

Rally User Story Guide

Website van de Lean in-community Volg Lean in op Facebook Volg Lean in op Twitter

Answers to common questions and unusual problems encountered even by experienced breeders: Use sunlight to improve breeding results; avoiding C-sections; make AI more successful and much more from a breeder and lecturer who has "been there."

American Motorcyclist magazine, the official journal of the American Motorcyclist Association, tells the stories of the people who make motorcycling the sport that it is. It's available monthly to AMA members. Become a part of the largest, most diverse and most enthusiastic group of riders in the country by visiting our website or calling 800-AMA-JOIN.

This completely revised edition, of the Handbook of Human-Computer Interaction, of which 80% of the content is new, reflects the developments in the field since the publication of the first edition in 1988. The handbook is concerned with principles for design of the Human-Computer Interface, and has both academic and practical purposes. It is intended to summarize the research and provide recommendations for how the information can be used by designers of computer systems. The volume may also be used as a reference for teaching and research. Professionals who are involved in design of HCI will find this volume indispensable, including: computer scientists, cognitive scientists, experimental psychologists, human factors professionals, interface designers, systems engineers, managers and executives working with systems development. Much of the information in the handbook may also be generalized to apply to areas outside the traditional field of HCI.

The Agile Pocket Guide explains how to develop products, services, and software quickly and efficiently, without losing the main components of the framework so effective in streamlining the creating of these products and for making positive change within a company. It includes The basic tenets of the Scrum framework How to apply the processes and steps required to become agile The dynamics of a successful agile environment The very basics of Scrum and how to employ them quickly Practical questions to ask the Team Leader as well as the Team How to build an environment of communication and collaboration for the entire organization

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.

Software Quality Assurance: Integrating Testing, Security, and Audit focuses on the importance of software quality and security. It defines various types of testing, recognizes factors that propose value to software quality, and provides theoretical and real-world scenarios that offer value and contribute quality to projects and applications. The p

An author subject index to selected general interest periodicals of reference value in libraries.

Finally, a comprehensive book on land conservation financing for community and regional conservation leaders. A Field Guide to Conservation Finance provides essential advice on how to tackle the universal obstacle to protecting private land in America: lack of money. Story Clark dispels the myths that conservationists can access only private funds controlled by individuals or that only large conservation organizations have clout with big capital markets. She shows how small land conservation organizations can achieve conservation goals using both traditional and cutting-edge financial strategies. Clark outlines essential tools for raising money, borrowing money, and reducing the cost of transactions. She covers a range of subjects including transfer fees, voluntary surcharges, seller financing, revolving funds, and Project Related Investment programs (PRIs). A clear, well-written overview of the basics of conservation finance with useful insights and real stories combine to create a book that is an invaluable and accessible guide for land trusts seeking to protect more land.

An essential guide to working for and publishing a community newspaper.

"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 best sex manual ever written.' - The Advocate 'Buy one for yourself, one for your partner, one for your best friend and don't forget mom and dad.' Amy Bloom, *New Woman*.

The Facebook guide for people over 50 People over 50 are the fastest-growing segment of the Facebook population, and they have some unique interests and concerns. This one-of-a-kind guide addresses issues of specific interest to older generations, helping them create a profile, connect with old friends and relatives, communicate with others, and maintain their safety online. If you’re among this group, you’ll find these tips and instructions will give you confidence and help you enjoy all that Facebook has to offer. People over 50 are joining Facebook in record numbers; an estimated 6 million such people are Facebook users. This Facebook guide for people over 50 focuses on topics of particular interest to older generations, such as finding and connecting with relatives, friends from the past, former colleagues, and classmates. Helps you set up your profile, find old and new friends, communicate with others through the site, and protect your privacy. Facebook insiders contribute plenty of tips and ideas to make the Facebook experience more fulfilling. If you're over 50 and already on Facebook or thinking of joining, *The Facebook Guide For People Over 50* can help you make the most of the experience.

