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 BECOMING AN AWESOME PRODUCT OWNER
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 Learning Agile
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 Agile Software Development with Scrum

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Coaching Agile Teams Createspace Independent Publishing Platform

A comprehensive, expert guide to Scrum-based agile project ownership and management: roles, techniques, practices, and intangibles * *An indispensable resource for Scrum 'product owners,' the pivotal players in Scrum projects - and for all stakeholders who interact with them. *Covers product vision, exploration, user stories, use cases, planning poker, release planning, and much more. *Responds to one of the most crucial challenges in making agile work in the enterprise: finding and training the right product owner. In Scrum projects, the product owner plays a pivotal role, but until recently, few have been trained in the unique skills, techniques, and attitudes they need to succeed in this role. That's why courses on Scrum product ownership are soaring in popularity - and it's why this book is so important. Agile Product Management with Scrum is the first book to define and describe the role of agile product ownership in a systematic and comprehensive way. It covers a broad range of agile practices from the product owner's perspective, including product vision, exploration, user stories, use cases, 'planning poker,' sprints, release planning, portfolio management, and more. Drawing on extensive experience helping organizations succeed with Scrum, top agile consultant Roman Pichler gets down to the brass tacks: saving time and money while improving both quality and agility. He also addresses critical upstream processes and 'fuzzy front end' that organizations must get right if they are to adopt Scrum across the enterprise. This practical book is an indispensable resource for everyone who plays the role of product owner, or anticipates doing so. It will also be extremely useful to all stakeholders who interact with product owners - which is to say, the entire Scrum project team.

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

Applied, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. User role modeling: understanding what users have in common, and where they differ Gathering stories: user interviewing, questionnaires, observation, and workshops Working with managers, trainers, salespeople and other "proxies" Writing user stories for acceptance testing Using stories to prioritize, set schedules, and estimate release costs Includes end-of-chapter practice questions and exercises *User Stories Applied* will be invaluable to every software developer, tester, analyst, and manager working with any agile method: XP, Scrum... or even your own home-grown approach.

Agile Product Management Addison-Wesley

In today's lightning-fast technology world, good product management is critical to maintaining a competitive advantage. Yet, managing human beings and navigating complex product roadmaps is no easy task, and it's rare to find a product leader who can steward a digital product from concept to launch without a couple of major hiccups. Why do some product leaders succeed while others don't? This insightful book presents interviews with nearly 100 leading product managers from all over the world. Authors Richard Banfield, Martin Eriksson, and Nate Walkingshaw draw on decades of experience in product design and development to capture the approaches, styles, insights, and techniques of successful product managers. If you want to understand what drives good product leaders, this book is an irreplaceable resource. In three parts, *Product Leadership* helps you explore: Themes and patterns of successful teams and their leaders, and ways to attain those characteristics Best approaches for guiding your product team through the startup, emerging, and enterprise stages of a company's evolution Strategies and tactics for working with customers, agencies, partners, and external stakeholders

Product Leadership Addison-Wesley Professional

Jim Highsmith addresses the leading non-published aspect of agile methods: project management. Included in the book are a handy set of agile tools and instruction on bridging the gap from traditional software project management.

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

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!

Scrum For Dummies Addison-Wesley Professional

Agile Product Management Just Got Easier Introduction Thank you and congratulations on taking this class, "Product Owner: 27 Tips To Manage Your Product And Work With Scrum Teams." In this class, you will be given a multitude of proven tips to effectively create a product and work with scrum teams. I am confident that this class will enable you to learn a multitude of skills since it starts by giving you a full introduction to the concept of scrum and agile product development, scrum and agile principles and a host of other valuable information that will give you a full understanding of the topic. I then walk you through the process of understanding your role as a product owner, how your role differs from that of a traditional product manager, how to create products and a lot more. Once you've learnt all that, I will then give you valuable tips for effectively creating a product and working with teams. As you go through the class, you will come across a wide range of practical examples that you can use to understand the scrum framework a lot better. To break this class into easy to digest parts, you will learn: -A brief recap of agile and scrum, its principles and other concepts involved in scrum -What your job as a product owner entails and how your work differs

