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A Scrum Book Scrum *Essential Scrum* **Scrum or Not to Scrum? Scrum For Dummies** *Agile Project Management with Scrum* **Scrum – A Pocket Guide Scrum – A Pocket Guide – 3rd edition** Fixing Your Scrum **Scrum – A Pocket Guide - 2nd edition** Scrum – A Pocket Guide – 3rd edition *The Definitive Guide to Scrum The Enterprise and Scrum* **Scrum** Scrum **Sprint Your Way to Scrum** Software in 30 Days

Large-Scale Scrum The Scrum Fieldbook *The Nexus Framework for Scaling Scrum* The Professional Product Owner *Agile Product Management with Scrum* **Scrum - A Pocket Guide The Elements of Scrum** Scrum **Successful ScrumButt** Scrum SCRUM A POCKET GUIDE 3ED EDITION **Scrum and XP from the Trenches - 2nd Edition Scrum for Teams** Scrum **Zombie Scrum Survival Guide Scrum Scrum in**

easy steps Hyper-Productive Knowledge Work Performance *An Introduction to Scrum* Scrum Master Succeeding with Agile **A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Seventh Edition and The Standard for Project Management (BRAZILIAN PORTUGUESE) Scrum**

It's time to extend the benefits of Scrum—greater agility, higher-

quality products, and lower costs—from individual teams to your entire enterprise. However, with Scrum's lack of prescribed rules, the friction of change can be challenging as people struggle to break from old project management habits. In this book, agile-process revolution leader Ken Schwaber takes you through change management—for your organizational and interpersonal processes—explaining how to successfully adopt Scrum across your entire organization. A cofounder of Scrum, Ken draws from decades of experience,

answering your questions through case studies of proven practices and processes. With them, you'll learn how to adopt—and adapt—Scrum in the enterprise. And gain profound levels of transparency into your development processes. Discover how to: Evaluate the benefits of adopting Scrum in any size organization Initiate an enterprise transition project Implement a single, prioritized Product Backlog Organize effective Scrum teams using a top-down approach Adapt and apply solutions for integrating engineering practices across multiple teams

Shorten release times by managing high-value increments Refine your Scrum practices and help reduce the length of Sprints 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. 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. 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 3rd edition of Scrum - A Pocket Guide, while introducing some changes in terminology, more than ever offers the clarity and insights on Scrum that many organizations need, more than ever. It will help people and their organizations properly shape their Scrum, regardless of their domain or business. 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). He has been employing Scrum since 2003. 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 on a journey of humanizing the workplace with 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. A radical approach to getting IT projects done faster and cheaper than anyone thinks possible Software in 30 Days summarizes the Agile and Scrum software development method, which allows creation of game-changing software, in just 30 days. Projects that use it are three times more successful than those that don't. Software in 30 Days is for the business manager, the entrepreneur, the product development manager, or IT manager who wants to develop software better and faster than they now believe possible. Learn how this unorthodox process works, how to get started, and how to succeed. Control risk, manage projects, and have your people succeed with simple but profound shifts in the thinking. The authors explain powerful concepts such as the art of the possible, bottom-up intelligence, and why it's good to fail early—all with no risk greater than thirty days. The productivity gain vs traditional "waterfall" methods has been over 100% on many projects Author Ken Schwaber is a co-founder of the Agile software movement, and co-creator, with Jeff Sutherland, of the "Scrum" technique for building software in 30 days Coauthor Jeff

Sutherland was cosigner of the Agile Manifesto, which marked the start of the Agile movement Software in 30 Days is a must-read for all managers and business owners who use software in their organizations or in their products and want to stop the cycle of slow, expensive software development. Programmers will want to buy copies for their managers and their customers so they will know how to collaborate to get the best work possible. 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. Use scrum in all aspects of life Scrum is an agile project management framework that allows for flexibility and collaboration to be a part of your workflow. Primarily used by software developers, scrum can be used across many job functions and industries. Scrum can also be used in your personal life to help you plan for retirement, a trip, or even a wedding or other big event. Scrum provides a small set of rules that create just enough structure for teams to be able to focus their innovation on solving what might otherwise be an insurmountable challenge. Scrum For Dummies shows you how to assemble a scrum taskforce and use it to implement this popular Agile methodology to make projects in your professional and personal life run more smoothly—from start to finish. Discover what scrum offers project and product teams Integrate scrum into your agile project management strategy Plan your retirement or a family reunion using scrum Prioritize for releases with sprints No matter your career path or job title, the principles of scrum are designed to make your life easier. Why not give it a try? 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. "An Introduction to Scrum" gives the reader the opportunity to learn exactly what scrum is all about and to