This practical guide brings DevOps principles to Salesforce development. It fits together two major movements within the IT world: the movement to Software/Platform as a Service (SaaS/PaaS), and the DevOps movement. While SaaS and PaaS allow companies to invest in their core competencies rather than maintain their own infrastructure, the goal of DevOps is to optimize the process of delivering software innovation and value. The release of Salesforce DX in late 2017 unlocks the possibility of a true DevOps workflow on Salesforce. But DevOps is new to the Salesforce world and there is not a widespread understanding of its goals and methods, and so adoption of Salesforce DX is still in the early stages. *Mastering Salesforce DevOps* explains how to build a powerful and comprehensive DevOps workflow for Salesforce—allowing you to finally deploy the world's most innovative platform using the world's most effective and efficient techniques. It addresses the need for a comprehensive guide to DevOps for Salesforce, allowing teams to bring proven practices from the IT world to resolve the hardest problems facing Salesforce developers today. What You Will Learn Improve company performance and software delivery performance using Salesforce DX Translate DevOps concepts into the unique language and practices of Salesforce Understand why and how you can implement Salesforce DX to achieve greater productivity and innovation Enable continuous delivery on Salesforce Build packages and architect code so it can be deployed easily Allow admins to participate in what has traditionally been a developer workflow Know the techniques for reducing the stress and risk of deployment Apply the full range of automated tests that can be used on Salesforce Who This Book Is for Salesforce developers, release managers, and those managing Salesforce development teams who need a guide to DevOps, and DevOps specialists who need to apply familiar concepts to Salesforce

Software engineering requires specialized knowledge of a broad spectrum of topics, including the construction of software and the platforms, applications, and environments in which the software operates as well as an understanding of the people who build and use the software. Offering an authoritative perspective, the two volumes of the *Encyclopedia of Software Engineering* cover the entire multidisciplinary scope of this important field. More than 200 expert contributors and reviewers from industry and academia across 21 countries provide easy-to-read entries that cover software requirements, design, construction, testing, maintenance, configuration management, quality control, and software engineering management tools and methods. Editor Phillip A. Laplante uses the most universally recognized definition of the areas of relevance to software engineering, the Software Engineering Body of Knowledge (SWEBOK®), as a template for organizing the material. Also available in an electronic format, this encyclopedia supplies software engineering students, IT professionals, researchers, managers, and scholars with unrivaled coverage of the topics that encompass this ever-changing field. Also Available Online This Taylor & Francis encyclopedia is also available through online subscription, offering a variety of extra benefits for researchers, students, and librarians, including: Citation tracking and alerts Active reference linking Saved searches and marked lists HTML and PDF format options Contact Taylor and Francis for more information or to inquire about subscription options and print/online combination packages. US: (Tel) 1.888.318.2367; (E-mail) e-reference@taylorandfrancis.com International: (Tel) +44 (0) 20 7017 6062; (E-mail) online.sales@tandf.co.uk

Examining the questions most commonly asked by students attending Certified Scrum Master (CSM) and Certified Scrum Product Owner (CSPO) classes, *The ScrumMaster Study Guide* provides an accessible introduction to the concepts of Scrum and agile development. It compiles the insights gained by the author in teaching more than 100 CSM classes and count

Most information systems textbooks overwhelm business students with overly technical information they may not need in their careers. *Information Systems: What Every Business Student Needs to Know* takes a new approach to the required information systems course for business majors. For each topic covered, the text highlights key "Take-Aways" that alert

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Third in the Newbury and Hobbes series.

Nieuwspraak, *Big Brother*, het vocabulaire uit 1984 is in onze taal opgenomen en een eigen leven gaan leiden. De roman van George Orwell uit 1949 over de strijd van Winston Smith, ambtenaar op het ministerie van Waarheid, tegen de alles doordringende Partij, en zijn gedoemde liefde voor Julia heeft niets van zijn literaire zeggingskracht verloren. In Orwells steeds weer herdrukte anti-utopie verkeert de wereld in de

wurggreep van een systeem dat is gegrondvest op de verbreiding van angst, haat en wreedheid, en dat iedere vorm van persoonlijke vrijheid en individualiteit uitsluit. 1984 is onverminderd geldig als benauwend nauwkeurig blauwdruk van elk dictatoriaal regime.

