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How to Lead in Product Management: Practices to Align Stakeholders, Guide Development Teams, and Create Value Together Pearson Education

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.

Implementing SAP S/4HANA Springer Nature

Hundreds of organizations around the world have already benefited from Disciplined Agile Delivery (DAD). Disciplined Agile (DA) is the only comprehensive tool kit available for guidance on building high-performance agile teams and optimizing your way of working (WoW). As a hybrid of all the leading agile and lean approaches, it provides hundreds of strategies to help you make better decisions within your agile teams, balancing self-organization with the realities and constraints of your unique enterprise context. The highlights of this handbook include:

- As the official source of knowledge on DAD, it includes greatly improved and enhanced strategies with a revised set of goal diagrams based upon learnings from applying DAD in the field.
- It is an essential handbook to help coaches and teams make better decisions in their daily work, providing a wealth of ideas for experimenting with agile and lean techniques while providing specific guidance and trade-offs for those "it depends" questions.
- It makes a perfect study guide for Disciplined Agile certification.

Why "fail fast" (as our industry likes to recommend) when you can learn quickly on your journey to high performance? With this handbook, you can make better decisions based upon proven, context-based strategies, leading to earlier success and better outcomes.

User Story Mapping Packt Publishing Ltd

Explore and use the agile techniques of SAP Activate Framework in your SAP Projects. About This Book Explore the three pillars of SAP Activate and see how it works in different scenario. Understand and Implement Agile and Scrum concepts in SAP Activate. Get to Grip with SAP Activate framework and manage your SAP projects effectively. Who This Book Is For This book is for readers who want to understand the working of SAP Activate and use it to manage SAP projects. Prior knowledge of SAP Hana is must. What You Will Learn Understand the fundamentals of SAP S/4HANA. Get familiar with the structure and characteristics of SAP Activate. Explore the application scenarios of SAP Activate. Use Agile and Scrum in SAP Projects effectively and efficiently Implement your learning into a sample project to explore and understand the benefits of SAP Activate methodology. In Detail It has been a general observation that most SAP consultants and professionals are used to the conventional waterfall methodology. Traditionally, this method has been there for ages and we all grew up learning about it and started practicing it in real world. The evolution of agile methodology has revolutionized the way we manage our projects and businesses. SAP Activate is an innovative, next generation business suite that allows producing working deliverables straight away. Manage your SAP Project with SAP Activate, will take your learning to the next level. The book promises to make you understand and practice the SAP Activate Framework. The focus is to take you on a journey of all the phases of SAP Activate methodology and make you understand all the phases with real time project examples. The author explains how SAP Activate methodology can be used through real-world use cases, with a comprehensive discussion on Agile and Scrum, in the context of SAP Project. You will get familiar with SAP S/4HANA which is an incredibly innovative platform for businesses which can store business data, interpret it, analyze it, process it in real time, and use it when it's needed depending upon the business requirement. Style and approach An easy to follow approach with concepts explained via scenarios and project examples

Writing Effective Use Cases Pragmatic Bookshelf

Prepare to be shocked. From the man The Wall Street Journal hailed as a "Swiftian satirist" comes the most shocking book

ever written! The Borowitz Report: The Big Book of Shockers, by award-winning fake journalist Andy Borowitz, contains page after page of "news stories" too hot, too controversial, too -- yes, shocking -- for the mainstream press to handle. Sample the groundbreaking reporting from the news organization whose motto is "Give us thirty minutes -- we'll waste it."

SAGE

A guide to XP leads the developer, project manager, and team leader through the software development planning process, offering real world examples and tips for reacting to changing environments quickly and efficiently.

Succeeding with Agile "O'Reilly Media, Inc."

This book presents unique insights and advice on defining and managing the innovation transformation journey. Using novel ideas, examples and best practices, it empowers management executives at all levels to drive cultural, technological and organizational changes toward innovation. Covering modern innovation techniques, tools, programs and strategies, it focuses on the role of the latest technologies (e.g., artificial intelligence to discover, handle and manage ideas), methodologies (including Agile Engineering and Rapid Prototyping) and combinations of these (like hackathons or gamification). At the same time, it highlights the importance of culture and provides suggestions on how to build it. In the era of AI and the unprecedented pace of technology evolution, companies need to become truly innovative in order to survive. The transformation toward an innovation-led company is difficult -- it requires a strong leadership and culture, advanced technologies and well-designed programs. The book is based on the author's long-term experience and novel ideas, and reflects two decades of startup, consulting and corporate leadership experience. It is intended for business, technology, and innovation leaders.

