

User Story Document Template

Refined and streamlined, SYSTEMS ANALYSIS AND DESIGN IN A CHANGING WORLD, 7E helps students develop the conceptual, technical, and managerial foundations for systems analysis design and implementation as well as project management principles for systems development. Using case driven techniques, the succinct 14-chapter text focuses on content that is key for success in today's market. The authors' highly effective presentation teaches both traditional (structured) and object-oriented (OO) approaches to systems analysis and design. The book highlights use cases, use diagrams, and use case descriptions required for a modeling approach, while demonstrating their application to traditional, web development, object-oriented, and service-oriented architecture approaches. The Seventh Edition's refined sequence of topics makes it easier to read and understand than ever. Regrouped analysis and design chapters provide more flexibility in course organization. Additionally, the text's running cases have been completely updated and now include a stronger focus on connectivity in applications. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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.

Are you a Project Manager, an unofficial Project Manager, an accidental Project Manager or simply interested in the secrets of great project management? Have you ever wondered why some projects are successful, and others over-run, overspend and do not deliver the expected benefits? Maybe you have been less fortunate enough to lead, sponsor, or be part of a project that was so out of control it was abandoned. The top three requisites a project manager must fulfil are control, visibility, and pace. Agile principles and Waterfall project life cycle are opposite ends of the spectrum. Neither will deliver all three, however, the right combination of the key components will revolutionise how you approach project management. Covering... 1. Agile Principles 2. Waterfall Project Management 3. Why we need WAgile 4. When is WAgile appropriate 5. Areas to consider when designing a WAgile project · Planning Approach · Stakeholder/Customer Engagement · Requirements Gathering · Communication · Quality · Testing · Documentation · Governance 6. The WAgile Process This book is not intended as a substitute for project management training and exams. Rather it is a practical guide to applying your own learning for best results. To encourage, motivate and inspire you to find your perfect recipe each time you step up to the project plate. You may find yourself violently disagreeing with some of the content, which is excellent. It means you are thinking about what will work best in your industry, for your business needs, and can develop a hybrid project management framework that is fit for purpose for your circumstances. This concise short read will get you ready to take on a leadership role and set your projects up for success. BUY NOW and show your team you can lead effectively as soon as tomorrow.

This book contains the refereed proceedings of the 12th International Conference on Agile Software Development, XP 2011, held in Madrid, Spain, in May 2011. The year 2011 marked the 10th anniversary of the Agile Manifesto. In this spirit, the XP conference continued its fine tradition of promoting agility by disseminating new research results in a timely manner and by bringing together researchers and practitioners for a fruitful mutual exchange of experiences. As introduced for XP 2010, there were again two different program committees, one for research papers and one for experience reports. Regarding the research papers, 11 out of 56 submissions were accepted as full papers; and as far as the experience reports were concerned, the respective number was 4 out of 17 submissions. In addition to these papers, this volume also includes the short research papers, the abstracts of the posters, the position papers of the PhD symposium, and the abstracts of the workshops.

Jira Software Essentials

Enterprise-Scale Agile Software Development

Second Asia Pacific Symposium, APRES 2015, Wuhan, China, October 18–20, 2015, Proceedings

19th International Conference, HCI International 2017, Vancouver, BC, Canada, July 9–14, 2017, Proceedings, Part II

Toyota Kata: Managing People for Improvement, Adaptiveness and Superior Results

Agile Software Requirements

Complete Guide to Digital Project Management

Agile Project Delivery reviews how different Agile methods can be applied to project delivery in complex corporate environments beyond the Agile Manifesto 's original scope of software development. Taking readers through a typical project lifecycle, the text demonstrates how Agile techniques can be applied to each phase of a project using valuable tools and examples. Agile Project Delivery covers various approaches that are used across the many methodologies and frameworks that are part of the Agile family, including Scrum, XP, and Crystal, as well as some of Agile 's influences, such as Lean and Kanban. Agile Project Delivery also provides readers with advanced instructions for using Atlassian 's industry-leading Agile software, Jira. Bridging the gap between Agile methodology and application, this concise guide features practical delivery approaches, engaging case studies, useful templates to assist in Agile application, and chapter discussion questions to reinforce understanding on how to harness the benefits of Agile. With a focus on settings outside of software development and an accessible, pragmatic approach, Agile Project Delivery is an invaluable resource for students in any project management course, as well as for both aspiring and experienced project practitioners.

