
Essential Scrum A Practical Guide To The Most Popular Agile Process Addison Wesley Signature Series Cohn

Fixing Your Scrum

Essential Scrum

A Scrum Book

Scrum Mastery

Agile Project Management with Scrum

The Elements of Scrum

Agile Scrum Crash Course

Agile HR

Disciplined Agile Delivery

Agile Product Management with Scrum

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97 Things Every Scrum Practitioner Should Know
Agile Practice Guide
Agile Estimating and Planning
The Scrum Field Guide
The Scrum Field Guide
Mastering Professional Scrum
Sprint Your Way to Scrum
The Professional Scrum Master Guide
Agile Faculty
Scrum Guidebook: Scrum Study Guide
Proceedings of the Scientific Workshop
Proceedings of XP2016
Large-Scale Scrum

*Essential
Scrum A
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JADA ASHLEY

Fixing Your Scrum
Addison-Wesley
Professional

A radical new management model for twenty-first century leaders Organizations today face a crisis. The crisis is of long standing and its signs are widespread. Most proposals for improving management address one element of the crisis at the expense of the others. The principles described by award-winning author Stephen Denning simultaneously inspire high productivity, continuous innovation, deep job satisfaction and client delight. Denning puts forward a fundamentally different approach to management, with seven inter-locking principles of continuous innovation: focusing the entire organization on delighting clients;

working in self-organizing teams; operating in client-driven iterations; delivering value to clients with each iteration; fostering radical transparency; nurturing continuous self-improvement and communicating interactively. In sum, the principles comprise a new mental model of management. Author outlines the basic seven principles of continuous innovation The book describes more than seventy supporting practices Denning offers a rethinking of management from first principles This book is written by the author of The Secret Language of Leadership—a Financial Times Selection in Best Books of 2007.

Essential Scrum

Pearson Education
Thousands of IT professionals are being asked to make Scrum succeed in their organizations-including many who weren't involved in the decision to adopt it. If you're one of them, The Scrum Field Guide will give you skills and confidence to adopt Scrum more rapidly, more successfully, and with far less pain and fear. Long-time Scrum practitioner Mitch Lacey identifies major challenges associated with early-stage Scrum adoption, as well as deeper issues that emerge after companies have adopted Scrum, and describes how other organizations have overcome them. You'll learn how to gain "quick wins" that build

support, and then use the flexibility of Scrum to maximize value creation across the entire process. In 30 brief, engaging chapters, Lacey guides you through everything from defining roles to setting priorities to determining team velocity, choosing a sprint length, and conducting customer reviews. Along the way, he explains why Scrum can seem counterintuitive, offers a solid grounding in the core agile concepts that make it work, and shows where it can (and shouldn't) be modified. Coverage includes Getting teams on board, and bringing new team members aboard after you've started Creating a "definition of done" for the team and organization

Implementing the strong technical practices that are indispensable for agile success Balancing predictability and adaptability in release planning Keeping defects in check Running productive daily standup meetings Keeping people engaged with pair programming Managing culture clashes on Scrum teams Performing "emergency procedures" to get sprints back on track Establishing a pace your team can truly sustain Accurately costing projects, and measuring the value they deliver Documenting Scrum projects effectively Prioritizing and estimating large backlogs Integrating outsourced and

offshored components Packed with real-world examples from Lacey's own experience, this book is invaluable to everyone transitioning to agile: developers, architects, testers, managers, and project owners alike.

A Scrum Book Van Haren

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.

Scrum Mastery

Project Management Institute
Thoroughly reviewed and eagerly anticipated by the agile community, User Stories Applied offers a requirements process that saves time, eliminates rework, and leads directly to better software. The best way to build software that meets users' needs is to begin with "user stories": simple, clear, brief descriptions of functionality that will

be valuable to real users. In User Stories Applied, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. User role modeling: understanding what users have in common, and where they differ. Gathering stories: user interviewing, questionnaires,

observation, and workshops Working with managers, trainers, salespeople and other "proxies" Writing user stories for acceptance testing Using stories to prioritize, set schedules, and estimate release costs Includes end-of-chapter practice questions and exercises User Stories Applied will be invaluable to every software developer, tester, analyst, and manager working with any agile method: XP, Scrum... or even your own home-grown approach.

Agile Project Management with Scrum "O'Reilly Media, Inc."