Planning Extreme Programming Addison-Wesley Professional
Describes Agile Modeling Driven Design (AMDD) and Test-Driven Design (TDD) approaches, database refactoring, database encapsulation strategies, and tools that support evolutionary techniques Agile software developers often use object and relational database (RDB) technology together and as a result must overcome the impedance mismatch The author covers techniques for mapping objects to RDBs and for implementing concurrency control, referential integrity, shared business logic, security access control, reports, and XML An agile foundation describes fundamental skills that all agile software developers require, particularly Agile DBAs Includes object modeling, UML data modeling, data normalization, class normalization, and how to deal with legacy databases Scott W. Ambler is author of Agile Modeling (0471202827), a contributing editor with Software Development (www.sdmagazine.com), and a featured speaker at software conferences worldwide

As a User, I Can Express a Business Need in User Story Format To Get the IT Solution I Need Addison-Wesley Professional

"After many decades - and even more methodologies - software projects are still failing. Why? Managers see software development as a production line. Companies don't know how to manage software projects and hire good developers. Many developers still behave like factory workers, providing terrible service to their employers and clients. Agile was a big step forward, but not enough. What's missing? The right mindset - for both developers and their employers. As developers worldwide are recognizing, the right mindset is craftsmanship ... Mancuso explains what craftsmanship means to the developer and his or her organization, and shows how to live it every day in your real-world development environment. Mancuso shows how software craftsmanship fits with and helps you improve upon best-practice technical disciplines such as agile and lean, taking all your development projects to the next level. You'll learn how to change the disastrous perception that software developers are the same as factory workers, and that software projects can be run like factories. By placing greater professionalism, technical excellence, and customer satisfaction at the heart of what you do, you won't just deliver more value to everyone involved: you'll be happier and more fulfilled doing it!"--Publisher's description.

Agile Processes in Software Engineering and Extreme Programming Pearson Education

Decouvrez comment coacher votre equipe pour qu'elle devienne plus agile. Ce livre demystifie les pratiques agiles, il s'agit d'un guide pratique pour creer des equipes agiles solides. Enrichi avec les conseils utiles des coaches agiles Rachel Davies et Liz Sedley, ce livre vous donne des outils de coaching que vous pouvez utiliser si vous etes chef de projet, responsable technique ou membre d'une equipe de developpement logiciel.

Discover the Whole Story. Build the Right Product Addison-Wesley Professional

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 Agile Samurai Lulu.com

Get a 360-degree view of digital project management. Learn proven best practices from case studies and real-world scenarios. A variety of project management tools, templates, models, and frameworks are covered. This book provides an in-depth view of digital project management from initiation to execution to monitoring and maintenance. Covering end-to-end topics from pre-sales to post-production, the book explores project management from various dimensions. Each core concept is complemented by case studies and real-world scenarios. The Complete Guide to Digital Project Management provides valuable tools for your use such as: Frameworks: governance, quality, knowledge transfer, root cause analysis, digital product evaluation, digital consulting, estimation Templates: estimation, staffing, resource induction, RACI Models: governance, estimation, pricing, digital maturity continuous execution, earned value management and effort forecast Metrics: project management, quality What You'll Learn Study best practices and failure scenarios in digital projects, including common challenges, recurring problem themes, and leading indicators of project failures Explore an in-depth discussion of topics related to project quality and project governance Understand Agile and Scrum practices for Agile execution See how to apply Quality Management in digital projects, including a quality strategy, a quality framework, achieving quality in various project phases, and quality best practices Be able to use proven metrics and KPIs to track, monitor, and measure project performance Discover upcoming trends and innovations in digital project management Read more than 20 real-world scenarios in digital project management with proven best practices to handle the scenarios, and a chapter on a digital transformation case study Who This Book Is For Software project managers, software program managers, account managers, software architects, lead developers, and digital enthusiasts

