Documenting User Stories Templates

A new product can be easy or difficult to use, it can be efficient or cumbersome, engaging or dispiriting, it can support the way we work and think - or not. What options are available for systematically addressing such parameters and provide users with an appropriate functionality, usability and experience? In the last decades, several fields have evolved that encompass a user-centred approach to create better products for the people who use them. This book provides a comprehensible introduction to the subject. It is aimed first and foremost at people involved in software and product development – product managers, project managers, consultants and analysts, who face the major challenge of developing highly useful and usable products. Topics include: The most important user-centred techniques and their alignment in the development process Planning examples of user-centred activities for projects User-oriented approaches for organisations Real-life case studies Checklists, tips and a lot of background information provide help for practitioners

This open access book constitutes the proceedings of the 19th International Conference on Agile Software Development, XP 2018, held in Porto, Portugal, in May 2018. XP is the premier agile software development conference combining

research and practice, and XP 2018 provided a playful and informal environment to learn and trigger discussions around its main theme – make, inspect, adapt. The 21 papers presented in this volume were carefully reviewed and selected from 62 submissions. They were organized in topical sections named: agile requirements; agile testing; agile transformation; scaling agile; human-centric agile; and continuous experimentation.

Accountability. Transparency. Responsibility. These are not words that are often applied to software development. In this completely revised introduction to Extreme Programming (XP), Kent Beck describes how to improve your software development by integrating these highly desirable concepts into your daily development process. The first edition of Extreme Programming Explained is a classic. It won awards for its then-radical ideas for improving small-team development, such as having developers write automated tests for their own code and having the whole team plan weekly. Much has changed in five years. This completely rewritten second edition expands the scope of XP to teams of any size by suggesting a program of continuous improvement based on: Five core values consistent with excellence in software development Eleven principles for putting those values into action Thirteen primary and eleven corollary practices to help you push development past its current business and technical

limitations Whether you have a small team that is already closely aligned with your customers or a large team in a gigantic or multinational organization, you will find in these pages a wealth of ideas to challenge, inspire, and encourage you and your team members to substantially improve your software development. You will discover how to: Involve the whole team–XP style Increase technical collaboration through pair programming and continuous integration Reduce defects through developer testing Align business and technical decisions through weekly and quarterly planning Improve teamwork by setting up an informative, shared workspace You will also find many other concrete ideas for improvement, all based on a philosophy that emphasizes simultaneously increasing the humanity and effectiveness of software development. Every team can improve. Every team can begin improving today. Improvement is possible–beyond what we can currently imagine. Extreme Programming Explained, Second Edition, offers ideas to fuel your improvement for years to come.

From three design partners at Google Ventures, a unique five-day process--called the sprint--for solving tough problems using design, prototyping, and testing ideas with customers.

Develop a more systematic, human-centered, results-oriented thought process Design Thinking is the Product Development and Management Association's

(PDMA) guide to better problem solving and decision-making in product development and beyond. The second in the New Product Development Essentials series, this book shows you how to bridge the gap between the strategic importance of design and the tactical approach of design thinking. You'll learn how to approach new product development from a fresh perspective, with a focus on systematic, targeted thinking that results in a repeatable, human-centered problem-solving process. Integrating high-level discussion with practical, actionable strategy, this book helps you re-tool your thought processes in a way that translates well beyond product development, giving you a new way to approach business strategy and more. Design is a process of systematic creativity that yields the most appropriate solution to a properly identified problem. Design thinking disrupts stalemates and brings logic to the forefront of the conversation. This book shows you how to adopt these techniques and train your brain to see the answer to any question, at any level, in any stage of the development process. Become a better problem-solver in every aspect of business Connect strategy with practice in the context of product development Systematically map out your new product, service, or business Experiment with new thought processes and decision making strategies You can't rely on old ways of thinking to produce the newest, most cutting-edge solutions. Product

development is the bedrock of business —whether your "product" is a tangible object, a service, or the business itself — and your approach must be consistently and reliably productive. Design Thinking helps you internalize this essential process so you can bring value to innovation and merge strategy with reality. 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.