Agile portfolio management deals with how an organization identifies, prioritizes, organizes, and manages different products. This is done in a streamlined way in order to optimize the development of value in a manner that's sustainable in the long run. It ensures that a company provides their clients with the best value for their investment. A good portfolio manager understands and follows the agile principles while also considering the various factors needed to successfully manage numerous teams and projects. The project management office of many organizations are faced with the reality of more and more agile deliverables as part of agile transformations, however they lack the knowledge to perform these tasks. Researchers and practitioners have a good understanding of project, program and portfolio management in a planned based perspective. They have common standards from Axelos, PMI and such, so they know the best practices. The knowledge of agile on a team level is fairly mature and the knowledge of more agile teams (scaling) are increasing. However, the knowledge of agile portfolio management is still limited. The aim of this book is to give the reader an understanding of portfolio management of a portfolio of agile deliverables, what the options are (theory), what we know (research) and what others are doing (practice). Many organizations in banking, insurance to name a few are in the middle of major agile transformations with limited knowledge of the practice. In this book, the author collects and analyzes common practices in various industries. He provides both theory and through case studies the practical aspects of agile portfolio management.

"If you are a young designer entering or contemplating entering the UX field this is a canonical book. If you are an organization that really needs to start grokking UX this book is also for you." -- Chris Bernard, User Experience Evangelist, Microsoft User experience design is the discipline of creating a useful and usable Web site or application—one that's easily navigated and meets the needs of both the site owner and its users. But there's a lot more to successful UX design than knowing the latest Web technologies or design trends: It takes diplomacy, project management skills, and business savvy. That's where this book comes in. Authors Russ Unger and Carolyn Chandler show you how to integrate UX principles into your project from start to finish. • Understand the various roles in UX design, identify stakeholders, and enlist their support • Obtain consensus from your team on project objectives • Define the scope of your project and avoid mission creep • Conduct user research and document your findings • Understand and communicate user behavior with personas • Design and prototype your application or site • Make your product findable with search engine optimization • Plan for development, product rollout, and ongoing quality assurance

This book explores and sheds light on the phenomenon of media feedback, which influences us in many perceived and unperceived ways as we are surrounded by it every day.

This book constitutes the refereed proceedings of the First International Conference on E-learning and Games, Edutainment 2006, held in Hangzhou, China in April 2006. The 121 revised full papers and 52 short papers presented together with the abstracts of 3 invited papers and those of the keynote speeches cover a wide range of topics, including e-learning platforms and tools, learning resource management, practice and experience sharing, e-learning standards, and more.

Rather than deciding whether or not to get involved in global sourcing, many companies are facing decisions about whether or not to apply agile methods in their distributed projects. These companies are often motivated by the opportunities to solve the coordination and communication difficulties associated with global software development. Yet while agile principles prescribe close interaction and co-location, the very nature of distributed software development does not support these prerequisites. Šmite, Moe, and Ågerfalk structured the book into five parts. In "Motivation" the editors introduce the fundamentals of agile distributed software development and explain the rationale behind the application of agile practices in globally distributed software projects. "Transition" describes implementation strategies, adoption of particular agile practices for distributed projects, and general concepts of agility. "Management" details practical implications for project planning, time management, and customer and subcontractor interaction. "Teams" discusses agile distributed team configuration, effective communication and knowledge transfer, and allocation of roles and responsibilities. Finally, in the "Epilogue" the editors summarize all contributions and present future trends for research and practice in agile distributed development. This book is primarily targeted at researchers, lecturers, and students in empirical software engineering, and at practitioners involved in globally distributed software projects. The contributions are based on sound empirical research and identify gaps and commonalities in both the existing state of the art and state of the practice. In addition, they also offer practical advice through many hints, checklists, and experience reports. Questions answered in this book include: What should companies expect from merging agile and distributed strategies? What are the stumbling blocks that prevent companies from realizing the benefits of the agile approach in distributed environments, and how can we recognize infeasible strategies and unfavorable circumstances? What helps managers cope with the challenges of implementing agile approaches in distributed software development projects? How can distributed teams survive the decisions taken by management and become efficient through the application of agile approaches?