be able to learn the basic functions of it as well. It is a great tool that can be used for application development or to manage software projects. The author ensures that things are kept simple so that the reader has no problems at all understanding and executing what they are taught in the book. Many persons shy away from learning new things, especially when they are technology based as they think that it will simply be too hard to learn in a short period of time. This text dispels that thought quite easily. 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. PMBOK&® Guide is the go-to resource for project management practitioners. The project management profession has significantly evolved due to emerging technology, new approaches and rapid market changes. Reflecting this evolution, The Standard for Project Management enumerates 12

principles of project management and the PMBOK&® Guide &– Seventh Edition is structured around eight project performance domains.This edition is designed to address practitioners' current and future needs and to help them be more proactive, innovative and nimble in enabling desired project outcomes.This edition of the PMBOK&® Guide:•Reflects the full range of development approaches (predictive, adaptive, hybrid, etc.);•Provides an entire section devoted to tailoring the development approach and processes;•Includes an expanded list of models, methods, and artifacts;•Focuses on not just delivering project outputs but also enabling outcomes; and• Integrates with PMIstandards+™ for information and standards application content based on project type, development approach, and industry sector. Scrum Master - Your Job Just Got Easier Introduction Thank you and congratulations on taking this class, "Professional Scrum Master Training & PSM 1 Exam Preparation." In this class, you will be given a multitude of information and proven tips to help you to pass the scrum.org Professional Scrum Master (PSM 1) Exam. I know you will get value from this class as it's infor-mation has been successfully used by many students in order to pass the PSM 1 Exam. I will walk you step by step through agile scrum so that you have an excellent foundation. Following the explanation of each concept, I give you tips for passing the PSM 1 exam and even for using scrum in your team or business. Along the way, I give you plenty of examples and finally I give you the links you can use to sit the practice open assessment. This is the official practice exam from

scrum.org. In this class, you will learn: Concise overview of Scrum - The exact events, roles, rules and artifacts used to deliver a project using scrum along with the history of scrum. This includes lectures on the fundamentals of Sprint Planning, The Daily Scrum, Sprint Review, Sprint Retrospective, Scrum Artifacts and more. The facts based on the Scrum Guide - The correct terminology and use of Scrum is essential to mastering it. The Scrum Guide is the rule book on Scrum and many do not use it or know it. Scrum Certification Coaching - A summary of frequently asked questions (FAQs) and frequently misunderstood points around Scrum that have been in past Open Assessment exams. Scrum Certification Preparation - I tell you how to prepare for Scrum Certification and how to sit it online saving you hundreds if not thousands of dollars. So let's get started and let me help you to pass the scrum.org Professional Scrum Master (PSM 1) Exam. Introduction Thank you and congratulations on taking this class, "Agile Estimating & Planning Your Sprint with Scrum." In this class, you will be given proven tips to help you to estimate and plan sprints as part of your scrum projects. I am very confident that you will find this class valuable, as it will give you a complete overview of estimating and planning in agile scrum teams. In this class, I go to great lengths to dissect the topic and present it in an easy to understand manner for both beginners and intermediates in scrum. For starters, I will introduce you to scrum, then walk you through the process of preparing for and conducting sprint planning sessions as part of an agile scrum team. As we go on with the class, I give practical examples and tips on how to improve planning in your team or business from the

ground up. To give you just a glimpse of what you will learn, here is a quick summary: Why we need plans and why do we need a sprint plan Comparison of different forms of estimation e.g. Ideal days, story points etc. How to overcome common impediments to planning How to prepare for a sprint planning meeting An overview of the sprint planning meeting Artifacts needed for planning How to create a sprint goal How to use velocity in planning How to commit to the goal using capacity driven or velocity driven planning Tips to improve your sprint planning meet-ings So let's get started

and let me help you to master agile estimating &sprint planning with scrum. Scroll Up To The Top Of The Page And Click The Orange "Buy Now" or "Read For Free" Icon On The Right Side!" "Reading Hyper-Productive Knowledge Work Performance has influenced my thinking more than any other recent book I have read about how to transform my company's culture to achieve higher levels of productivity. It's like the perfect mix of Fred Brooks, W. Edwards Deming, Donald Reinertsen, David Anderson, and Jeff Sutherland all rolled into one approachable and pragmatic book. I recognized a lot of