API Design for C++ provides a comprehensive discussion of Application Programming Interface (API) development, from initial design through implementation, testing, documentation, release, versioning, maintenance, and deprecation. It is the only book that teaches the strategies of C++ API development, including interface design, versioning, scripting, and plug-in extensibility. Drawing from the author's experience on large scale, collaborative software projects, the text offers practical techniques of API design that produce robust code for the long term. It presents patterns and practices that provide real value to individual developers as well as organizations. API Design for C++ explores often overlooked issues, both technical and non-technical, contributing to successful design decisions that produce high quality, robust, and long-lived APIs. It focuses on various API styles and patterns that will allow you to produce elegant and durable libraries. A discussion on testing strategies concentrates on automated API testing techniques rather than attempting to include end-user application testing techniques such as GUI testing, system testing, or manual testing. Each concept is illustrated with extensive C++ code examples, and fully functional examples and working source code for experimentation are available online. This book will be helpful to new programmers who understand the fundamentals of C++ and who want to advance their design skills, as well as to senior engineers and software architects seeking to gain new expertise to complement their existing talents. Three specific groups of readers are targeted: practicing software engineers and architects, technical managers, and students and educators. The only book that teaches the strategies of C++ API development, including design, versioning, documentation, testing, scripting, and extensibility. Extensive code examples illustrate each concept, with fully functional examples and working source code for experimentation available online. Covers various API styles and patterns with a focus on practical and efficient designs for large-scale long-term projects.

User story mapping is a valuable tool for software development, once you understand why and how to use it. This insightful book examines how this often misunderstood technique can help your team stay focused on users and their needs without getting lost in the enthusiasm for individual product features. Author Jeff Patton shows you how changeable story maps enable your team to hold better conversations about the project throughout the development process. Your team will learn to come away with a shared understanding of what you 're attempting to build and why. Get a high-level view of story mapping, with an exercise to learn key concepts quickly Understand how stories really work, and how they come to life in Agile and Lean projects Dive into a story 's lifecycle, starting with opportunities and moving deeper into discovery Prepare your stories, pay attention while they 're built, and learn from those you convert to working software

AppleScript is an English-like, easy-to-understand scripting language built into every Mac. AppleScript can automate hundreds of AppleScript-able applications, performing tasks both large and small, complex and simple. Learn AppleScript: The Comprehensive Guide to Scripting and Automation on Mac OS X, Third Edition has been completely updated for Mac OS X Snow Leopard. It's all here, with an emphasis on practical information that will help you solve any automation problem—from the most mundane repetitive tasks to highly integrated workflows of complex systems. Friendly enough for beginners, detailed enough for advanced AppleScripters Includes major contributions from expert AppleScripters: Emmanuel Levy, Harald Monihart, Ian Piper, Shane Stanley, Barry Wainwright, Craig Williams, and foreword by AppleScript inventor, William Cook

Agile Estimating and Planning

Agile Portfolio Management

Applying Service Design Thinking in the Real World

Software Applications: Concepts, Methodologies, Tools, and Applications

WAgile Project Management in 30 Minutes

Software Development Using Scrum

User Story Mapping

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.

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

Many successful project managers are beginning to utilize Microsoft SharePoint to drive their projects and operational initiatives. SharePoint Server provides teams with a centralized location for project information and facilitates collaboration between project team members. The intention of this book is to provide a hands-on case study that you can follow to create a complete project management information system (PMIS) using SharePoint Server 2010. Each chapter is focused on a typical project management activity and demonstrates techniques that can be used to facilitate that activity. The book covers all project phases from managing requirements, implementation, testing and post production support. By the end of the book you'll have a toolbox full of solutions and plenty of working examples. With these you'll be able to build your own PMIS uniquely suited to your organization.

How can you establish a customer-centric culture in an organization? This is the first comprehensive book on how to actually do service design to improve the quality and the interaction between service providers and customers. You'll learn specific facilitation guidelines on how to run workshops, perform all of the main service design methods, implement concepts in reality, and embed service design successfully in an organization. Great customer experience needs a common language across disciplines to break down silos within an organization. This book provides a consistent model for accomplishing this and offers hands-on descriptions of every single step, tool, and method used. You'll be able to focus on your customers and iteratively improve their experience. Move from theory to practice and build sustainable business success.