This book constitutes the proceedings of the 5th International Conference on Lean and Agile Software Development, LASD 2021, which was held online on January 23, 2021. The conference received a total of 32 submissions, of which 10 full and 2 short papers are included in this volume. In addition, one keynote paper is also included. To live the agile mindset, the LASD conference focuses on highly relevant research outcomes and fosters their way into practice. Topics discussed in this volume range from teams under COVID-19 through women in Agile, to product road-mapping and non-functional requirements.

The Agile Extension to the BABOK(R) Guide (Agile Extension) version 2 describes the benefits, activities, tasks, skills, and practices required for effective agile business analysis with a constant focus on delivering business value. The Agile Extension version 2: describes the agile mindset and positions agile business analysis beyond software development introduces a 3-tier rolling

planning model to help organizations, teams, and practitioners deliver greater business value incorporates the Business Analysis Core Concept Model(TM) (BACCM(TM)) details the seven principles of agile business analysis The Agile Extension to the BABOK(R) Guide is an ongoing initiative of Agile Alliance and the International Institute of Business Analysis(TM) (IIBA(R)) since 2009. The Agile Extension provides guidance for Agile practitioners or anyone interested in leveraging effective Agile business analysis to create better business outcomes that add real business and customer value

"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. User experience (UX) design has traditionally been a deliverables-based practice, with wireframes, site maps, flow diagrams, and mockups. But in today's web-driven reality, orchestrating the entire design from the get-go no longer works. This hands-on book demonstrates Lean UX, a deeply collaborative and cross-functional process that lets you strip away heavy deliverables in favor of building shared understanding with the rest of the product team. Lean UX is the evolution of product design; refined through the real-world experiences of companies large and small, these practices and principles help you maintain daily, continuous engagement with your teammates, rather than work in isolation. This book shows you how to use Lean UX on your own projects. Get a tactical understanding of Lean UX—and how it changes the way teams work together Frame a vision of the problem you're solving and focus your team on the right outcomes Bring the designer's tool kit to the rest of your product team Break down the silos created by job titles and learn to trust your teammates Improve the quality and productivity of your teams, and focus on validated experiences as opposed to

deliverables/documents Learn how Lean UX integrates with Agile UX

This is written for system administrators who may not have the time to learn about Slash by reading the source code. It collects all the current Slash knowledge from the code, Website and mailing lists and organizes it into a coherent package.

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.

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

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.

Writing use cases as a means of capturing the behavioral requirements of software systems and business processes is a practice that is quickly gaining popularity. Use cases provide a beneficial means of project planning because they clearly show how people will ultimately use the system being designed. On the surface, use cases appear to be a straightforward and simple concept. Faced with the task of writing a set of use cases, however, practitioners must ask: "How exactly am I supposed to write use cases?" Because use cases are essentially prose essays, this question is not easily answered, and as a result, the task can become formidable. In Writing Effective Use Cases, object technology expert Alistair Cockburn presents an up-to-date, practical guide to use case writing. The author borrows from his extensive experience in this realm, and expands on the classic treatments of use cases to provide software developers with a "nuts-and-bolts" tutorial for writing use cases. The book thoroughly covers introductory, intermediate, and advanced concepts, and is, therefore, appropriate for all knowledge levels. Illustrative writing examples of both good and bad use cases reinforce the author's instructions. In addition, the book contains helpful learning

exercises--with answers--to illuminate the most important points. Highlights of the book include: A thorough discussion of the key elements of use cases--actors, stakeholders, design scope, scenarios, and more A use case style guide with action steps and suggested formats An extensive list of time-saving use case writing tips A helpful presentation of use case templates, with commentary on when and where they should be employed A proven methodology for taking advantage of use cases With this book as your guide, you will learn the essential elements of use case writing, improve your use case writing skills, and be well on your way to employing use cases effectively for your next development project.

Provides recommendations and case studies to help with the implementation of Scrum. User Story MappingDiscover the Whole Story, Build the Right Product"O'Reilly Media, Inc."