what I already knew and then was pleasantly surprised with how the authors used hyper-productivity to show how it all interconnected. All in all, it is an eye opening book that provides a concrete path to hyper-productivity."
—Curt Hibbs, Chief Agile Evangelist, Boeing This unique reference shows how to lead knowledge workers, manage knowledge work and build a hyper-productive knowledge work organization, by taming and managing the four flows of organizational performance (psychology, information, work and finance) to produce spectacular

operational and financial throughput results. Inspired by his experience and knowledge gained at Borland International, where a hyper-productive level of performance was achieved resulting in the most productive software project ever documented, author Steve Tendon devised TameFlow. TameFlow is an approach that can be superimposed on any preexisting process, method, and practice to enable performance improvement by several orders of magnitude and a state of hyper-productivity. It is adaptable to nearly every industry, and can be applied to any knowledge work domain or organization that generates business value through knowledge. TameFlow blends and merges different ideas from a variety of schools of thought. It is founded in pattern theory and organizational performance patterns which are used to analyze and decompose processes, methodologies, and management practices into constituent parts to observe productivity patterns, and then they are recombined in new configurations to enable hyper-productive levels of performance. In this volume of The TameFlow Hyper-Productivity Series, the TameFlow approach is explained within the context of knowledge work performed in a software development organization. Mr. Tendon teams up with author, Wolfram Müller, a thought-leader and expert in Critical Chain and Advanced Agile Project Management to illustrate its application to Scrum, the most widely used Agile software project management framework, and to Kanban, a method used for knowledge work with an emphasis on just-in-time delivery and change management. The authors demonstrate how

constraints management (TOC) can improve Scrum and Kanban in powerful ways, bringing more predictability of behavior of the system as a whole, as well as to the individuals involved. Their combination becomes a breeding ground for the development of Unity of Purpose and Community of Trust. Both Scrum and Kanban can be extended with features of the TOC, and help create a hyper-productive organization. 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. Introduction Thank you and congratulations on taking this class, "Scrum: A Cleverly Concise and Agile Guide." In this class, you will be given an exceedingly concise guide yet still a wealth of information to allow you to fully understand how to use agile scrum. I know you will get value from this as it contains the exact methods I have used to deliver projects on time and to a high degree of quality using scrum. I then walk you step by step through the key rules, roles and events used in scrum so that you have an excellent foundation. In this class, you will learn: Learn what scrum is and why it is so powerful for delivering even the most complex project on time. Explain the difference between roles, events and artifacts Understand techniques to deliver your project on time Explain the difference between Agile and Scrum Explain what the Waterfall Model is and Why it is less flexible than Agile So let's get started and let me help you to understand and use agile scrum.

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The Orange "Buy Now" or "Read For Free" Icon On The Right Side!" 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. Proven, 100% Practical Guidance for Making Scrum and Agile Work in Any Organization This is the definitive, realistic, actionable guide to starting fast with Scrum and agile-and then succeeding over the long haul. Leading agile consultant and practitioner Mike Cohn presents detailed recommendations, powerful tips, and real-world case studies drawn from his unparalleled experience helping hundreds of software organizations make Scrum and agile work. Succeeding with Agile is for pragmatic software professionals who want real answers to the most difficult challenges they face in implementing Scrum. Cohn covers every facet of the transition: getting started, helping individuals transition to new roles, structuring teams, scaling up, working with a distributed team, and finally, implementing effective metrics and continuous improvement. Throughout, Cohn presents "Things to Try Now" sections based on his most successful advice.

Complementary "Objection" sections reproduce typical conversations with those resisting change and offer practical guidance for addressing their concerns. Coverage includes Practical ways to get started immediately-and "get good" fast Overcoming individual resistance to the changes Scrum requires Staffing Scrum projects and building effective teams Establishing "improvement communities" of people who are passionate about driving change Choosing which agile technical practices to use or experiment with Leading self-organizing teams Making the most of Scrum sprints, planning, and quality techniques Scaling Scrum to distributed, multiteam projects Using Scrum on projects with complex sequential processes or challenging compliance and governance requirements Understanding Scrum's impact on HR, facilities, and project management Whether you've completed a few sprints or multiple agile projects and whatever your role-manager, developer, coach, ScrumMaster, product owner, analyst, team lead, or project lead-this book will help you succeed with your very next project. Then, it will help you go much further: It will help you transform your entire development organization. Scrum is the most widely used agile framework for developing software products. Scrum in easy steps provides an introduction to Scrum, then steps through how a team gets going on a project and how they sustain performance and continually improve. It explores the three core roles in a Scrum team and how they work together effectively, and covers how a team works with others outside the team (an area most books on Scrum leave out). The book then shows how to apply the Scrum framework throughout product development, from