Succeeding with Agile

12th International Conference, XP 2011, Madrid, Spain, May 10-13, 2011, Proceedings

Lean Requirements Practices for Teams, Programs, and the Enterprise

The Definitive Guide

Agile Processes in Software Engineering and Extreme Programming

For Agile Software Development

A Practical Approach for Corporate Environments Beyond Software Development

Agile development processes foster better collaboration, innovation, and results. So why limit their use to software projects—when you can transform your entire business? Written by agile-mentoring expert Jochen Krebs, this book illuminates the opportunities—and rewards—of applying agile processes to your overall IT portfolio. Whether project manager, business analyst, or executive—you'll understand the business drivers behind agile portfolio management. And learn best practices for optimizing results. Use agile processes to align IT and business strategy Adapt and extend core agile processes Orchestrate the collaboration between IT and business vision Eliminate wish-list driven requirements, and manage expectations instead Optimize the balance of projects, resources, and assets in your portfolio Use metrics to communicate project status, quality, even team morale Create a portfolio strategy consistent with the goals of the organization Achieve organizational and process transparency Manage your business with agility—and help maximize the returns!

Building upon his earlier book that detailed agile data warehousing programming techniques for the Scrum master, Ralph's latest work illustrates the agile interpretations of the remaining software engineering disciplines: Requirements management benefits from streamlined templates that not only define projects quickly, but ensure nothing essential is overlooked. Data engineering receives two new "hyper modeling" techniques, yielding data warehouses that can be easily adapted when requirements change without having to invest in rationally expensive data-conversion programs. Quality assurance advances with not only a stereoscopic top-down and bottom-up planning method, but also the incorporation of the latest in automated test engines. Use this step-by-step guide to deepen your own application development skills through self-study, show your teammates the world's fastest and most reliable techniques for creating business intelligence systems, or ensure that the IT department working for you is building your next decision support system the right way. Learn how to quickly define scope and architecture before programming starts Includes techniques of process and data engineering that enable iterative and incremental delivery Demonstrates how to plan and execute quality assurance plans and includes a guide to continuous integration and automated regression testing Presents program management strategies for coordinating multiple agile data mart projects so that over time an enterprise data warehouse emerges Use the provided 120-day road map to establish a robust, agile data warehousing program

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. Benefiting 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.

"This book presents learning and knowledge management from a point of view where the basic tools and applications are provided by open source technologies. It explains an intense orientation to the critical issues of the open source paradigm: open source tools, applications, social networks, and knowledge sharing in open source communities"-. Provided by publisher.

Requirements Engineering: Foundation for Software Quality

CAISE 2013 International Workshops, Valencia, Spain, June 17-21, 2013, Proceedings

Systems Analysis and Design in a Changing World

Optimizing Project Management

Agile Data Warehousing for the Enterprise

How to Transform Your Organization into an Innovation Powerhouse

From Pre-Sales to Post-Production

This book constitutes the thoroughly refereed proceedings of eight international workshops held in Valencia, Spain, in conjunction with the 25th International Conference on Advanced Information Systems Engineering, CAISE 2013, in June 2013. The 36 full and 12 short papers have undertaken a high-quality and selective acceptance policy, resulting in acceptance rates of up to 50% for full research papers. The eight workshops were Approaches for Enterprise Engineering Research (AppEER), International Workshop on BUSIness/IT ALignment and Interoperability (BUSITAL), International Workshop on Cognitive Aspects of Information Systems Engineering (COGNISE), Workshop on Human-Centric Information Systems (HC-IS), Next Generation Enterprise and Business Innovation Systems (NGEBIS), International Workshop on Ontologies and Conceptual Modeling (OntoCom), International Workshop on Variability Support in Information Systems (VarIS), International Workshop on Information Systems Security Engineering (WISSE).