People relate to other people, not to simplified types or segments. This is the concept that underpins this book. Personas, a user centered design methodology, covers topics from interaction design within IT, through to issues surrounding product design, communication, and marketing. Project developers need to understand how users approach their products from the product's infancy, and regardless of what the product might be. Developers should be able to describe the user of the product via vivid depictions, as if they – with their different attitudes, desires and habits – were already using the product. In doing so they can more clearly formulate how to turn the product's potential into reality. Based on 20 years' experience in solving problems for businesses and 15 years of research, currently at the IT University of Copenhagen, Lene Nielsen is

Denmark's leading expert in the persona method. She has a PhD in personas and scenarios, and through her research and practical experiences has developed her own approach to the method – 10 Steps to Personas. This second edition of Personas – User Focused Design presents a step-by-step methodology of personas which will be of interest to developers of IT, communications solutions and innovative products. This book also includes three new chapters and considerable expansion on the material in the first edition.

A guide to XP leads the developer, project manager, and team leader through the software development planning process, offering real world examples and tips for reacting to changing environments quickly and efficiently.

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.

Your go-to guide on business analysis Business analysis refers to the set of tasks and activities that help companies determine their objectives for meeting certain opportunities or addressing challenges and then help them define solutions to meet those objectives. Those engaged in business analysis are charged with identifying the activities that enable the company to define the business problem or opportunity, define what the solutions looks like, and define how it should behave in the end. As a BA, you lay out the plans for the process ahead. Business Analysis For Dummies is the go to reference on how to make the complex topic of business analysis easy to understand. Whether you are new or have experience with business analysis, this book gives you the tools, techniques, tips and tricks to set your project's expectations and on the path to success. Offers guidance on how to make an impact in your organization by performing business analysis Shows you the tools and techniques to be an effective business analysis professional Provides a number of examples on how to perform business analysis regardless of your role If you're interested in learning about the tools and techniques used by successful business analysis professionals, Business Analysis For Dummies has you covered. An unstoppable business revolution is under way--and it is Agile. Sparking dramatic improvements in quality, innovation, and speed-to-market, the Agile movement has helped companies both large and small learn to connect everyone and everything . . . all the time.With rapidly evolving consumer needs and technology that is that is being

updated quicker than ever before, businesses are recognizing how vitally essential it is adapt. And adapt quickly. The Agile movement enables a team, unit, or enterprise to nimbly acclimate and upgrade products and services to meet these constantly changing needs.Filled with examples from every sector, The Age of Agile helps readers:• Master the three laws of Agile Management (team, customer, network)• Embrace the new mindset• Overcome constraints• Employ meaningful metrics• Make the entire organization Agile• And more!Companies don't need to be born Agile. With the groundbreaking formulas laid out in this book, even global giants can learn to act entrepreneurially. Your company's future may depend on it!

Learn how to master requirements elicitation, analysis and documentation. Build-up your project management and lean six sigma skill sets. Interview questions and cheat sheets.Thorough explanation of SDLC and UML methodologiesReal-time project situations and examples. Step-by-step guide on facilitating sessions. Hands-on guide to the business analysis tasks. On-the-job support. Introduction to SQL. Real-time templates that you can use in your projects now. Your shortcut to a Business Analyst job

The Art of Agile Practice: A Composite Approach for Projects and Organizations presents a consistent, integrated, and strategic approach to achieving "Agility" in your business. Transcending beyond Agile as a software development method, it covers the gamut of methods in an organization-including business processes, governance

standards, project ma

This book addresses the development of safety-critical software and to this end proposes the SafeScrum® methodology. SafeScrum® was inspired by the agile method Scrum, which is extensively used in many areas of the software industry. Scrum is, however, not intended or designed for use with safety-critical systems; hence the authors propose guidelines and additions to make it both practically useful and compliant with the additional requirements found in safety standards. The book provides an overview of agile software development and how it can be linked to safety and relevant safety standards. SafeScrum® is described in detail as a useful approach for reaping the benefits of agile methods, and is intended as a set of ideas and a basis for adaptation in industry projects. The book covers roles, processes and practices, and documentation. It also includes tips on how standard software process tools can be employed. Lastly, some insights into relevant research in this new and emerging field are provided, and selected real-world examples are presented. The ideas and descriptions in this book are based on collaboration with the industry, in the form of discussions with assessment organizations, general discussions within the research fields of safety and software, and last but not least, the authors' own experiences and ideas. It was mainly written for practitioners in industry who know a great deal about how to

produce safety-critical software but less about agile development in general and Scrum in particular.