A Pragmatic View BA-Experts

Printed in full color. Faced with a software project of epic proportions? Tired of over-committing and under-delivering? Enter the dojo of the agile samurai, where agile expert Jonathan Rasmusson shows you how to kick-start, execute, and deliver your agile projects. Combining cutting-edge tools with classic agile practices, The Agile Samurai gives you everything you need to deliver something of value every week and make rolling your software into production a non-event. Get ready to kick some software project butt. By learning the ways of the agile samurai you will discover: how to create plans and schedules your customer and your team can believe in what characteristics make a good agile team and how to form your own how to gather requirements in a fraction of the time using agile user stories what to do when you discover your schedule is wrong, and how to look like a pro correcting it how to execute fiercely by leveraging the power of agile software engineering practices By the end of this book you will know everything you need to set up, execute, and successfully deliver agile projects, and have fun along the way. If you're a project lead, this book gives you the tools to set up and lead your agile project from start to finish. If you are an analyst, programmer, tester, usability designer, or project manager, this book gives you the insight and foundation necessary to become a valuable agile team member. The Agile Samurai slices away the fluff and theory that make other books less-than-agile. It's packed with best practices, war stories, plenty of humor and hands-on tutorial exercises that will get you doing the right things, the right way. This book will make a difference.

The Software Craftsman Createspace Independent Publishing Platform
Summary Specification by Example is an emerging practice for creating software based on realistic examples, bridging the communication gap between business stakeholders and the dev teams building the software. In this book, author Gojko Adzic distills interviews with successful teams worldwide, sharing how they specify, develop, and deliver software, without defects, in short iterative delivery cycles. About the Technology Specification by Example is a collaborative method for specifying requirements and tests.

Seven patterns, fully explored in this book, are key to making the method effective. The method has four main benefits: it produces living, reliable documentation; it defines expectations clearly and makes validation efficient; it reduces rework; and, above all, it assures delivery teams and business stakeholders that the software that's built is right for its purpose. About the Book This book distills from the experience of leading teams worldwide effective ways to specify, test, and deliver software in short, iterative delivery cycles. Case studies in this book range from small web startups to large financial institutions, working in many processes including XP, Scrum, and Kanban. This book is written for developers, testers, analysts, and business people working together to build great software. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Common process patterns How to avoid bad practices Fitting SBE in your process 50+ case studies

Table of Contents Part 1 Getting started Part 2 Key process patterns Part 3 Case studies Key benefits Key process patterns Living documentation Initiating the changes Deriving scope from goals Specifying collaboratively Illustrating using examples Refining the specification Automating validation without changing specifications Validating frequently Evolving a documentation system uSwitch RainStor Iowa Student Loan Sabre Airline Solutions ePlan Services Songkick Concluding thoughts

Agile Software Requirements Project Management Institute Stories are a powerful means to promote cooperation and to teach many things and user stories, as we know, are no exception to this condition. The user stories allow you to create a link between the users or consumers and the product developers. This relationship is the first major step towards the creation and achievement of the pinnacle of admirable products, which positively influence the people who use or consume them and even change them to improve their lifestyle. This book is a compilation of many previous articles the authors published on their blogs and other specialized sites: Learned lessons (<http://www.lecciones-aprendidas.info/>) Gazafatonario (<http://www.gazafatonarioit.com/>) All this added to totally new material and numerous practical examples that enrich and extend the original work. In this, the anatomy of user stories is described in detail, the meaning of each of the INVEST attributes is intensely addressed and different patterns are treated to divide stories, with illustrative lessons. It also raises different ways of representing a user story, emphasizing that the most representative of this instrument are the conversations that it fosters. The underlying message is that the stories are to tell them, not to write them. In the final part, the authors present a Canvas to Talk about User Stories, a visual tool to document different aspects or dimensions of new or existing user stories in the product backlog. As the authors say in the foreword, they present some of the ways of doing things when it comes to user stories, it is a view, supported by their experience of many years not only in projects and development efforts with Agile and Lean thinking, but with other approaches and methods that at this point are considered traditionalists. In any case, the motivation for continuous improvement is present throughout the book and that is perhaps the only certainty left by its author

A Disciplined Agile Delivery Handbook for Optimizing Your Way of Working John Wiley & Sons