This book will help you write better stories, spot and fix common issues, split stories so that they are smaller but still valuable, and deal with difficult stuff like crosscutting concerns, long-term effects and non-functional requirements. Above all, this book will help you achieve the promise of agile and iterative delivery: to ensure that the right stuff gets delivered through productive discussions between delivery team members and business stakeholders. Who is this book for? This is a book for anyone working in an iterative delivery environment, doing planning with user stories. The ideas in this book are useful both to people relatively new to user stories and those who have been working with them for years. People who work in software delivery, regardless of their role, will find plenty of tips for engaging stakeholders better and structuring iterative plans more effectively. Business stakeholders working with software teams will discover how to provide better information to their delivery groups, how to set better priorities and how to outrun the competition by achieving more with less software. What's inside? Unsurprisingly, the book contains exactly fifty ideas. They are grouped into five major parts: - Creating stories: This part deals with capturing information about stories before they get accepted into the delivery pipeline. You'll find ideas about what kind of information to note down on story cards and how to quickly spot potential problems. - Planning with stories: This part contains ideas that will help you manage the big-picture view, set milestones and organise long-term work. - Discussing stories: User stories are all about effective conversations, and this part contains ideas to improve discussions between delivery teams and business stakeholders. You'll find out how to discover hidden assumptions and how to facilitate effective conversations to ensure shared understanding. - Splitting stories: The ideas in this part will help you deal with large and difficult stories, offering several strategies for dividing them into smaller chunks that will help you learn fast and deliver value quickly. - Managing iterative delivery: This part contains ideas that will help you work with user stories in the short and mid term, manage capacity, prioritise and reduce scope to achieve the most with the least software. About the authors: Gojko Adzic is a strategic software delivery consultant who works with ambitious teams to improve the quality of their software products and processes. Gojko's book Specification by Example was awarded the #2 spot on the top 100 agile books for 2012 and won the Jolt Award for the best book of 2012. In 2011, he was voted by peers as the most influential agile testing professional, and his blog won the UK agile award for the best online publication in 2010. David Evans is a consultant, coach and trainer specialising in the field of Agile Quality. David helps organisations with strategic process improvement and coaches teams on effective agile practice. He is regularly in demand as a conference speaker and has had several articles published in international journals.

"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.

The two-volume set LNCS 10273 and 10274 constitutes the refereed proceedings of the thematic track on Human Interface and the Management of Information, held as part of the 19th HCI International 2017, in Vancouver, BC, Canada, in July 2017. HCII 2017 received a total of

4340 submissions, of which 1228 papers were accepted for publication after a careful reviewing process. The 102 papers presented in these volumes were organized in topical sections as follows: Part I: Visualization Methods and Tools; Information and Interaction Design; Knowledge and Service Management; Multimodal and Embodied Interaction. Part II: Information and Learning; Information in Virtual and Augmented Reality; Recommender and Decision Support Systems; Intelligent Systems; Supporting Collaboration and User Communities; Case Studies.

The Project Manager's Guide to Mastering Agile
Essential Scrum
Fifty Quick Ideas to Improve Your User Stories
Discover the Whole Story, Build the Right Product
This Is Service Design Doing
Agile Product Management with Scrum

Professional Application Lifecycle Management with Visual Studio 2013

This book explores various aspects of data engineering and information processing. In this second volume, the authors assess the challenges and opportunities involved in doing business with information. Their contributions on business information processing and management reflect diverse viewpoints – not only technological, but also business and social. As the global marketplace grows more and more complex due to the increasing availability of data, the information business is steadily gaining popularity and has a huge impact on modern society. Thus, there is a growing need for consensus on how business information can be created, accessed, used and managed.

Agile Estimating and Planning is the definitive, practical guide to estimating and planning agile projects. In this book, Agile Alliance cofounder Mike Cohn discusses the philosophy of agile estimating and planning and shows you exactly how to get the job done, with real-world examples and case studies. Concepts are clearly illustrated and readers are guided, step by step, toward how to answer the following questions: What will we build? How big will it be? When must it be done? How much can I really complete by then? You will first learn what makes a good plan—and then what makes it agile. Using the techniques in Agile Estimating and Planning, you can stay agile from start to finish, saving time, conserving resources, and accomplishing more. Highlights include: Why conventional prescriptive planning fails and why agile planning works How to estimate feature size using story points and ideal days—and when to use each How and when to re-estimate How to prioritize features using both financial and nonfinancial approaches How to split large features into smaller, more manageable ones How to plan iterations and predict your team's initial rate of progress How to schedule projects that have unusually high uncertainty or schedule-related risk How to estimate projects that will be worked on by multiple teams Agile Estimating and Planning supports any agile, semiagile, or iterative process, including Scrum, XP, Feature-Driven Development, Crystal, Adaptive Software Development, DSDM, Unified Process, and many more. It will be an indispensable resource for every development manager, team leader, and team member.