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 ioslides/Slidy/Beamer/PowerPoint presentations Extensions and applications: Dashboards, Tufte 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 Grolemund 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 book provides a comprehensive overview of the field of software processes, covering in particular the following essential topics: software process modelling, software process and lifecycle models, software process management, deployment and governance, and software process improvement (including assessment and measurement). It does not propose any new processes or methods; rather, it introduces students and software engineers to software processes and life cycle models, covering the different types ranging from "classical", plan-driven via hybrid to agile approaches. The book is structured as follows: In chapter 1, the fundamentals of the topic are introduced: the basic concepts, a historical overview, and the terminology used. Next, chapter 2 covers the various approaches to modelling software processes and lifecycle models, before chapter 3 discusses the contents of these models, addressing plan-driven,

agile and hybrid approaches. The following three chapters address various aspects of using software processes and lifecycle models within organisations, and consider the management of these processes, their assessment and improvement, and the measurement of both software and software processes. Working with software processes normally involves various tools, which are the focus of chapter 7, before a look at current trends in software processes in chapter 8 rounds out the book. This book is mainly intended for graduate students and practicing professionals. It can be used as a textbook for courses and lectures, for self-study, and as a reference guide. When used as a textbook, it may support courses and lectures on software processes, or be used as complementary literature for more basic courses, such as introductory courses on software engineering or project management. To this end, it includes a wealth of examples and case studies, and each chapter is complemented by exercises that help readers gain a better command of the concepts discussed.

Why do some innovation projects succeed where others fail? The book reveals the business implications of Jobs Theory and explains how to put Jobs Theory into practice using Outcome-Driven Innovation.

The #1 guide to using Visual Studio 2010 in team development: insider coverage of this huge release, from the leader of the VSTS team * *Focuses on succeeding

with new VS 2010 ALM products in real-world environments, with exclusive 'Lessons Learned at Microsoft'. *Thoroughly covers VS 2010's massive new capabilities for team development. *Contains extensive new coverage of implementing Scrum and related practices. *Covers the entire lifecycle: requirements, architecture, construction, build, test, and more This is the most practical, valuable guide for every member of the software team who intends to run or participate in software projects using Microsoft's Visual Studio 2010. Written by a top Microsoft Visual Studio development team leader and a leading Visual Studio implementation consultant, it focuses on the real challenges development organizations face. The authors identify powerful lessons and best practices learned at Microsoft, and cover the entire development lifecycle, from requirements gathering through testing and beyond. This edition adds extensive coverage of VS 2010's extensive new team features, as well as new coverage of using VS 2010 to actively support teams that practice Scrum. Throughout, the authors focus on showing how to use VS 2010 to reduce waste, increase transparency, and accelerate the flow of value to the end customer. Coverage includes: * *Requirements: vision, user stories, use cases, storyboards, satisfiers/dissatisfiers, and more *Running the project: self-managing teams, metrics, sprints, and dashboards *'Value-up' views of software architecture,

construction, and testing. *Build and lab: check-in, team build, continuous integration, build verification tests, reporting, deployment, and lab automation/virtualization. *Troubleshooting the project: overcoming issues ranging from scope creep to build failures

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!

Requirements Engineering and Management for Software Development Projects presents a complete guide on requirements for software development including engineering, computer science and management activities. It is the first book to cover all aspects of requirements management in software development projects. This book introduces the understanding of the requirements, elicitation and gathering, requirements analysis, verification and validation of the requirements, establishment of requirements, different methodologies in brief, requirements traceability and change management among other topics. The best practices, pitfalls, and metrics used for efficient software requirements management are also covered. Intended for the professional market, including software engineers, programmers, designers and researchers, this book is also suitable for advanced-level students in computer science or engineering courses as a textbook or reference.

What does it mean to be a business analyst? What would you do every day? How will you bring value to your clients? And most importantly, what makes a business analyst exceptional? This book will answer your questions about this

challenging career choice through the prism of the business analyst mindset — a concept developed by the author, and its twelve principles demonstrated through many case study examples. "Business analyst: a profession and a mindset" is a structurally rich read with over 90 figures, tables and models. It offers you more than just techniques and methodologies. It encourages you to understand people and their behaviour as the key to solving business problems.