"Collaboration Explained is a deeply pragmatic book that helps agile practitioners understand and manage complex organizational and team dynamics. As an agile coach, I've found the combination of straightforward advice and colorful anecdotes to be invaluable in guiding and focusing interactions with my teams. Jean's wealth of experience is conveyed in a carefully struck balance of reference guides and prose, facilitating just-in-time learning in the agile spirit. All in all, a superb resource for building stronger teams that's fit for agile veterans and neophytes alike." —Arlen Bankston, Lean Agile Practice Manager, CC Pace "If Agile is the new 'what,' then surely Collaboration is the new 'how.' There are many things I really like about Jean's new book. Right at the top of the list is that I don't have to make lists of ideas for collaboration and facilitation anymore. Jean has it all. Not only does she have those great ideas for meetings, retrospectives, and team decision-making that I need to remember, but the startling new and thought-provoking ideas are there too. And the stories, the stories, the stories! The best way to transfer wisdom. Thanks, Jean!" —Linda Rising, Independent Consultant The Hands-On Guide to Effective Collaboration in Agile Projects To succeed, an agile project demands outstanding collaboration among all its stakeholders. But great collaboration doesn't happen by itself; it must be carefully planned and facilitated throughout the entire project lifecycle. Collaboration Explained is the first book to bring together proven, start-to-finish techniques for ensuring effective collaboration in any agile software project. Since the early days of the agile movement, Jean Tabaka has been studying and promoting collaboration in agile environments. Drawing on her unsurpassed experience, she offers clear guidelines and easy-to-use collaboration templates for every significant project event: from iteration and release planning, through project chartering, all the way through post-project retrospectives. Tabaka's hands-on techniques are applicable to every leading agile methodology, from Extreme Programming and Scrum to Crystal Clear. Above all, they are practical: grounded in a powerful understanding of the technical, business, and human challenges you face as a project manager or development team member. • Build collaborative software development cultures, leaders, and teams • Prepare

yourself to collaborate—and prepare your team · Define clear roles for each participant in promoting collaboration · Set your collaborative agenda · Master tools for organizing collaboration more efficiently · Run effective collaborative meetings—including brainstorming sessions · Promote better small-group and pair-programming collaboration · Get better information, and use it to make better decisions · Use non-abusive conflict to drive positive outcomes · Collaborate to estimate projects and schedules more accurately · Strengthen collaboration across distributed, virtual teams · Extend collaboration from individual projects to the entire development organization

The Handbook of Human Factors in Web Design covers basic human factors issues relating to screen design, input devices, and information organization and processing, as well as addresses newer features which will become prominent in the next generation of Web technologies. These include multimodal interfaces, wireless capabilities, and agents that can improve convenience and usability. Written by leading researchers and/or practitioners in the field, this volume reflects the varied backgrounds and interests of individuals involved in all aspects of human factors and Web design and includes chapters on a full range of topics. Divided into 12 sections, this book covers: historical backgrounds and overviews of Human Factors and Ergonomics (HFE) specific subfields of HFE issues involved in content preparation for the Web information search and interactive information agents designing for universal access and specific user populations the importance of incorporating usability evaluations in the design process task analysis, meaning analysis, and performance modeling specific Web applications in academic and industrial settings Web psychology and information security emerging technological developments and applications for the Web the costs and benefits of incorporating human factors for the Web and the state of current guidelines The Handbook of Human Factors in Web Design is intended for researchers and practitioners concerned with all aspects of Web design. It could also be used as a text for advanced courses in computer science, industrial engineering, and psychology.

