Introduction to data analytics and life cycle includes data discovery, data preparation, data processing steps, model building, and operationalization are explained in detail. The authors examine the AI and ML algorithms in detail, which enables the readers to choose appropriate

algorithms during designing solutions. Functional domains and industrial domains are also explained in detail. The takeaways are learning and applying designs and solutions to AI projects with risk and security implementation and knowledge about futuristic AI in five to ten years.

Designing Climate Solutions Solution Tree Press

The vast majority of software applications use relational databases that virtually every application developer must work with. This book introduces you to database design, whether you're a DBA or database developer. You'll discover what databases are, their goals, and why proper design is

necessary to achieve those goals. Additionally, you'll master how to structure the database so it gives good performance while minimizing the chance for error. You will learn how to decide what should be in a database to meet the application's requirements.

Visual Design Solutions Bloomsbury Publishing USA

Fully engage learners in your classroom. Discover how to create high-quality assessments using a five-phase design protocol. Explore types and traits of quality assessment, and learn how to develop assessments that are innovative, effective, and engaging. Evaluate whether your current assessments meet the design criteria, and discover how to use this process collaboratively with your team.

From Problem Solving to Solution Design

John Wiley & Sons

As the first technical book of its kind, this unique resource walks you through the process of building a real-world application using Domain-Driven Design implemented in C#. Based on a real application for an existing company, each chapter is broken down into specific modules so that you can identify the problem, decide what solution will provide the best results, and then execute that design to solve the problem. With each chapter, you'll build a complete project from beginning to end.

Graphic Design Process Taunton Press

Leaders are now recognizing that product design is the primary driver of success. They are making it their

primary target in their quest for delivering customers more value at less cost. Now Bart Huthwaite, founder of the Institute for Lean Design and recognized as America's Lean Design Coach, show you how, step-by-step, to create lean products and services right from the start. He reveals success secrets and a road map for integrating lean design with six sigma design for powerful results

Research-Based Programming for Interior Design Solution Tree Press

The full-color, practical guide to designing sustainable residential landscapes and small-scale sites "Going green" is no longer a choice; it's a necessity. Developed landscapes have played a significant role in exacerbating the environmental and social problems that

threaten humanity; however, they can also be part of the solution. *Designing the Sustainable Site: Integrated Design Strategies for Small-Scale Sites and Residential Landscapes* gives site designers and landscape architects the tools and information they need to become a driving force in the quest for sustainability. Advocating a regenerative design approach in which built landscapes sustain and restore vital ecological functions, this book guides readers through a design process for new and redeveloped sites that not only minimizes damage to the environment but also actively helps to repair it. *Designing the Sustainable Site*: Assists designers in identifying and incorporating sustainable practices that have the greatest positive impact on both the project and the surrounding community, within a regional context Uses photographs, sketches, and case studies to provide a comprehensive look at successful green landscape design

Illustrates how sustainable practices are relevant and applicable to projects of any size or budget Demonstrates how built environments can protect and restore ecosystem services Explains the multiple and far-reaching benefits that sustainable design solutions can provide Assists project teams in fulfilling credit requirements of green building assessment tools, such as LEED, BREEAM, or SITES With attention to six global environmental challenges including air pollution, urban flooding and water pollution, water shortages, invasive species, and loss of biodiversity along with guidance on how to meet these challenges, *Designing the Sustainable Site* is a practical design manual for sustainable alternatives to small-scale site and residential landscape design. *Designing Solutions for Your Business Problems* Pragmatic Bookshelf "Each chapter is... a practice run for the

way we all ought to design our data marts and hence our data warehouses."-Ralph Kimball, from the Foreword. Let the experts show you how to customize data warehouse designs for real business needs in *Data Warehouse Design Solutions*. To effectively design a data warehouse, you have to understand its many business uses. This guidebook shows you how business managers in different corporate functions actually use data warehouses to make decisions. You'll get a rich set of data warehouse designs that flow from realistic business cases. Two top experts show you how to customize your data warehouse designs for real-life business needs including: * Sales and marketing * Production and inventory management * Budgeting and financial reporting * Quality

control * Product delivery and fulfillment * Strategic business analysis such as determining market share, rates of return on investment, and other key analytic ratios. CD-ROM includes All sample data warehouse designs with accompanying preformatted reports in HTML for specific business uses such as marketing, sales, and financial analysis.