SHELVING GUIDE: Project Management This hands-on guide is written for project professionals seeking to find an optimized way of performing project management. It provides answers to such critical questions as: Why should an organization apply project management? What is the value of project management in the broader context of an organization? Is project management as successful as some advocates suggested or is it a waste of time and resources because of the many extensive and bureaucratic processes? Which project management approach should our project team adopt: predictive or adaptive, waterfall or rolling water, extreme programming or Scrum? This book aims to provide an optimized view of project management by balancing and blending competing methodologies (e.g., traditional versus Agile), lengthy methodologies and broad principles, processes and practices, and the need to understand versus the need to apply. It includes project management templates, an integrated case study illustrating how to apply tools and concepts, and a glossary of key terms. Optimizing Project Management is for both aspiring and practicing project management professionals. It covers the core concepts, practices, and skills that are useful for developing new ideas, planning activities, implementing projects, and conducting planning and controlling of schedule, budget, and scope. The text is particularly useful for students, project professionals wanting to refresh their knowledge, and those pursuing project management certifications. This book is aligned with common project management standards such as the Project Management Body of Knowledge and the ISO 21502: Project, Programme and Portfolio Management — Guidance on Project Management.

Includes articles in topic areas such as autonomic computing, operating system architectures, and open source software technologies and applications.

Plan, track, and release great applications with Jira Software, 2nd Edition

The Comprehensive Guide to Scripting and Automation on Mac OS X

A Practical Guide to the Most Popular Agile Process

Agile Project Delivery

Computational Science and Its Applications -- ICCSA 2015

Creating Products that Customers Love (Adobe Reader)

The Innovation Mode

Explore Jira Software to manage your projects proficiently Key Features Plan and manage projects effortlessly with Jira Software by integrating it with other applications Improve your team's performance with Scrum and Kanban, together with agile methodology Easy-to-follow learning guide to install Jira Software and understand how it fits in with Atlassian Jira Book Description Jira Software is an agile project management tool that supports any agile methodology, be it scrum, Kanban, or your own unique flavour. From agile boards to reports, you can plan, track, and manage all your agile software development projects from a single tool. Jira Software brings the power of agile methodology to Atlassian Jira. This second edition of JIRA Agile Essentials, will help you dive straight into the action, exploring critical agile terminologies and concepts in the context of Jira Software. You will learn how to plan, track, and release great software. This book will teach you how to install and run Jira Software and set it up to run with Scrum and Kanban. It will also teach you to use Jira Software your way and run projects beyond the out-of-box Scrum and Kanban way, including a hybrid approach of both the methodologies and other options that come with Jira Software. Later, you will learn how to integrate it with the tools you are already using and enhance Jira with add-ons such as Confluence. You will learn to stay connected with your team from anywhere to ensure great development. Jira Software has numerous deployment options in the cloud, on your own infrastructure, or at a massive scale. You will be introduced to Bitbucket, Atlassian's distributed version control system, which integrates seamlessly with Jira, allowing your team to work within the two applications as one harmonious environment. With this practical guide, you will develop a great working knowledge of Jira Software and your project management will become much more efficient. What you will learn Understand the basics and agile methodologies of Jira software Use Jira Software in a Scrum environment Manage and run Jira Software projects beyond the out of box Scrum and Kanban way Combine Scrum and Kanban and use other project management options beyond just agile Customize Jira Software's various features and options as per your requirements Work with Jira Agile offline, and plan and forecast projects with agile portfolio Integrate Jira Agile with Confluence and Bitbucket Who this book is for If you want to get started with Jira Software and learn how to run your Jira projects the agile way then this is the perfect book for you. You will need to be familiar with the basics of Jira, both from an end user's and an administrator's perspective. Experience with workflows, custom fields, and other administrative functions of Jira will be useful.