from that of a typical product manager -How to create a product using the scrum framework -How product creation in scrum differs from other agile frameworks like the Waterfall method. -How to create a product roadmap -27 tips that you can follow to create your product and to manage your scrum team So let's get started and let me teach you how to improve product backlog management. Introduction Thank you and congratulations on taking this class, "Agile: The Complete Overview Of Agile Principles and Practices." In this class you will be given a complete overview of agile principles and practices used to deliver projects. I know you will get value from this class as it gives you a complete introduction to agile. I then walk you step by step through the differences between agile and traditional methods. In today's fast-paced world, I feel that agile methods are crucial for improving your effectiveness whether you are a business owner, product owner, development team, service team or service oriented team. Along the way I give you plenty of examples and give you best practices for being an agile practitioner. In this class you will learn: -A complete overview of agile including the popular principles of scrum and XP. -What is agile and how it is different from traditional project delivery methods So let's get started and let me teach you what it takes to be an agile practitioner. Scroll Up To The Top Of The Page And Click The Orange "Buy Now" or "Read For Free" Icon On The Right Side!

The Phenomenal Product Manager O'Reilly Media

Many organizations that have improved process maturity through Capability Maturity Model Integration (CMMI®) now also want greater agility. Conversely, many organizations that are succeeding with Agile methods now want the benefits of more mature processes. The solution is to integrate CMMI and Agile. Integrating CMMI® and Agile Development offers broad guidance for melding these process improvement methodologies. It presents six detailed case studies, along with essential real-world lessons, big-picture insights, and mistakes to avoid. Drawing on decades of process improvement experience, author Paul McMahon explains how combining an Agile approach with the CMMI process improvement framework is the fastest, most effective way to achieve your business objectives. He offers practical, proven techniques for CMMI and Agile integration, including new ways to extend Agile into system engineering and project management and to optimize performance by focusing on your organization's unique, culture-related weaknesses.

The Professional Product Owner Microsoft Press

Shows you what it takes to develop products that blow your users away—and take market share from your competitors. This book will explain how the principles behind agile product development help designers, developers, architects, and product managers create awesome products; and how to look beyond a shiny user interface to build a great product. Most importantly, this book will give you a shared framework for your product development team to collaborate effectively. Product development involves several key activities—including ideation, discovery, design, development, and delivery—and yet too many companies and innovators focus on just a few of them much to the detriment of the product's success in the marketplace. As a result we still continue to see high failure rates in new product development, be it inside organizations or startups. Unfortunately, or rather fortunately, these failures are largely avoidable. In the last fifteen years, advances in agile software development, lean product development, human-centered design, design thinking, lean startups and product delivery have helped improve individual aspects of product development. However, not enough guidance has been available to integrate them in the context of the product development life cycle. Until now. Product developer extraordinaire Tathagat Varma in *Agile Product Development* integrates individual knowledge areas into a field manual for product developers. Organized in the way an idea germinates, sprouts, and grows, the book synthesizes the body of knowledge in a pragmatic way that is more natural to the entire product creation process rather than from individual practices that constitute it. In today's hyper-innovative world, being first to the market, or delivering feature-loaded products, or even offering the latest technology doesn't guarantee success anymore. Sure, those elements are all needed in the right measures, but they are not sufficient by themselves. And getting it right couldn't be more important: Building products that deliver awesome user experiences is the top challenge facing businesses today, especially in a post-Apple world where user experience and design has been elevated to a cult status.