The basics of being a ScrumMaster are fairly straightforward: At face value all a

ScrumMaster needs to do is facilitate the Scrum process and remove impediments. But being a great ScrumMaster, one who truly embodies the principles of servant-leadership and helps nurture a high-performing team, is much harder and more elusive. In this second edition of his groundbreaking book, Geoff shares an updated collection of stories and practical guidance, drawn from twenty years of coaching Scrum teams that will guide you on your path to greatness. In this book you will learn: The skills and characteristics of great ScrumMasters How to generate, maintain and increase engagement from the team How to increase the

effectiveness of the Scrum meetings, such as retrospectives and daily scrums. How to foster a more creative and collaborative team How to increase the performance of the team How to know when you are a successful Scrum Master Scrum Mastery is for practicing Scrum Masters who want to develop themselves into a great servant-leader capable of taking their teams beyond simple process compliance. Mike Cohn, in his foreword for the book, said: "Most books rehash well-trodden territory and I don't finish them any wiser. I am positive I will be referring back to this book for many years" Roman Pichler said: "I am thoroughly

impressed with how comprehensive and well-written the book is. It will be indispensable for many people" *The Elements of Scrum* Addison-Wesley Professional Scrum is the most widely adopted Agile framework in the world. It is easy to understand and yet, difficult to master. Having trained thousands of professionals across the world and helped them implement Scrum in their organizations, the authors provide practical, succinct, and effective answers to 50 of the most common questions about Scrum. This book is for Scrum practitioners, Scrum Masters, Product Owners, and Agile Coaches who want to refine their expertise

and to take Scrum to the next level. Includes an interview with Jeff Sutherland, co-creator of ScrumSprint Your Way to Scrum will do the following: Provide expert advice on the practical application of Scrum. Enable you to explain/teach Scrum elements in a very easy and effective way to peers. Allow you to understand the usual problems teams face when implementing Scrum. Debunk day-to-day myths about Scrum. Help you identify the gap between Knowing About Scrum and Mastering Scrum. Authors: Bonsy Yelsangi is a Certified Scrum Trainer (CST) with 17 years of experience helping teams become Agile and master Scrum practices. Valerio Zanini

is a Certified Scrum Trainer (CST) and a Certified Product Innovation Trainer (CPIT) with 20 years of experience in building award-winning digital products.

Agile Scrum Crash Course Addison-Wesley Professional Implement Scrum or improve how Scrum works in your team or organization using this concise, sharp, and programmatic book. You will quickly learn what you need to know without getting confused with unnecessary details. What You'll Learn Become familiar with Agile concepts and understand the path from Waterfall to the Agile Manifesto Understand the most commonly used Agile methodology—Scrum—and how it relates to

eXtreme Programming and Kanban as well as to Lean principles Identify the challenges of the Scrum Master role and understand what this role is all about Know the stages of Scrum team development Embrace and solve conflicts in a Scrum team Who This Book Is For Anyone looking for a simple way to understand Scrum methodology **Agile HR** IBM Press 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.

Disciplined Agile Delivery Prosci

The First Guide to Scrum-Based Agile Product Management In Agile Product Management with Scrum, leading Scrum consultant Roman Pichler uses real-world examples to demonstrate how product owners can create successful products with Scrum. He describes a broad range of agile product management practices, including making agile product discovery work, taking advantage of emergent requirements, creating the minimal marketable product, leveraging early customer feedback, and working closely with the development

team. Benefitting from Pichler's extensive experience, you'll learn how Scrum product ownership differs from traditional product management and how to avoid and overcome the common challenges that Scrum product owners face. Coverage includes Understanding the product owner's role: what product owners do, how they do it, and the surprising implications Envisioning the product: creating a compelling product vision to galvanize and guide the team and stakeholders Grooming the product backlog: managing the product backlog effectively even for the most complex products Planning the release: bringing clarity to scheduling, budgeting,

and functionality decisions Collaborating in sprint meetings: understanding the product owner's role in sprint meetings, including the dos and don'ts Transitioning into product ownership: succeeding as a product owner and establishing the role in the enterprise This book is an indispensable resource for anyone who works as a product owner, or expects to do so, as well as executives and coaches interested in establishing agile product management.

Agile Product Management with Scrum Kogan Page Publishers

This pocket guide is the one book to read for everyone who wants to learn about Scrum. The book covers all roles, rules

and the main principles underpinning Scrum, and is based on the Scrum Guide Edition 2013. A broader context to this fundamental description of Scrum is given by describing the past and the future of Scrum. The author, Gunther Verheyen, has created a concise, yet complete and passionate reference about Scrum. The book demonstrates his core view that Scrum is about a journey, a journey of discovery and fun. He designed the book to be a helpful guide on that journey. Ken Schwaber, Scrum co-creator says that this book currently is the best available description of Scrum around. The book combines some rare characteristics: • It describes Scrum in its

entirety, yet places it in a broader context (of past and future). • The author focuses on the subject, Scrum, in a way that it truly supports the reader. The book has a language and style in line with the philosophy of Scrum. • The book shows the playfulness of Scrum. David Starr and Ralph Jocham, Professional Scrum trainers and early agile adopters, say that this is the ultimate book to be advised as follow-up book to the students they teach Scrum to and to teams and managers of organizations that they coach Scrum to.