Data Warehouse Design Solutions John Wiley & Sons

Comparative Analysis of Bearings for Micro-GT: an Innovative Arrangement FEM Design of a Cutting-Edge Support System for Micro-GT

NHibernate with ASP.NET Problem Design Solution Birkhäuser

Offering a unique approach to learning XML, this book walks readers through the

process of building a complete, functional, end-to-end XML solution Featured case study is an online business product catalog that includes reports, data input/output, workflow, stylesheet formatting, RSS feeds, and integration with external services like Google, eBay, and Amazon The format of presenting a problem and working through the design to come up with a solution enables readers to understand how XML markup allows a business to share data across applications internally or with partners or customers even though they might not use the same applications

Introduction to Engineering Design Inst. for Lean Innovation

Are you working on a codebase where cost overruns, death marches, and heroic fights with legacy code monsters

are the norm? Battle these adversaries with novel ways to identify and prioritize technical debt, based on behavioral data from how developers work with code. And that's just for starters. Because good code involves social design, as well as technical design, you can find surprising dependencies between people and code to resolve coordination bottlenecks among teams. Best of all, the techniques build on behavioral data that you already have: your version-control system. Join the fight for better code! Use statistics and data science to uncover both problematic code and the behavioral patterns of the developers who build your software. This combination gives you insights you can't

get from the code alone. Use these insights to prioritize refactoring needs, measure their effect, find implicit dependencies between different modules, and automatically create knowledge maps of your system based on actual code contributions. In a radical, much-needed change from common practice, guide organizational decisions with objective data by measuring how well your development teams align with the software architecture. Discover a comprehensive set of practical analysis techniques based on version-control data, where each point is illustrated with a case study from a real-world codebase. Because the techniques are language

neutral, you can apply them to your own code no matter what programming language you use. Guide organizational decisions with objective data by measuring how well your development teams align with the software architecture. Apply research findings from social psychology to software development, ensuring you get the tools you need to coach your organization towards better code. If you're an experienced programmer, software architect, or technical manager, you'll get a new perspective that will change how you work with code. What You Need: You don't have to install anything to follow along in the book. The case studies in the book use well-known open

source projects hosted on GitHub. You'll use CodeScene, a free software analysis tool for open source projects, for the case studies. We also discuss alternative tooling options where they exist.

Design to Renourish John Wiley & Sons

Enhance learners' interest and understanding with visual design for instructional and information products. No matter what medium you use to deliver content, if the visual design fails, the experience falls flat. Meaningful graphics and a compelling visual design supercharge instruction, training, and presentations, but this isn't easy to accomplish. Now you can conquer your

design fears and knowledge gaps with *Visual Design Solutions*: a resource for learning professionals seeking to raise the bar on their graphics and visual design skills. This informal and friendly book guides you through the process and principles used by professional graphic designers. It also presents creative solutions and examples that you can start using right away. Anyone who envisions, designs, or creates instructional or informational graphics will benefit from the design strategies laid out in this comprehensive resource. Written by Connie Malamed, an art educator and instructional designer, this book will help you tap into your creativity, design with intention, and

produce polished work. Whereas most graphic design books focus on logos, packaging, and brochures, *Visual Design Solutions* focuses on eLearning, presentations, and performance support. *Visual Design Solutions* includes practical guidelines for making smart design choices, ways to create professional-looking products, and principles for successful graphics that facilitate learning. Ideal for instructional designers, trainers, presenters, and professors who want to advance from haphazard to intentional design, this book will help them realize their design potential. Gain the knowledge and confidence to design impressive, effective visuals for learning Increase

learner comprehension and retention with visual strategies offered by an expert author Serves as a reference and a resource, with a wealth of examples for inspiration and ideas Addresses an intimidating topic in an informal, friendly style In four parts, the book provides a thorough overview of the design process and design concepts; explores space, image, and typography; and presents workable solutions for your most persistent and puzzling design problems. Get started and begin creating captivating graphics for your learners.