product discovery and definition, through the experience of working in Sprints on product delivery, to how teams inspect and adapt to improve themselves and find opportunities for their organisations to get better too. It finishes with a look at how Scrum could be applied beyond a single team and how the work of Scrum teams is integrated successfully with other parts of the organisation. Whether you're looking to move into the field of software development, are currently in a Scrum team and want a handy reference, or you work in an environment with Scrum teams and want to understand how they work, Scrum in easy steps is for you. Includes downloadable templates to get you started. Table of Contents: Introducing Scrum Forming a Scrum Team Discovering what customers need Defining the Product Backlog Prioritizing and sizing the Backlog Preparing for the Sprint A day in the life of a Sprint Delivering the Product Increment Continual improvement in Scrum Scaling Scrum beyond one team The Scrum reference 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 ScrumAuthors: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. 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. Have you ever seen a promising project get abandoned right when it seemed like it was getting ready to launch, or a project that always seemed like it was going to launch "next month," but took many months or even years before it actually launched? Scrum may be the solution to such woes. It is a project management methodology that, when applied faithfully, will increase the rate at which your project is completed, the enjoyment your team has while working on it, and its commercial success. Converting to scrum can be a challenge for any team, but it is particularly painful for part time, virtual, and student teams. Successful Scrumbutt helps teams quickly learn scrum project management and adapt it to their unique situations. Author Noah Dyer illustrates key techniques for maintaining a team's productivity and enthusiasm for a project across its lifetime in fun, engaging, and slightly irreverent ways. Key Features Learn key techniques for maintaining enthusiasm for your project across its lifetime and have the confidence that every hour spent on your project is having maximum benefit. Includes instructions for using Assembla and other popular and free Scrum software. This will save people time identifying and learning a software package to help implement Scrum principles. Activities to introduce people to Scrum and practice Scrum principles. These are fun ways to learn Scrum in a low pressure atmosphere where delivery and execution are not paramount. Soft Skills Sections help readers understand not only the action to be taken and the

principle, but how to effectively communicate with others regarding Scrum practices, particularly problem solving. Excel templates, activities for implementing Scrum in a low tech environment and planning cards that make Scrum planning activities easier and feel more official are included for download and easy printing. Do It Now: Tips for integrating the principle in a chapter right away, even if full Scrum is not yet fully understood and achievable. A Smart Travel Companion 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. 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 3rd edition of Scrum - A Pocket Guide, while introducing some changes in terminology, more than ever offers the clarity and insights on Scrum that many organizations need, more than ever. It will help people and their organizations properly shape their Scrum, regardless of their domain or business. 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). He has been employing Scrum

since 2003. 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 on a journey of humanizing the workplace with Scrum. Improve and Accelerate Software Delivery for Large, Distributed, Complex Projects The Nexus Framework is the simplest, most effective approach to applying Scrum at scale across multiple teams, sites, and time zones. Created by Scrum.org–the pioneering Scrum training and certification organization founded by Scrum co-creator Ken Schwaber–Nexus draws on decades of experience to address the unique challenges teams face in coming together, sharing work, and managing and minimizing dependencies. The Nexus™ Framework for Scaling Scrum is a concise book that shows how Nexus helps teams to deliver a complex, multi-platform, software-based product in short, frequent cycles, without sacrificing consistency or quality, and without adding unnecessary complexity or straying from Scrum's core principles. Using an extended case study, the authors illustrate how Nexus helps teams solve common scaling challenges like reducing cross-team dependencies, preserving team self-organization and transparency, and ensuring accountability. Understand the challenges of delivering working, integrated product increments with multiple teams, and how Nexus addresses them Form a Nexus around a new or existing product and learn how that Nexus sets goals and plans its work Run Sprints within a Nexus, provide transparency into progress, conduct effective Nexus Sprint reviews, and use Nexus Sprint

Retrospectives to continuously improve Overcome the distributed team collaboration challenges 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. Change is the only constant one should rely, so on your mark, get ready, scrum. Let's journey together from Bewilderland to the Promise Land. 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. "Zombie Scrum Survival Guide reveals why Scrum runs aground and shows how to supercharge your Scrum outcomes, while having a lot more fun along the way. Humorous, visual, and extremely relatable, it offers practical approaches, exercises, and tools for escaping Zombie Scrum. Even if you're surrounded by skeptics, this book will be the antidote to help you build more of what users need, ship faster, improve more continuously, interact more successfully in any team, and feel a whole lot better about what you're doing. Suddenly, one day soon, you'll remember: that's why we adopted Scrum in the first place!"--Amazon. SCRUM Scrum is a framework for developing and sustaining complex products. It is a framework within which people can address complex adaptive problems, while productively