Scrum – A Pocket Guide John Wiley & Sons

Go from absolute beginner to passing your exam the first

time with this comprehensive guide. Filled with real-world illustrations, this book has been revised to align with the most recent Scrum standards, empowering you to become a Scrum Expert! Key Features Go from absolute beginner to exam-ready with detailed explorations of Scrum use-cases Understand the different applications of agile concepts, and how to best apply them to your business Discover expert tips and work with real-world examples to pass the certification exam the first time Book Description This book demonstrates the real-world applications of Scrum in a variety of scenarios, all with practical examples. You'll understand why

the structure of your Scrum team matters, and how to create and manage sprint and product backlogs. Each chapter concludes with relevance to the exam, reinforcing what you've learned as you work through the book and making sure you have an edge when it comes to earning your certificate. The statements made and opinions expressed herein belong exclusively to Packt Publishing Ltd and are not shared by or represent the viewpoint of Scrum.org. This training does not constitute an endorsement of any product, service or point of view. Scrum.org makes no representations, warranties or assurances of any kind,

express or implied, as to the completeness, accuracy, reliability, suitability, availability or currency of the content contained in this presentation or any material related to this presentation. In no event shall Scrum.org, its agents, officers, employees, licensees or affiliates be liable for any damages whatsoever (including, without limitation, damages for loss of profits, business information, or loss of information) arising out of the information or statements contained in the training. Any reliance you place on such content is strictly at your own risk. What you will learn Get to grips with Agile development and Scrum from the ground up Understand the roles and

responsibilities within the Scrum team
Discover how to conduct Scrum events and create Scrum artifacts
Explore real-world scenarios and use cases for Scrum in action
Develop an in-depth understanding of how to run a successful sprint to deliver results quickly
Be fully prepared and able to pass your exam the first time
Who this book is for
Assuming no prior knowledge of Scrum, this book is for professionals who want to build a strong foundation in Scrum practices with the intention of passing the certification exam.
If you're a product owner or project manager looking to stay relevant in an agile world, this book is essential to helping you become a Scrum expert.

Agile Testing Crown Currency
Scientific Workshop Proceedings of XP2016 May 24, 2016-May 24, 2016 Edinburgh, Scotland Uk. You can view more information about this proceeding and all of ACM's other published conference proceedings from the ACM Digital Library: <http://www.acm.org/dl>.
User Stories Applied
Practiceagile.com
What is Agile Project Management and will it bring my project in on time and budget? If you need a solid understanding of how Agile Project Management works so your projects can fully benefit from using this innovative and powerful approach, this book is essential reading.
Brilliant Agile Project Management does more than just

talk you through the techniques and processes - focussing on real-life use of Agile in business environments, it provides practical advice and techniques on how to implement and work with Agile, so you always know exactly what to do and say to make your project a success. Assess whether your organisation or project is right for using APM Understand how to implement APM into any project Overcome common problems with APM The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your

computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed. *Learning Agile* Apress A practical field guide to the practice of scrum, an agile software project management methodology. *Scrum Shortcuts Without Cutting Corners* Addison-Wesley Professional Digital tools have long been a transformative part of academia, enhancing the

classroom and changing the way we teach. Yet there is a way that academia may be able to benefit more from the digital revolution: by adopting the project management techniques used by software developers. Agile work strategies are a staple of the software development world, developed out of the need to be flexible and responsive to fast-paced change at times when “business as usual” could not work. These techniques call for breaking projects into phases and short-term goals, managing assignments collectively, and tracking progress openly. Agile Faculty is a comprehensive roadmap for scholars who want to incorporate Agile

practices into all aspects of their academic careers, be it research, service, or teaching. Rebecca Pope-Ruark covers the basic principles of Scrum, one of the most widely used models, and then through individual chapters shows how to apply that framework to everything from individual research to running faculty committees to overseeing student class work. Practical and forward-thinking, Agile Faculty will help readers not only manage their time and projects but also foster productivity, balance, and personal and professional growth. *Scrum Insights for Practitioners* "O'Reilly Media, Inc." Systems programming provides the

foundation for the world's computation. Writing performance-sensitive code requires a programming language that puts programmers in control of how memory, processor time, and other system resources are used. The Rust systems programming language combines that control with a modern type system that catches broad classes of common mistakes, from memory management errors to data races between threads. With this practical guide, experienced systems programmers will learn how to successfully bridge the gap between performance and safety using Rust. Jim Blandy, Jason Orendorff, and Leonora Tindall demonstrate how Rust's features put

programmers in control over memory consumption and processor use by combining predictable performance with memory safety and trustworthy concurrency. You'll learn: Rust's fundamental data types and the core concepts of ownership and borrowing How to write flexible, efficient code with traits and generics How to write fast, multithreaded code without data races Rust's key power tools: closures, iterators, and asynchronous programming Collections, strings and text, input and output, macros, unsafe code, and foreign function interfaces This revised, updated edition covers the Rust 2021 Edition. *Brilliant Agile Project*