INSPIRED Pearson Education

"Companies have been implementing large agile projects for a number of years, but the 'stigma' of 'agile only works for small projects' continues to be a frequent barrier for newcomers and a rallying cry for agile critics. What has been missing from the agile literature is a solid, practical book on the specifics of developing large projects in an agile way. Dean Leffingwell's book *Scaling Software Agility* fills this gap admirably. It offers a practical guide to large project issues such as architecture, requirements development, multi-level release planning, and team organization. Leffingwell's book is a necessary guide for large projects and large organizations making the transition to agile

development." —Jim Highsmith, director, Agile Practice, Cutter Consortium, author of *Agile Project Management* "There's tension between building software fast and delivering software that lasts, between being ultra-responsive to changes in the market and maintaining a degree of stability. In his latest work, *Scaling Software Agility*, Dean Leffingwell shows how to achieve a pragmatic balance among these forces. Leffingwell's observations of the problem, his advice on the solution, and his description of the resulting best practices come from experience: he's been there, done that, and has seen what's worked." —Grady Booch, IBM Fellow Agile development practices, while still controversial in some circles, offer undeniable benefits: faster time to market, better responsiveness to changing customer requirements, and higher quality. However, agile practices have been defined and recommended primarily to small teams. In *Scaling Software Agility*, Dean Leffingwell describes how agile methods can be applied to enterprise-class development. Part I provides an overview of the most common and effective agile methods. Part II describes seven best practices of agility that natively scale to the enterprise level. Part III describes an additional set of seven organizational capabilities that companies can master to achieve the full benefits of software agility on an enterprise scale. This book is invaluable to software developers, testers and QA personnel, managers and team leads, as well as to executives of software organizations whose objective is to increase the quality and productivity of the software development process but who are faced with all the challenges of developing software on an enterprise scale.

Agile Analytics Addison-Wesley Professional

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?

Succeeding with Agile John Wiley & Sons

Best practices for managing projects in agile environments—now updated with new techniques for larger projects Today, the pace of project management moves faster. Project management needs to become more flexible and far more responsive to customers. Using *Agile Project Management (APM)*, project managers can achieve all these goals without compromising value, quality, or business discipline. In *Agile Project Management, Second Edition*, renowned agile pioneer Jim Highsmith thoroughly updates his classic guide to APM, extending and refining it to support even the largest projects and organizations. Writing for project leaders, managers, and executives at all levels, Highsmith integrates the best project management, product management, and software development practices into an overall framework designed to support unprecedented speed and mobility. The many topics added in this new edition include incorporating agile values, scaling agile projects, release planning, portfolio governance, and enhancing organizational agility. Project and business leaders will especially appreciate Highsmith's new coverage of promoting agility through performance measurements based on value, quality, and constraints. This edition's coverage includes: Understanding the agile revolution's impact on product development Recognizing when agile methods will work in project management, and when they won't Setting realistic business objectives for Agile Project Management Promoting agile values and principles across the organization Utilizing a proven Agile Enterprise Framework that encompasses governance, project and iteration management, and technical practices Optimizing all five stages of the agile project: Envision, Speculate, Explore, Adapt, and Close Organizational and product-related processes for scaling agile to the largest projects and teams Agile project governance solutions for executives and management The "Agile Triangle": measuring performance in ways that encourage agility instead of discouraging it The changing role of the agile project leader

Product Management in Practice Happy About

Scrum is the most successful framework for agile product development and much has been written about how to follow the Scrum process but the key to success is in the leadership skills of the product owner. *Product Mastery* explores the traits of the best product owners offering an insight into the difference between good and great product ownership and explaining how the best product owners are DRIVEN to be successful. In a follow up to the hugely successful *Scrum Mastery*, Geoff Watts shares more enlightening case studies on how to be: Decisive with incomplete

information. Ruthless about maximizing value and minimizing risk. Informed about your product's domain. Versatile in your leadership style. Empowering of project stakeholders. Negotiable while you pursue your vision. This is essential reading for anyone involved in an agile product development effort. Geoff Watts has been a thought leader in the agile development space for many years and his books, training and coaching have helped thousands of teams across the world deliver better products more effectively. Geoff is the author of *Scrum Mastery: From Good to Great* *Servant-Leadership* and *The Coach's Casebook: Mastering The Twelve Traits That Trap Us*, a winner of the 2016 International Book Awards. "Product Mastery is a great book to read if you want to understand how a great Product Owner works. Whether you are hiring a Product Owner or want to be a great Product Owner, the insights that Geoff Watts shares in this book should be your guide." —Jeff Sutherland, Co-Creator of Scrum and author of *Scrum: The Art of Doing Twice The Work in Half the Time* "Geoff has done a great job at distilling the soft skills product owners need to succeed. His new book is packed with practical advice to advance your skills and become a truly great product owner." —Roman Pichler, Author of *Strategize and Agile Product Management with Scrum*.