NEW YORK TIMES BESTSELLER • The instant classic about why some ideas thrive, why others die, and how to make your ideas stick. “ Anyone interested in influencing others—to buy, to vote, to learn, to diet, to give to charity or to start a revolution—can learn from this book. ” —The Washington Post Mark Twain once observed, “ A lie can get halfway around the world before the truth can even get its boots on. ” His observation rings true: Urban legends, conspiracy theories, and bogus news stories circulate effortlessly. Meanwhile, people with important ideas—entrepreneurs, teachers, politicians, and journalists—struggle to make them “ stick. ” In Made to Stick, Chip and Dan Heath reveal the anatomy of ideas that stick and explain ways to make ideas stickier, such as applying the human scale principle, using the Velcro Theory of Memory, and creating curiosity gaps. Along the way, we discover that sticky messages of all kinds—from the infamous “ kidney theft ring ” hoax to a coach ’ s lessons on sportsmanship to a vision for a new product at Sony—draw their power from the same six traits. Made to Stick will transform the way you communicate. It ’ s a fast-paced tour of success stories (and failures): the Nobel Prize-winning scientist who drank a glass of bacteria to prove a point about stomach ulcers; the charities who make use of the Mother Teresa Effect; the elementary-school teacher whose simulation actually prevented racial prejudice. Provocative, eye-opening, and often surprisingly funny, Made to Stick shows us the vital principles of winning ideas—and tells us how we can apply these rules to making our own messages stick.

Agile Estimating and Planning Pearson Education

Write clean code that works with the help of this groundbreaking software method. Example-driven teaching is the basis of Beck's step-by-step instruction that will have readers using TDD to further their projects.

Choose your WoW Addison-Wesley Professional

User Story Mapping Discover the Whole Story, Build the Right Product "O'Reilly Media, Inc."

User Stories Applied User Story Mapping Discover the Whole Story, Build the Right Product

"Nobody asked you to show up." Every experienced product manager has heard some version of those words at some point in their career. Think about a company. Engineers build the product. Designers make sure it has a great user experience and looks good. Marketing makes sure customers know about the product. Sales get potential customers to open their wallets to buy the product. What more does a company need? What does a product manager do? Based upon Product School's curriculum, which has helped thousands of students become great product managers, The Product Book answers that question. Filled with practical advice, best practices, and expert tips, this book is here to help you succeed!

Extreme Programming Explained Apress

The best way to build great software that really meets your customers' needs is with User Stories. This book will help you write better stories, even if you've never written one before. This is a book for anyone working in an Agile, iterative project environment, where User Stories are the core requirement document. This book will help you understand the Agile framework and the key steps you'll be taking. The book is grouped into six major parts: - Understanding Agile, what you need to have ready to write good User Stories, User Story Writing, high-level User Story workshops and tools. Now normally when you buy a how-to book, you really like the diagrams and tools in the book, and you'd love to have electronic copies. Well, all 24 diagrams and images along with the 10 tools are available as a free download. At last, you can use them in your presentations and documents.

Agile Game Development with Scrum (Adobe Reader) Ballantine Books

“ We need better approaches to understanding and managing software requirements, and Dean provides them in this book. He draws ideas from three very useful intellectual pools: classical management practices, Agile methods, and lean product development. By combining the strengths of these three approaches, he has produced something that works better than any one in isolation. ” — From the Foreword by Don Reinertsen, President of Reinertsen & Associates; author of Managing the Design Factory; and leading expert on rapid product development Effective requirements discovery and analysis is a critical best practice for serious application development. Until now, however, requirements and Agile methods have rarely coexisted peacefully. For many enterprises considering Agile approaches, the absence of effective and scalable Agile requirements processes has been a showstopper for Agile adoption. In Agile Software Requirements, Dean Leffingwell shows exactly how to create effective requirements in Agile environments. Part I presents the “ big picture ” of Agile requirements in the enterprise, and describes an overall process model for Agile requirements at the project team, program, and portfolio levels Part II describes a simple and lightweight, yet comprehensive model that Agile project teams can use to manage requirements Part III shows how to develop Agile requirements for complex systems that require the cooperation of multiple teams Part IV guides enterprises in developing Agile requirements for ever-larger “ systems of systems, ” application suites, and product portfolios This book will help you leverage the benefits of Agile without sacrificing the value of effective requirements discovery and analysis. You ’ ll find proven solutions you can apply right now – whether you ’ re a software developer or tester, executive, project/program manager, architect, or team leader.