In de les geschiedenis kijken de laatstejaars naar een film over WOII en het nazisme. Ze zijn het eens: dit kan toch nooit meer gebeuren? Dan begint hun leraar een gevaarlijk klasexperiment. Hij richt een beweging op die hij De Golf noemt. Laurie vindt het maar niets. Haar vrienden lijken wel gehersenspoeld. Ze roepen slogans, salueren en zoeken ruzie met niet-leden. De Golf overspoelt de hele school en alles dreigt uit de hand te lopen. Alleen Laurie kan dit stoppen. Maar hoe?

Popular Culture: A User's Guide, International Edition ventures beyond the history of pop culture to give readers the vocabulary and tools to address and analyze the contemporary cultural landscape that surrounds them. Moves beyond the history of pop culture to give students the vocabulary and tools to analyze popular culture suitable for the study of popular culture across a range of disciplines, from literary theory and cultural studies to philosophy and sociology Covers a broad range of important topics including the underlying socioeconomic structures that affect media, the politics of pop culture, the role of consumers, subcultures and countercultures, and the construction of social reality Examines the ways in which individuals and societies act as consumers and agents of popular culture Numerous learning features including case studies, real-life examples, suggested activities, boxed features, a glossary, and an instructor's manual

Now in its second edition, Mobile and Social Media Journalism continues to be an essential resource for learning how journalists and news organizations use mobile and social media to gather news, distribute content, and engage with audiences. Merging theory and practice, the book includes checklists and practical activities in every chapter, enabling readers to immediately build the mobile and social media skills that today's journalists need and which news organizations expect. The second edition retains a focus on journalism's core values, such as authentication, verification, and credibility, while guiding readers on how to apply them to digital media activities. The book also offers an in-depth discussion of the audience's active role in producing content, how mobile devices and social media have changed the way the audience consumes news, and what these changes mean for journalists. Updated to address the latest trends in multimedia journalism, the second edition includes two new chapters: "Writing mobile-friendly web stories" and "The spread of fake news". This is a valuable resource for journalism students, as well as media professionals seeking to update their skills. The book also features a companion website at www.mobileandsocialmediajournalism.com, providing online resources for students and lecturers, including video tutorials, industry news, and sample assignments. The book's Twitter account (@MobileJourn) and Facebook page (fb.com/MobileandSocialMediaJournalism) share the latest industry trends and offer tips for teaching the topic.

How do we ensure that our Web sites actually give users what they need? What are the best ways to understand our users' goals, behaviors, and attitudes, and then turn that understanding into business results? Personas bring user research to life and make it actionable, ensuring we're making the right decisions based on the right information. This practical guide explains how to create and use personas to make your site more successful. The User Is Always Right: A Practical Guide to Creating and Using Personas takes you through each step of persona creation, including tips for conducting qualitative user research, new ways to apply quantitative research (such as surveys) to persona creation, various methods for generating persona segmentation, and proven techniques for making personas realistic. You'll also learn how to use personas effectively, from directing overall business strategy and prioritizing features and content to making detailed decisions about information architecture, content, and design. Being able to fit design into the Agile software development processes is an important skill in today's market. There are many ways for a UX team to succeed (and fail) at being Agile. This book provides you with the tools you need to determine what Agile UX means for you. It includes practical examples and case studies, as well as real-life factors to consider while navigating the Agile UX waters. You'll learn about what contributes to your team's success, and which factors to consider when determining the best path for getting there. After reading this book, you'll have the knowledge to improve your software and product development with Agile processes quickly and easily. Includes hands on, real-world examples to illustrate the successes and common pitfalls of Agile UX Introduces practical techniques that can be used on your next project Details how to incorporate user experience design into your company's agile software/product process

"Offers a requirements process that saves time, eliminates rework, and leads directly to better software. A great 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. ... [the author] 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, [the author] shows how to organize them, prioritize them, and use them for planning, management, and testing"--Back cover.

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