A Practical Approach to Large-Scale Agile Development Pearson Education

Agile Product Management Just Got Easier Introduction Thank you and congratulations on taking this class, "Agile Product Management: Product Manager vs Scrum Product Owner." When you have taken this class, you will understand the similarities and differences between traditional Product Management and Scrum Product Ownership. In order to develop a product from original concept to working model, many factors must be taken into consideration. Clients and stakeholders might have a clear idea of what they want and when they want it. In such cases, it is the product owner's responsibility to clarify all of the details and enable the development team to generate the final product as quickly and inexpensively as possible. If the client and stakeholders are not as certain about what it is that they want, the product owner has the added responsibilities of helping them to figure out what they want and articulating this to the developers. In each segment of a development project the roles and responsibilities of product managers and product owners differ substantially. In each class, we will examine a component of product development and identify the different ways that these two roles approach them. In this class you will learn: An overview of the two product development methods How to manage requirements as a product owner as opposed to a traditional product manager How to plan a project as a product owner versus a traditional product manager How to schedule a project as a product owner as opposed to a traditional product manager Common methods for budgeting a project as a product owner versus that of a traditional product manager Tips for becoming a product owner in your team or business Now, let us move forward and let me help you to learn the differences between a traditional product manager and a scrum product owner. Table of Contents Introduction1 Understanding Product Development4 The Teams9 Planning19 Product Life Cycle34 Budgeting40 Requirements44 Schedule50 Advantages and Disadvantages56 Summary64 Preview of 'The Scrum Master Mega Pack'69 Check Out My Other Books74 Scroll Up To The Top Of The Page And Click The Orange "Buy Now" or "Read For Free" Icon On The Right Side!"

Agile for Everybody Pearson Education

Every product owner faces a complex and unique set of challenges within their team. This provides each individual the opportunity to fill the role with different ambitions, skills, and insights. Your product ownership journey can take a variety of paths, and *The Art of Agile Product Ownership* is here to be your guide. Author Allan Kelly, who delivers Agile training courses to major companies, pulls from his experience to help you discover what it takes to be a successful product owner. You will learn how you need to define your role within a team and how you can best incorporate ownership with strategy. With the Agile method, time is the key factor, and after using the lessons from this book you will confidently be able to synthesize features, functionality, and scope against delivery. You will find out how other team members such as the UX designer and business analyst can support and enhance your role as product owner, and how every type of company structure can adapt for optimal agility. *The Art of Agile Product Ownership* is a beacon for current product owners, programmers who are ready to take the next step towards ownership, and analysts transitioning into the product space. This book helps you determine for yourself the best way to fill the product owner role so that you utilize your unique combination of skills. Product ownership is central to a successful Agile team, and after reading this book, you will be more than ready for the challenge. *What You Will Learn* Explores activities the product owner needs to do in order to write good and valuable user stories Identifies skills product owners can learn from product managers and business analysts Demonstrates how to make

decisions based on business and customer demand rather than technical needs and feasibility Who This Book Is For This is a book for anyone becoming a product owner: developers and programmers, who, after some years at the code-face, are ready to step up to the next stage to own the product that they have been coding. Business Analysts and Product Managers who see themselves transitioning into the a product owner role will find value in this book in understanding their new role and how the work is the same and how it is different