Management 5d Vision
Publishing
Master IBM's
Breakthrough DAD
Process Framework for
Succeeding with Agile
in Large, Complex,
Mission-Critical IT
Projects It is widely
recognized that
moving from traditional
to agile approaches to
build software
solutions is a critical
source of competitive
advantage.
Mainstream agile
approaches that are
indeed suitable for
small projects require
significant tailoring for
larger, complex
enterprise projects. In
*Disciplined Agile
Delivery*, Scott W.
Ambler and Mark Lines
introduce IBM's
breakthrough
*Disciplined Agile
Delivery (DAD)* process
framework, which
describes how to do

this tailoring. DAD
applies a more
disciplined approach to
agile development by
acknowledging and
dealing with the
realities and
complexities of a
portfolio of
interdependent
program initiatives.
Ambler and Lines show
how to extend Scrum
with supplementary
agile and lean
strategies from *Agile
Modeling (AM)*,
*Extreme Programming
(XP)*, *Kanban*, *Unified
Process (UP)*, and other
proven methods to
provide a hybrid
approach that is
adaptable to your
organization's unique
needs. They candidly
describe what
practices work best,
why they work, what
the trade-offs are, and
when to consider
alternatives, all within

the context of your situation. Disciplined Agile Delivery addresses agile practices across the entire lifecycle, from requirements, architecture, and development to delivery and governance. The authors show how these best-practice techniques fit together in an end-to-end process for successfully delivering large, complex systems--from project initiation through delivery. Coverage includes Scaling agile for mission-critical enterprise endeavors Avoiding mistakes that drive poorly run agile projects to chaos Effectively initiating an agile project Transitioning as an individual to agile Incrementally building

consumable solutions Deploying agile solutions into complex production environments Leveraging DevOps, architecture, and other enterprise disciplines Adapting your governance strategy for agile projects Based on facts, research, and extensive experience, this book will be an indispensable resource for every enterprise software leader and practitioner--whether they're seeking to optimize their existing agile/Scrum process or improve the agility of an iterative process. How to Kill the Scrum Monster Addison-Wesley Professional 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. ADKAR Pragmatic Bookshelf
Based on years of work in the field with scores of companies, including Bosch, 3M, Schlumberger, and Rio Tinto, *The Scrum Fieldbook* delivers a hands-on, practical approach to rapidly delivering value for companies and organizations. Scrum is the secret weapon

behind some of today's most successful companies. Businesses like Google, Facebook, Amazon, and Apple use Scrum to drive incredibly fast innovation, laser focus on customers, and continuous improvement, and to decrease decision times in order to reshape the world. Scrum is the most utilized Agile framework. In recent years, its use has exploded across the corporate world, far beyond its software and technology roots. J. J. Sutherland and the team at Scrum Inc. have dramatically improved performance at global banks, utility providers, medical device manufacturers, mining giants, and firms on the cutting edge of genetic

science. Scrum has helped companies large and small thrive in the age of disruption. In Sutherland's first book, the national bestseller Scrum: The Art of Doing Twice the Work in Half the Time, coauthored with his father, Jeff, the co-creator of Scrum, he laid out the Scrum framework used by almost all of today's leading technology companies. In The Scrum Fieldbook, he draws on his firm's extensive experience in the field to take leaders, managers, and employees deeper into the specific challenges and new opportunities organizations face in an Agile transformation. He shows how the Scrum framework can be successfully applied to

any project in any industry, from automobile manufacturers in the U.S. and Europe to nonprofits in Africa, from home renovation contractors in Minnesota to gas exploration companies in South America, from fighter plane builders in Sweden to U.S. Navy Special Forces teams in regions of the world we can't mention. *Scrum* Addison-Wesley Professional
In his first complete text on the ADKAR

model, Jeff Hiatt explains the origin of the model and explores what drives each building block of ADKAR. Learn how to build awareness, create desire, develop knowledge, foster ability and reinforce changes in your organization. The ADKAR Model is changing how we think about managing the people side of change, and provides a powerful foundation to help you succeed at change.

Best Sellers - Books :

- [It's Not Summer Without You](#)
- [Harry Potter Paperback Box Set \(books 1-7\) By J. K. Rowling](#)
- [Demon Copperhead: A Pulitzer Prize Winner](#)
- [I Love You To The Moon And Back](#)
- [If He Had Been With Me](#)
- [Remarkably Bright Creatures: A Read With Jenna Pick](#)
- [Lord Of The Flies](#)
- [It's Not Summer Without You By Jenny Han](#)

- [The Democrat Party Hates America By Mark R. Levin](#)
- [We'll Always Have Summer \(the Summer I Turned Pretty\)](#)