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The Art of Scrum details the scrum master ' s responsibilities and core functions in planning and facilitating the ceremonies and artifacts of a scrum team: sprint

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planning, sprint execution, backlog refinement, daily standups, sprint reviews, and sprint retrospectives. It analyzes the scrum master ' s interactions with other scrum roles, including the product owner, development team members, other scrum masters, and the agile coach.

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J.J. Sutherland is the CEO of Scrum Inc., heading up a 30-person consulting firm to implement Scrum and Agile practices in companies and teams across the country. He is the co-author of the international bestseller

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Scrum: The Art of Doing Twice the Work in Half the Time , written with his father, Jeff Sutherland, the co-creator of Scrum.

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in Half the Time. Write a review. Apr 01, 2015

Romantical Skeptic rated it really liked it.

Shelves: improve-myself. Once I got over the extremely self-aggrandizing tone of the author, I found some of the points quite useful. Basically this is a way of operationalizing the 80/20 rule.

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Scrum is hard to fit into a single blog post, so I highly recommend doing some further reading on the topic if it interests you: Scrum: The Art of Doing Twice the Work in Half The Time, by Jeff Sutherland - This book

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was my first deep dive into Scrum. Everything is laid out in an entertaining manner, with stories to back each and every aspect ...

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a team performance
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way of thinking and working – that delivers more results, at higher quality, and at lower cost. When well-implemented, teams can see productivity improvements of up to 800%.

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The Art of Scrum details the scrum master's responsibilities and core functions in planning and facilitating the ceremonies and artifacts of a scrum team: sprint planning, sprint execution, backlog refinement, daily standups, sprint reviews, and sprint retrospectives. It analyzes the scrum

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Scrum is a framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible value. Scrum

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itself is a simple framework for effective team collaboration on complex products.

~~What is Scrum?~~

In rugby, a “ scrum ” is a means of restarting play after a minor infringement. It involves up to eight players from each team, known as the “ pack, ” or “ forward pack, ” self-

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organizing together in three rows and interlocking with the free opposing team ' s forwards to gain possession of the ball.

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Scrum is a simple framework for effective team collaboration on

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complex software projects. The Scrum Framework poster provides a graphical view of how Scrum is implemented at a team level within an organization. The Framework is based off of The Scrum Guide which Scrum co-creators Ken Schwaber and Jeff Sutherland have written to explain

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Scrum clearly and succinctly.

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The Scrum Fieldbook aims at introducing Scrum within organizations outside of the software industry, in areas such as legal, HR, compliance, etc. Scrum can help leaders of these organizations...

Looks at the "scrum"

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project management system popular in the technology industry, and how it may be implemented in other fields to increase productivity through customer feedback and a process of constant reiteration.

Learn the nuts and bolts of scrum—its framework, roles, team

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structures, ceremonies, and artifacts—from the scrum master ' s perspective. The Art of Scrum details the scum master ' s responsibilities and core functions in planning and facilitating the ceremonies and artifacts of a scrum team: sprint planning, sprint execution, backlog refinement, daily

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standups, sprint reviews, and sprint retrospectives. It analyzes the scrum master ' s interactions with other scrum roles, including the product owner, development team members, other scrum masters, and the agile coach. Scrum Master Dave McKenna catalogs the three skill sets that you must

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master to be successful at binding teams and unleashing agility: soft skills, technical skills, and contingency skills. You ' ll benefit from the author ' s examination of these skill sets with insights and anecdotes drawn from his own experience as an engineer, agile coach, and scrum master. He illustrates common

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mistakes scrum masters make, as well as modeling successful strategies, adaptations to changes, and solutions to tricky problems.

What You'll Learn:

How scrum masters facilitate the agile ceremonies
How scrum masters align scrum teams to sprint goals and shield them from interference
How scrum

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masters coach product owners to build a backlog and refine user stories How scrum masters manage contingencies such as intra-team conflicts, organizational impediments, technical debt, emergent architecture, personnel changes, scope creep, and learning from failure. Who This Book

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Is For: The primary readership is scrum masters, product owners, and dev team members. The secondary readership is scrum stakeholders, including executive sponsors, project managers, functional and line managers, administrative personnel, expert consultants, testers,

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vendors, and end users. The tertiary readership is anybody who wants to know how build an agile team that consistently delivers value and continuous improvement.