System Verification John Wiley & Sons
This Wrox Blox demonstrates how to start using NHibernate in line business

applications using ASP.NET and VB.NET. Using NHibernate will speed up your application development by removing the need to build your own Data Access Layer (DAL). In addition, you can focus solely on the business problem instead of the infrastructure concerns. Using a simple demo application as an example, this Wrox Blox shows how easy it is to get started with NHibernate and build your DAL in minutes instead of hours. Readers will also see how the POCO pattern enables you to keep your DAL as unobtrusive as possible as well as being interchangeable for future DAL implementations. You will also see how NHibernate has many enterprise patterns built into it, like the Unit of Work pattern and the Identity Map. Table of Contents What Is an Object Relational

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Microsoft SQL Server 2008 Integration

Services John Wiley & Sons

Anda mungkin beruntung memiliki pekerjaan atau proyek mendatang dengan visi yang cemerlang. Namun, upaya mewujudkan visi ini sering kali tak mudah. Setiap hari Anda gampang sekali terjebak dalam berbagai hal: surel yang seolah tiada habisnya, tenggat yang molor, rapat-rapat sehabian yang menyita waktu, dan proyek jangka panjang yang hanya berdasarkan asumsi. Sudah waktunya Anda mencoba Sprint, sebuah metode untuk memecahkan masalah dan menguji ide-ide baru, menyelesaikan lebih banyak hal dengan efisien. Buku ini ditulis Jake Knapp, mantan Design Partner Google Ventures, untuk menuntun Anda merasakan pengalaman menerapkan metode yang telah mendunia ini.

Sprint mewujudkan pengekseskusan ide besar hanya dalam lima hari. Menuntun tim Anda dengan checklist lengkap, mulai dari Senin hingga Jumat. Menjawab segala pertanyaan penting yang sering kali hanya disimpan di benak mereka yang sedang menguji ide/konsep/produk. Sprint juga membantu Anda lebih menikmati setiap proses. Anda bisa mengamati dan bergabung dengan ratusan dari pelaku Sprint di seluruh dunia melalui tagar #sprintweek di Twitter. Sebuah proyek besar terjadi pada 2009. Seorang insinyur Gmail bernama Peter Balsiger mencetuskan ide mengenai surel yang bisa teratur secara otomatis. Saya sangat tertarik dengan idenya—yang disebut “Kotak Masuk Prioritas”—dan merekrut insinyur lain, Annie Chen, untuk bergabung bersama kami. Annie setuju, tetapi dia hanya punya waktu sebulan untuk mengerjakannya. Kalau kami tidak bisa membuktikan bahwa ide itu bisa diterapkan

dalam jangka waktu tersebut, Annie akan beralih ke proyek lainnya. Saya yakin waktunya tidak akan cukup, tetapi Annie adalah insinyur yang luar biasa. Jadi, saya memutuskan untuk menjalaninya saja. Kami membagi waktu sebulan itu ke dalam empat bagian yang masing-masing lamanya seminggu. Setiap pekan, kami menggarap desain baru. Annie dan Peter membuat purwarupa, lalu pada akhir minggu, kami menguji desain ini bersama beberapa ratus orang lainnya. Pada akhir bulan, kami menemukan solusi yang bisa dipahami dan diinginkan orang-orang. Annie tetap menjadi pemimpin untuk tim Kotak Masuk Prioritas. Dan entah bagaimana caranya, kami berhasil menyelesaikan tugas desainnya dalam waktu yang lebih singkat dari biasanya. Beberapa bulan kemudian, saya mengunjungi Serge Lachapelle dan Mikael Drugge, dua orang karyawan Google di Stockholm. Kami bertiga ingin menguji ide perangkat lunak untuk

konferensi video yang bisa dijalankan lewat peramban. Karena saya berada di kota tersebut hanya selama beberapa hari, kami bekerja secepat mungkin. Pada penghujung kunjungan saya, kami berhasil menyelesaikan purwarupanya. Kami mengirimkannya ke rekan kerja kami lewat surel dan mulai menggunakannya dalam rapat. Dalam beberapa bulan, seluruh perusahaan sudah bisa menggunakannya. (Selanjutnya, versi yang sudah dipoles dan disempurnakan dari aplikasi berbasis web tersebut dikenal sebagai Google Hangouts.) Dalam kedua kasus tersebut, saya menyadari bahwa saya bekerja jauh lebih efektif ketimbang rutinitas kerja harian saya atau ketika mengikuti lokakarya diskusi sumbang saran. Apa yang membedakannya? Saya menimbang kembali lokakarya tim yang sayaagas sebelumnya. Bagaimana kalau saya memasukkan elemen ajaib lainnya—fokus pada kerja individu, waktu