"Toyota Kata gets to the essence of how Toyota manages continuous improvement and human ingenuity, through its improvement kata and coaching kata. Mike Rother explains why typical companies fail to understand the core of lean and make limited progress—and what it takes to make it a real part of your culture." —Jeffrey K. Liker, bestselling author of The Toyota Way "[Toyota Kata is] one of the stepping stones that will usher in a new era of management thinking." —Systems Thinker "How any organization in any industry can progress from old-fashioned management by results to a strikingly different and better way." —James P. Womack, Chairman and Founder, Lean Enterprise Institute "Practicing the improvement kata is perhaps the best way we've found so far for actualizing PDCA in an organization." —John Shook, Chairman and CEO, Lean Enterprise Institute This game-changing book puts you behind the curtain at Toyota, providing new insight into the legendary automaker's management practices and offering practical guidance for leading and developing people in a way that makes the best use of their brainpower. Drawing on six years of research into Toyota's employee-management routines, Toyota Kata examines and elucidates, for the first time, the company's organizational routines--called kata--that power its success with continuous improvement and adaptation. The book also reaches beyond Toyota to explain issues of human behavior in organizations and provide specific answers to questions such as: How can we make improvement and adaptation part of everyday work throughout the organization? How can we develop and utilize the capability of everyone in the organization to repeatedly work toward and achieve new levels of performance? How can we give an organization the power to handle dynamic, unpredictable situations and keep satisfying customers? Mike Rother explains how to improve our prevailing management approach through the use of two kata: Improvement Kata--a repeating routine of establishing challenging target conditions, working step-by-step through obstacles, and always learning from the problems we encounter; and Coaching Kata: a pattern of teaching the improvement kata to employees at every level to ensure it motivates their ways of thinking and acting. With clear detail, an abundance of practical examples, and a cohesive explanation from start to finish, Toyota Kata gives executives and managers at any level actionable routines of thought and behavior that produce superior results and sustained competitive advantage.

The five-volume set LNCS 9155-9159 constitutes the refereed proceedings of the 15th International Conference on Computational Science and Its Applications, ICCSA 2015, held in Banff, AB, Canada, in June 2015. The 232 revised full papers presented in 22 workshops and a general track were carefully reviewed and selected from 780 initial submissions for inclusion in this volume. They cover various areas in computational science ranging from computational science technologies to specific areas of computational science such as computational geometry and security.

You know what XP is, how to get it up and running, and how to plan projects using it. Now it's time to expand your use of Extreme Programming and learn the best practices of this popular discipline. In "Extreme Programming Explored," you can read about best practices as learned from the concrete experience of successful XP developers. Author and programmer Bill Wake provides answers to practical questions about XP implementation. Using hands-on examples--including code samples written in the Java programming language--this book demonstrates the day-to-day mechanics of working on an XP team and shows well-defined methods for carrying out a successful XP project. The book is divided into three parts: Part 1, Programming--programming incrementally, test-first, and refactoring. Part 2, Team Practices--code ownership, integration, overtime, and pair programming; how XP approaches system architecture; and how a system metaphor shapes a common vision, a shared vocabulary, and the architecture. Part 3, Processes--how to write stories to plan a release; how to plan iterations; and the activities in a typical day for the customer, the programmer, and the manager of an XP project. To demonstrate how an XP team uses frequent testing, you'll learn how to develop the core of a library search system by unit testing in small increments. To show how to make code ready for major design changes, the author teaches you how to refactor a Java program that generates a Web page. To see how a system metaphor influences the shape of a system, you'll learn about the effects of different metaphors on custom service and word processing applications. To show how customers and programmers participate in release planning, the book demonstrates writing and estimating stories, and shows how the customer plans a release.

0201733978B07052001

Human Interface and the Management of Information: Supporting Learning, Decision-Making and Collaboration

Data-Centric Business and Applications

A Guide for Solution Architects and Project Leaders

API Design for C++

Evolvements in Business Information Processing and Management (Volume 2)

15th International Conference, Banff, AB, Canada, June 22-25, 2015, Proceedings, Part I

User Experience Mapping

Enterprise-Scale Agile Software Development is the collective sum of knowledge accumulated during the full-scale transition of a 1400-person organization to agile development--considered the largest implementation of agile development and Scrum ever attempted anywhere in the world. Now James Schiel, a certified Scrum trainer and member of the Scrum Alliance, draws from his experience at the helm of that global four-year project to guide you and your organization through the transition. He lends his insight on how you can use Scrum as an organizational framework and implement XP practices to define how software is written and tested. He provides key information and tools to assess potential outcomes and then make the best corresponding choices in any given situation. Schiel sequences chapters to match typical developmental progression, and in addition to practical guidance, he provides a tool kit from which you can take ideas and select what works for you. Covering quality development practices based on ISO 9001, which help you create consistently high-quality software in a cost-efficient manner, this invaluable resource shows you how to-- Improve project management practices and product quality assurance Adopt new management methods and requirements Involve your current customers in development, while inviting new ones Much more than a mere "body of knowledge," this volume goes beyond standardizing agile and Scrum practices. It breaks up the process into manageable tasks, illustrating how to set the stage for the change, plan it, and then initiate it. Using the methods and information presented, any organization should be able to achieve a nearly seamless transition to agile.