Building a successful product usually involves teams of people, and many choose the Scrum approach to aid in

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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 Scrum's building blocks, how they work,

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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

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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

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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

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time â € ” the agile way.

Based on years of work in the field with scores of companies including Bosch, 3M, Schlumberger, and Saab, The Scrum Fieldbook delivers a hands-on, practical approach for successfully implementing the

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Scrum framework in any domain. Scrum is the secret weapon behind some of today's most successful companies. Giants like Google, Facebook, Amazon, and Apple use Scrum to reshape our world through incredibly fast innovation, a laser focus on customers, and continuous

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improvement. In recent years, Scrum has helped companies large and small thrive in the age of disruption. 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, utilities, medical

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device manufacturers, mining conglomerates, and labs on the cutting edge of genetic science.

In *The Scrum*

Fieldbook, JJ draws on his firm's extensive experience to take leaders, managers, and employees deeper into the specific challenges and new opportunities of an Agile world. He shows how the Scrum

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framework can be successfully applied to any situation, in any industry, from automobile manufacturers in the US and Europe to nonprofits in Africa, from home renovation contractors in Minnesota to gas exploration companies in South America, from building fighter planes

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in Sweden to accelerating US Navy special forces teams in regions of the world we can't mention.

For those considering Extreme Programming, this book provides no-nonsense advice on agile planning, development, delivery, and management taken from the authors' many years

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of experience. While plenty of books address the what and why of agile development, very few offer the information users can apply directly.

“ Our job as Scrum professionals is to continually improve our ability to use Scrum to deliver products and services that help

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customers achieve valuable outcomes. This book will help you to improve your ability to apply Scrum. ” – From the Foreword by Ken Schwaber, co-author of Scrum Mastering Professional Scrum is for anyone who wants to deliver increased value by using Scrum more effectively. Leading Scrum practitioners

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Stephanie Ockerman and Simon Reindl draw on years of Scrum training and coaching to help you return to first principles and apply Scrum with the professionalism required to achieve its transformative potential. The authors aim to help you focus on proven Scrum approaches for improving quality,

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getting and using fast feedback, and becoming more adaptable, instead of “going through the motions” and settling for only modest improvements. Whether you’re a Scrum Master, Development Team member, or Product Owner, you’ll find practical advice for facing challenges with transparency and

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courage, overcoming a wide array of common challenges, and continually improving your Scrum practice. Realistically assess your current Scrum practice, and identify areas for improvement Recognize what a great Scrum Team looks like and get there Focus on “ Done ” – not “ sort-of-Done ” or “ almost-

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Done ” Measure and optimize the value delivered by every Product Increment
Improve the way you plan, develop, and grow
Clear away wider organizational impediments to agility and professionalism
Overcome common misconceptions that stand in the way of progress Register your

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book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

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

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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

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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

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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

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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

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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

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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

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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

This is a comprehensive
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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

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vocabulary that can be used in applying it, and practical knowledge for deriving maximum value from it.

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

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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

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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

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Improve your understanding of Scrum through the proven experience and collected wisdom of experts around the world. Based on real-life experiences, the 97 essays in this unique book provide a wealth of knowledge and expertise from established practitioners

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who have dealt with specific problems and challenges with Scrum. You ' ll find out more about the rules and roles of this framework, as well as tactics, strategies, specific patterns to use with Scrum, and stories from the trenches. You ' ll also gain insights on how to apply, tune, and tweak Scrum for your work.

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This guide is an ideal resource for people new to Scrum and those who want to assess and improve their understanding of this framework. "Scrum Is Simple. Just Use It As Is.," Ken Schwaber
"The 'Standing Meeting,'" Bob Warfield
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