untuk membuat purwarupa, dan tenggat yang tak bisa ditawar? Saya lalu menyebutkan, “sprint” desain. Saya membuat jadwal kasar untuk sprint pertama saya: satu hari untuk berbagi informasi dan mereka ide, diikuti dengan empat hari pembuatan purwarupa. Sekali lagi, tim Google menyambut baik eksperimen ini. Saya memimpin sprint untuk mendesain Chrome, Google Search, Gmail, dan proyek-proyek lainnya. Ini sangat menarik. Sprint ini berhasil. Ide-ide diuji, dibangun, diluncurkan, dan yang terbaik, kebanyakan dari ide-ide ini berhasil diterapkan dalam dunia nyata. Proses sprint menyebar di seisi Google dari satu tim ke tim lain, dari satu kantor ke kantor lain. Seorang desainer dari Google X tertarik dengan metode ini, jadi dia menjalankan sprint untuk sebuah tim di Google Ads. Anggota tim dalam sprint di Ads kemudian menyampaikannya kepada kolega mereka, dan begitu seterusnya. Dalam waktu singkat saya mendengar penerapan sprint dari orang-orang yang tidak saya kenal. Dalam perjalanannya, saya membuat beberapa kesalahan. Sprint pertama saya melibatkan empat puluh orang—jumlah yang sangat besar dan justru hampir menghambat sprint tersebut, bahkan sebelum dimulai. Saya menyesuaikan waktu yang diperlukan untuk mengembangkan ide dan pembuatan purwarupa. Saya jadi memahami mana yang terlalu cepat, terlalu lambat, hingga akhirnya menemukan yang waktu paling sesuai. Beberapa tahun kemudian, saya bertemu Bill Maris untuk membicarakan sprint. Bill adalah CEO Google Ventures, perusahaan modal ventura yang didirikan Google untuk berinvestasi pada startup-startup potensial. Dia adalah salah satu orang berpengaruh di Silicon Valley. Namun, Anda tidak akan menyangkanya dari pembawaannya yang santai. Pada sore itu, dia mengenakan pakaian khasnya, yaitu topi bisbol

dan kaus dengan tulisan tentang Vermont. Bill tertarik untuk menjalankan sprint dengan startup dalam portofolio GV. Startup biasanya hanya memiliki satu kesempatan emas untuk mendesain sebuah produk yang sukses, sebelum akhirnya kehabisan dana. Sprint bisa membantu mencari tahu apakah startup-startup ini berada di jalur yang tepat sebelum akhirnya mereka bisa berkecimpung dalam tahapan yang lebih berisiko untuk membangun dan meluncurkan produk mereka. Dengan menjalankan sprint, mereka bisa mendapatkan sekaligus menghemat uang. Namun agar berhasil, saya harus menyesuaikan proses sprint ini. Saya sudah berpikir mengenai produktivitas individu dan tim selama beberapa tahun. Namun, saya hampir tidak tahu apa-apa mengenai startup dan kebutuhan bisnis mereka. Tetap saja, antusiasme Bill meyakinkan saya bahwa Google Ventures adalah tempat yang tepat untuk menerapkan

sprint—sekaligus tempat yang tepat bagi saya. “Ini misi kita,” ujarnya, “untuk bisa menemukan entrepreneur terbaik di muka bumi dan membantu mereka membuat dunia ini menjadi tempat yang lebih baik.” Saya tentu tak bisa menolaknya. Di GV, saya bergabung dengan tiga rekan lain: Braden Kowitz, John Zeratsky, dan Michael Margolis. Bersama, kami mulai menjalankan sprint dengan startup-startup, bereksperimen dengan prosesnya, dan menguji hasilnya agar bisa menemukan cara untuk memperbaikinya. Ide-ide dalam buku ini lahir dari semua anggota tim kami. Braden Kowitz memasukkan desain berbasis cerita dalam proses sprint, sebuah pendekatan tak biasa yang berfokus pada pengalaman konsumen alih-alih komponen individu atau teknologi. John Zeratsky membantu kami memulai dari akhir sehingga tiap sprint bisa membantu menjawab berbagai pertanyaan bisnis paling penting. Braden dan John