Printed in full color. Faced with a software project of epic proportions? Tired of over-committing and under-delivering? Enter the dojo of the agile samurai, where agile expert Jonathan Rasmusson shows you how to kick-start, execute, and deliver your agile projects. Combining cutting-edge tools with classic agile practices, The Agile Samurai gives you everything you need to deliver something of value every week and make rolling your software into production a non-event. Get ready to kick some software project butt. By learning the ways of the agile samurai you will discover: how to create plans and schedules your customer and your team can believe in what characteristics make a good agile team and how to form your own how to gather requirements in a fraction of the time using agile user stories what to do when you discover your schedule is wrong, and how to look like a pro correcting it how to execute fiercely by leveraging the power of agile software engineering practices By the end of this book you will know

everything you need to set up, execute, and successfully deliver agile projects, and have fun along the way. If you're a project lead, this book gives you the tools to set up and lead your agile project from start to finish. If you are an analyst, programmer, tester, usability designer, or project manager, this book gives you the insight and foundation necessary to become a valuable agile team member. The Agile Samurai slices away the fluff and theory that make other books less-than-agile. It's packed with best practices, war stories, plenty of humor and hands-on tutorial exercises that will get you doing the right things, the right way. This book will make a difference.

"If the purpose is to create one of the best books on requirements yet written, the authors have succeeded." —Capers Jones Software can solve almost any problem. The trick is knowing what the problem is. With about half of all software errors originating in the requirements activity, it is clear that a better understanding of the problem is needed. Getting the requirements right is crucial if we are to build systems that best meet our needs. We know, beyond doubt, that the right requirements produce an end result that is as innovative and beneficial as it can be, and that system development is both effective and efficient. Mastering the Requirements Process: Getting Requirements Right, Third Edition, sets out an industry-proven process for gathering and verifying

requirements, regardless of whether you work in a traditional or agile development environment. In this sweeping update of the bestselling guide, the authors show how to discover precisely what the customer wants and needs, in the most efficient manner possible. Features include The Volere requirements process for discovering requirements, for use with both traditional and iterative environments A specification template that can be used as the basis for your own requirements specifications Formality guides that help you funnel your efforts into only the requirements work needed for your particular development environment and project How to make requirements testable using fit criteria Checklists to help identify stakeholders, users, non-functional requirements, and more Methods for reusing requirements and requirements patterns New features include Strategy guides for different environments, including outsourcing Strategies for gathering and implementing requirements for iterative releases "Thinking above the line" to find the real problem How to move from requirements to finding the right solution The Brown Cow model for clearer viewpoints of the system Using story cards as requirements Using the Volere Knowledge Model to help record and communicate requirements Fundamental truths about requirements and system development
Outlines a path to success based on creativity and problem solving despite the

changing economic clmate and future uncertainty.

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.

This book examines the possibilities of incorporating elements of user-centred design (UCD) such as user experience (UX) and usability with agile software development. It explores the difficulties and problems inherent in integrating these two practices despite their relative similarities, such as their emphasis on stakeholder collaboration. Developed from a workshop held at NordiCHI in 2014, this edited volume brings together researchers from across the software development, UCD and creative design fields to discuss the current state-of-the-art. Practical case studies of integrating UCD in Agile development across diverse contexts are presented, whilst the different futures for UCD and other design practices in the context of agile software development are identified and explored. Integrating User Centred Design in Agile Development will be ideal for researchers, designers and academics who are interested in software development, user-centred design, agile methodologies and related areas.

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.

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.

With the field of computational statistics growing rapidly, there is a need for capturing the advances and assessing their impact. Advances in simulation and

graphical analysis also add to the pace of the statistical analytics field. Computational statistics play a key role in financial applications, particularly risk management and derivative pricing, biological applications including bioinformatics and computational biology, and computer network security applications that touch the lives of people. With high impacting areas such as these, it becomes important to dig deeper into the subject and explore the key areas and their progress in the recent past. Methodologies and Applications of Computational Statistics for Machine Intelligence serves as a guide to the applications of new advances in computational statistics. This text holds an accumulation of the thoughts of multiple experts together, keeping the focus on core computational statistics that apply to all domains. Covering topics including artificial intelligence, deep learning, and trend analysis, this book is an ideal resource for statisticians, computer scientists, mathematicians, lecturers, tutors, researchers, academic and corporate libraries, practitioners, professionals, students, and academicians.

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