Agile Product Management Createspace Independent Publishing Platform

How do today's most successful tech companies—Amazon, Google, Facebook, Netflix, Tesla—design, develop, and deploy the products that have earned the love of literally billions of people around the world? Perhaps surprisingly, they do it very differently than the vast majority of tech companies. In *INSPIRED*, technology product management thought leader Marty Cagan provides readers with a master class in how to structure and staff a vibrant and successful product organization, and how to discover and deliver technology products that your customers will love—and that will work for your business. With sections on assembling the right people and skillsets, discovering the right product, embracing an effective yet lightweight process, and creating a strong product culture, readers can take the information they learn and immediately leverage it within their own organizations—dramatically improving their own product efforts. Whether you're an early stage startup working to get to product/market fit, or a growth-stage company working to scale your product organization, or a large, long-established company trying to regain your ability to consistently deliver new value for your customers, *INSPIRED* will take you and your product organization to a new level of customer engagement, consistent innovation, and business success. Filled with the author's own personal stories—and profiles of some of today's most-successful product managers and technology-powered product companies, including Adobe, Apple, BBC, Google, Microsoft, and Netflix—*INSPIRED* will show you how to turn up the dial of your own product efforts, creating technology products your customers love. The first edition of *INSPIRED*, published ten years ago, established itself as the primary reference for technology product managers, and can be found on the shelves of nearly every successful technology product company worldwide. This thoroughly updated second edition shares the same objective of being the most valuable resource for technology product managers, yet it is completely new—sharing the latest practices and techniques of today's most-successful tech product companies, and the men and women behind every great product.

The Art of Agile Product Ownership "O'Reilly Media, Inc."

The Provocative and Practical Guide to Coaching Agile Teams As an agile coach, you can help project teams become outstanding at agile, creating products that make them proud and helping organizations reap the powerful benefits of teams that deliver both innovation and excellence. More and more frequently, ScrumMasters and project managers are being asked to coach agile teams. But it's a challenging role. It requires new skills—as well as a subtle understanding of when to step in and when to step back. Migrating from “command and control” to agile coaching requires a whole new mind-set. In *Coaching Agile Teams*, Lyssa Adkins gives agile coaches the insights they need to adopt this new mind-set and to guide teams to extraordinary performance in a re-energized work environment. You'll gain a deep view into the role of the agile coach, discover what works and what doesn't, and learn how to adapt powerful skills from many allied disciplines, including the fields of professional coaching and mentoring. Coverage includes Understanding what it takes to be a great agile coach Mastering all of the agile coach's roles: teacher, mentor, problem solver, conflict navigator, and performance coach Creating an environment where self-organized, high-performance teams can emerge Coaching teams past cooperation and into full collaboration Evolving your leadership style as your team grows and changes Staying actively engaged without dominating your team and stunting its growth Recognizing failure, recovery, and success modes in your coaching Getting the most out of your own personal agile coaching journey Whether you're an agile coach, leader, trainer, mentor, facilitator, ScrumMaster, project manager, product owner, or team member, this book will help you become skilled at helping others become truly great. What could possibly be more rewarding?

Scaling Software Agility Addison-Wesley Professional Agile Product Management with Scrum Addison-Wesley Professional

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

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

The Art of Agile Development Addison-Wesley Professional 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.

42 Rules of Product Management (2nd Edition) Pearson Education Using Agile methods, you can bring far greater innovation, value, and quality to any data warehousing (DW), business intelligence (BI), or analytics project. However, conventional Agile methods must be carefully adapted to address the unique characteristics of DW/BI projects. In *Agile Analytics*, Agile pioneer Ken Collier shows how to do just that. Collier introduces platform-agnostic Agile solutions for integrating infrastructures consisting of diverse operational, legacy, and specialty systems that mix commercial and custom code. Using working examples, he shows how to manage analytics development teams with widely diverse skill sets and how to support enormous and fast-growing data volumes. Collier's techniques offer optimal value whether your projects involve "back-end" data management, "front-end" business analysis, or both. Part I focuses on Agile project management techniques and delivery team coordination, introducing core practices that shape the way your Agile DW/BI project community can collaborate toward success Part II presents technical methods for enabling continuous delivery of business value at production-quality levels, including evolving superior designs; test-driven DW development; version control; and project automation Collier brings together proven solutions you can apply right now--whether you're an IT decision-maker, data warehouse professional, database administrator, business intelligence specialist, or database developer. With his help, you can mitigate project risk, improve business alignment, achieve better results--and have fun along the way.

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