memiliki pengalaman dalam bisnis dan startup, hal yang tidak saya miliki, dan mereka menyesuaikan prosesnya untuk menciptakan fokus yang lebih baik dan keputusan yang lebih cerdas di tiap sprint. Michael Margolis mendorong kami untuk mengakhiri tiap sprint dengan pengujian di dunia nyata. Dia menjalankan riset konsumen, yang perencanaan dan pelaksanaannya bisa menghabiskan waktu berminggu-minggu, dan menemukan cara untuk mendapatkan hasil yang jelas hanya dalam sehari. Ini benar-benar sebuah keajaiban. Kami tidak perlu lagi menebak-nebak apakah solusi kami bagus atau tidak karena di akhir tiap sprint, kami mendapatkan jawabannya. Kemudian ada Daniel Burka, seorang entrepreneur yang mendirikan dua startup sebelum menjual salah satunya ke Google dan bergabung dengan GV. Saat kali pertama menjelaskan proses sprint kepadanya, dia skeptis. Baginya, sprint terdengar seperti serangkaian proses manajemen yang rumit. Namun, dia sepakat untuk mencoba salah satunya. “Dalam sprint pertama itu, kami memangkas prosesnya dan menciptakan sesuatu yang ambisius hanya dalam sepekan. Saya benar-benar jatuh hati.” Setelah kami berhasil meyakinkannya, pengalaman langsung Daniel sebagai seorang pendiri startup dan sikapnya yang tidak menoleransi omong kosong membantu kami menyempurnakan prosesnya. Sejak sprint pertama di GV pada 2012, kami telah beradaptasi dan bereksperimen. Mulanya kami mengira pembuatan purwarupa dan riset yang cepat hanya akan berhasil untuk produk berskala besar. Mampukah kami bergerak sama cepatnya jika konsumen kami adalah para ahli di berbagai bidang seperti kesehatan dan keuangan? Tanpa disangka, proses lima hari ini bisa bertahan. Proses ini sesuai untuk semua jenis konsumen, mulai dari investor

sampai petani, dari onkolog sampai pemilik bisnis skala kecil. Juga bagi situs web, aplikasi iPhone, laporan medis, hingga perangkat keras berteknologi tinggi. Tidak hanya untuk mengembangkan produk, kami juga menggunakan sprint untuk menentukan prioritas, strategi pemasaran, bahkan menamai perusahaan. Proses ini berulang-ulang menyatukan tim dan menjadikan ide-ide menjadi nyata. Selama beberapa tahun belakangan, tim kami mendapatkan beragam kesempatan untuk bereksperimen dan memvalidasi ide kami mengenai proses kerja. Kami menjalankan lebih dari seratus sprint bersama dengan startup-startup dalam portofolio GV. Kami bekerja bersama, sekaligus belajar dari para entrepreneur brilian seperti Anne Wojcicki (pendiri 23andMe), Ev Williams (pendiri Twitter, Blogger, dan Medium), serta Chad Hurley dan Steve Chen (pendiri YouTube). Pada awalnya, saya hanya ingin membuat hari-hari kerja saya efisien dan berkualitas. Saya ingin berfokus pada apa yang benar-benar penting dan menjadikan waktu saya berharga—bagi saya, tim, dan konsumen kami. Kini, lebih dari satu dekade kemudian, proses sprint secara konsisten telah membantu saya meraih mimpi tersebut. Dan saya sangat senang berbagi mengenai hal tersebut dengan Anda dalam buku ini. Dengan keberuntungan, Anda bisa memilih pekerjaan Anda karena visi yang tajam. Anda ingin berbagi visi tersebut kepada dunia, baik yang berupa pesan, layanan, maupun pengalaman, dengan perangkat lunak maupun keras, atau bahkan—sebagaimana dicontohkan dalam buku ini—sebuah cerita atau ide. Namun, mewujudkan visi ini tak mudah. Gampang sekali terjebak dalam berbagai hal: surel yang seolah tiada habisnya, tenggat yang molor, rapat-rapat seharian yang menyita waktu Anda, dan proyek jangka panjang yang hanya

berdasarkan asumsi. Prosesnya tidak harus selalu seperti ini. Sprint menawarkan jalur untuk memecahkan masalah-masalah besar, menguji ide-ide baru, menyelesaikan lebih banyak hal, dan melakukan semuanya dengan lebih cepat. Sprint juga membantu Anda lebih menikmati prosesnya. Dengan kata lain, Anda benar-benar harus mencobanya sendiri. Ayo kita mulai. —Jake Knapp San Francisco, Februari 2016 [Mizan, Bentang Pustaka, Manajemen, Ide, Kreatif, Inovasi, Motivasi, Dewasa, Indonesia] spesial seri bentang bisnis & startup