Provides recommendations and case studies to help with the implementation of Scrum.

Ramp up your software development with this comprehensive resource Microsoft's Application Lifecycle Management (ALM) makes software development easier and now features support for iOS, MacOS, Android, and Java development. If you are an application developer, some of the important factors you undoubtedly consider in selecting development frameworks and tools include agility, seamless collaboration capabilities, flexibility, and ease of use. Microsoft's ALM suite of productivity tools includes new functionality and extensibility that are sure to grab your attention. Professional Application Lifecycle Management with Visual Studio 2013 provides in-depth coverage of these new capabilities. Authors Mickey Gousset, Martin Hinshelwood, Brian A. Randell, Brian Keller, and Martin Woodward are Visual Studio and ALM experts, and their hands-on approach makes adopting new ALM functionality easy. Streamline software design and deployment with Microsoft tools and methodologies Gain a practical overview of ALM with step-by-step guides and reference material Case studies illustrate specific functionality and provide in-depth instruction Use new capabilities to support iOS, MacOS, Android and Java development Discover this comprehensive solution for modeling, designing, and coordinating enterprise software deployments Over 100 pages of new content, forward-compatible with new product releases Professional Application Lifecycle Management with Visual Studio 2013 provides a complete framework for using ALM to streamline software design and deployment processes using well-developed Microsoft tools and methodologies. Professional Application Lifecycle Management with Visual Studio 2013 is your guide to make use of newly-available ALM features to take your enterprise software development to the next level.

Streamline project workflow with expert agile implementation The Project Management Profession is beginning to go through rapid and profound transformation due to the widespread adoption of agile methodologies. Those changes are likely to dramatically change the role of project managers in many environments as we have known them and raise the bar for the entire project management profession; however, we are in the early stages of that transformation and there is a lot of confusion about the impact it has on project managers: There are many stereotypes and misconceptions that exist about both Agile and traditional plan-driven project management, Agile and traditional project management principles and practices are treated as separate and independent domains of knowledge with little or no integration between the two and sometimes seen as in conflict with each other Agile and "Waterfall" are thought of as two binary, mutually-exclusive choices and companies sometimes try to force-fit their business and projects to one of those extremes when the right solution is to fit the approach to the project It's no wonder that many Project Managers might be confused by all of this! This book will help project managers unravel a lot of the confusion that exists; develop a totally new perspective to see Agile and traditional plan-driven project management principles and practices in a new light as complementary to each other rather than competitive; and learn to develop an adaptive approach to blend those principles and practices together in the right proportions to fit any situation. There are many books on Agile and many books on traditional project management but what's very unique about this book is that it takes an objective approach to help you understand the strengths and weaknesses of both of those areas to see how they can work synergistically to improve project outcomes in any project. The book includes discussion topics, real world case studies, and sample enterprise-level agile frameworks that facilitate hands-on learning as well as an in-depth discussion of the principles behind both Agile and traditional plan-driven project management practices to provide a more thorough level of understanding.

Principles and Practices for an Adaptive Approach

Concepts, Methodologies, Tools, and Applications

Extreme Programming Explored

A Guidebook of Business Templates, Forms and Tools: First Edition

Requirements Engineering in the Big Data Era

Learn AppleScript

Writing Effective Use Cases

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.

R Markdown: The Definitive Guide is the first official book authored by the core R Markdown developers that provides a comprehensive and accurate reference to the R Markdown ecosystem. With R Markdown, you can easily create reproducible data analysis reports, presentations, dashboards, interactive applications, books, dissertations, websites, and journal articles, while enjoying the simplicity of Markdown and the great power of R and other languages. In this book, you will learn Basics: Syntax of Markdown and R code chunks, how to generate figures and tables, and how to use other computing languages Built-in output formats of R Markdown: PDF/HTML/Word/RTF/Markdown documents and isodides/Slidy/Beamer/PowerPoint presentations Extensions and applications: Dashboards, Tufté handouts, xaringan/reveal.js presentations, websites, books, journal articles, and interactive tutorials Advanced topics: Parameterized reports, HTML widgets, document templates, custom output formats, and Shiny documents. Yihui Xie is a software engineer at RStudio. He has authored and co-authored several R packages, including knitr, rmarkdown, bookdown, blogdown, shiny, xaringan, and animation. He has published three other books, Dynamic Documents with R and knitr, bookdown: Authoring Books and Technical Documents with R Markdown, and blogdown: Creating Websites with R Markdown. J.J. Allaire is the founder of RStudio and the creator of the RStudio IDE. He is an author of several packages in the R Markdown ecosystem including rmarkdown, flexdashboard, learnr, and radix. Garrett Grolemond is the co-author of R for Data Science and author of Hands-On Programming with R. He wrote the lubridate R package and works for RStudio as an advocate who trains engineers to do data science with R and the Tidyverse.