and creatively delivering products of the highest possible value. Scrum is lightweight; simple to understand and not difficult to master. Scrum is not a process or a technique for building products; rather, it is a framework within which you can employ various processes and techniques. Scrums makes clear the relative efficacy of your product management and development practices so that you can improve. The Scrum framework consists of Scrum teams and their associated roles, events, artifacts, and rules. Each component within the framework serves a specific purpose and is essential to Scrum's success and usage. The rules of Scrum bind together the events, roles, and artifacts, governing the relationships and interaction between them. The heart of Scrum is a Sprint, a time-box of one month or less during which "Done," useable, and potentially releasable product is created. Sprints best have consistent duration throughout a development effort. A new Sprint starts immediately after the conclusion of the previous Sprint. Sprints contain and consist of the Sprint planning, daily Scrums, work development, the Sprint review, and Sprint retrospective. The rules of Scrum are described throughout the body of this book with the specific tactics for using the Scrum framework: What is Scrum Scrum as a software development methodology Scrum Master Transitioning to Scrum How to implement Scrum Scrum User Stories Does your business need a better software development process? Maybe you're dealing with complex problems and need to manage products in a more productive way. Why not try an Agile Framework, specifically the Scrum Agile Framework! But what exactly is

Scrum? It's a management framework that is versatile enough to be used in different projects. It can help streamline your business while delivering products of the highest possible value! It allows cooperation between the development team, the business owner, the stakeholders, and the customer - all at the same time! It promotes the strength of community and why working together as a development team is so important. Within Scrum, each and every role is important and helps to produce the finished product in a timely manner and within budget. And bonus, it also helps to keep the customer happy!

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

themselves may be worth trying, but by understanding why it works the readers will be able to come up with their own ideas that work better in their organization and situation. All the practical examples in this book have helped someone, somewhere to become a part of a better Scrum team. Scrum's motto is: Inspect and Adapt; change small things one at a time and see what works. Scrum is not done by project leaders or managers, but really by the teams- to succeed in an organization, the teams must do Scrum well. If the teams do Scrum well, the whole organization will benefit from it. Scrum helps a team self-organize, which fits in well with developers, who usually don't like to be micromanaged. At the same time, Scrum can scale: Self-organized teams work together well, and one manager doesn't have to manage all the people. The lessons from this book help Scrum teams develop into autonomous, proud, and independent teams. Often teams fail to become powerful enough to change the organization, so they cannot perform to their full potential. A good team can lead the stakeholders into trusting them. They will then make plans based on the team's release planning instead of making roadmaps out of thin air, and thus make the organization much more predictable. 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. Scrum is adaptive, efficient, agile, and simple. So why are you struggling? Not all organizations that adopt the Scrum framework will have a smooth transition. Some may find themselves grappling with new concepts and new ways of doing things. The work process under Scrum is wildly different from the Waterfall method so even if Scrum is simple to understand, it can be difficult to master. The reasons vary as to why there is resistance to change, but the real reason is the lack of solid understanding of why a change has to be made. The tech industry moves at unprecedented speed in terms of releasing new products to the market. Because the traditional project management methods are slow to respond to the demand, firms are switching gears and integrating Scrum in their process. As a result, people are thrust into a new system that they do not have a clear grasp of. In this book, you'll be able to understand the Scrum framework and how the concepts work in

the real world. You'll discover: What made traditional methods obsolete How Scrum became the new standard for managing projects How Scrum enables a leaderless system Why Scrum works even with a diverse group of people How Scrum brings together people with different skills and expertise How Scrum enables teams to deliver high-quality products How big companies use Scrum to achieve their goals The book is structured in a way that answers the Why, What, Who, and How of Scrum to give a holistic view of the framework. It explains elements of the Scrum process, including team roles, workflow, tools, and team dynamics. This will help both novice and experienced practitioners to integrate Scrum into their daily lives. With a better understanding of Scrum, it's easy to embrace the framework because of the positive things it does to team dynamics—whether in tech companies or firms operating in different industries. Mastery of Scrum can only happen if you have a solid understanding of its concepts, ideas, principles, and real-world applications. This book is a great take-off point and something that you can take with you as you head on to your Scrum journey. Whether you're a project manager trying to fit in the new leaderless system, a coder getting used to new responsibilities, or a software engineer grappling with newfound accountability, this book will guide you as you navigate the exciting world of Scrum. 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! 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 Scrumâ€™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 timeâ€"the agile way. A practical field guide to the practice of scrum, an agile software project management methodology. 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.

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