This guide will help readers learn how to employ the significant power of use cases to their software development efforts. It provides a practical methodology, presenting key use case concepts.

This book constitutes the proceedings of the second Asia Pacific Requirements Engineering Symposium, APRES 2015, held in Wuhan, China, in October 2015. The 9 full papers presented together with 3 tool demos papers and one short paper, were carefully reviewed and selected from 18 submissions. The papers deal with various aspects of requirements engineering in the big data era, such as automated requirements analysis, requirements acquisition via crowdsourcing, requirement processes and specifications, requirements engineering tools.requirements engineering in the big data era, such as automated requirements analysis, requirements acquisition via crowdsourcing, requirement processes and specifications, requirements engineering tools.

Advanced Information Systems Engineering Workshops

User Stories Applied

Open Source for Knowledge and Learning Management: Strategies Beyond Tools

A guide to combining Agile and Waterfall methodology to achieve control, visibility and pace, through effective planning, leadership and governance.

Pro Project Management with SharePoint 2010

Strategies Beyond Tools

R Markdown

This book constitutes the refereed proceedings of the 8th International Conference on Agile Processes in Software Engineering and eXtreme Programming, XP 2007, held in Como, Italy in June 2007. It covers managing agile processes, extending agile methodologies, teaching and introducing agile methodologies, methods and tools, empirical studies, and methodology issue.

Understand your users, gain strategic insights, and make your product development more efficient with user experience mapping About This Book Detailed guidance on the major types of User Experience Maps. Learn to gain strategic insights and improve communication with stakeholders. Get an idea on creating wireflows, mental model maps, ecosystem maps and solution maps Who This Book Is For This book is for Product Manager, Service Managers and Designers who are keen on learning the user experience mapping techniques. What You Will Learn Create and understand all common user experience map types. Use lab or remote user research to create maps and understand users better. Design behavioral change and represent it visually. Create 4D user experience maps, the "ultimate UX deliverable". Capture many levels of interaction in a holistic view. Use experience mapping in an agile team, and learn how maps help in communicating within the team and with stakeholders. Become more user focused and help your organisation become user-centric. In Detail Do you want to create better products and innovative solutions? User Experience Maps will help you understand users, gain strategic insights and improve communication with stakeholders. Maps can also champion user-centricity within the organisation. Two advanced mapping techniques will be revealed for the first time in print, the behavioural change map and the 4D UX map. You will also explore user story maps, task models and journey maps. You will create wireflows, mental model maps, ecosystem maps and solution maps. In this book, the author will show you how to use insights from real users to create and improve your maps and your product. The book describes each major User Experience map type in detail. Starting with simple techniques based on sticky notes moving to more complex map types. In each chapter, you will solve a real-world problem with a map. The book contains detailed, beginner level tutorials on creating maps using different software products, including Adobe Illustrator, Balsamiq Mockups, Axure RP or Microsoft Word. Even if you don't have access to any of those, each map type can also be drawn with pen and paper. Beyond creating maps, the book will also showcase communication techniques and workshop ideas. Although the book is not intended to be a comprehensive guide to modern user experience or product management, its novel ideas can help you create better solutions. You will also learn about the Kaizen-UX management framework, developed by the author, now used by many agencies and in-house UX teams in Europe and beyond. Buying this map will give you hundreds of hours worth of user experience knowledge, from one of the world's leading UX consultants. It will change your users' world for the better. If you are still not convinced, we have hidden some cat drawings in it, just in case. Style and approach An easy to understand guide, filled with real world use cases on how to plan, prioritize and visualize your project on customer experience 8th International Conference, XP 2007, Como, Italy, June 18-22, 2007, Proceedings