

Fifty Quick Ideas To Improve Your Tests

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Scale collaboration, not process. If you're trying to use agile and lean at the program level, you've heard of several approaches, all about scaling processes. If you duplicate what one team does for several teams, you get bloat, not delivery. Instead of scaling the process, scale everyone's collaboration. With autonomy, collaboration, and exploration, teams and program level people can decide how to apply agile and lean to their work. Learn to collaborate around

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deliverables, not meetings. Learn which measurements to use and how to use those measures to help people deliver more of what you want (value) and less of what you don't want (work in progress). Create an environment of servant leadership and small-world networks. Learn to enable autonomy, collaboration, and exploration across the organization and deliver your product. Scale collaboration with agile and lean program management and deliver your product.

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Learn how to improve retrospectives and avoid stagnation, with fifty ideas designed to help you enhance and energise your continuous improvement effort. This book will help you get better outcomes from retrospectives and from any continuous improvement initiative. It will help you consider how best to prepare for retrospectives, generate innovative insights, achieve valuable outcomes, improve facilitation techniques, keep things fresh and maybe even how to have a bit of fun whilst doing it. This book is for anyone who undertakes continuous improvement of any sort, especially those looking to get better outcomes from

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This volume constitutes the refereed proceedings of the 25th European Conference on Systems, Software and Services Process Improvement, EuroSPI conference, held in Bilbao, Spain, in September 2018. The 56 revised full papers presented were carefully reviewed and selected from 95 submissions. They are organized in topical sections on SPI context and agility, SPI and safety testing, SPI and management issues, SPI and assessment, SPI and safety critical, gamifySPI, SPI in industry 4.0, best practices in implementing traceability, good and bad practices in improvement, safety and security, experiences with agile and lean, standards and assessment models, team skills and diversity strategies, SPI in medical device industry, empowering the future infrastructure.

Do you work with other people? Fellow employees; your boss; customers; vendors; colleagues? Of course, we all work in organizations comprised of people. People with whom we must have strong, positive relationships in order to ensure our own success as well as the organization's. Do we get any training or education on this key skill at our companies? Rarely. *151 Quick Ideas to Improve Your People Skills* is constructed to help everyone do a better, more effective job of working with others. These ideas are culled from the study of human behavior, relationships, and communication. Everything here will help you be more effective,

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efficient and in control of your relationships with people. In this book you will:

- * Learn the difference between social intelligence and technical knowledge
- * Create friends, allies, and supporters
- * Learn how to analyze tough personal situations and solve them
- * Understand when and how to negotiate

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agile testing across teams; and overcoming the pitfalls of automated testing. You'll find brand-new coverage of agile testing for the enterprise, distributed teams, mobile/embedded systems, regulated environments, data warehouse/BI systems, and DevOps practices. You'll come away understanding

- How to clarify testing activities within the team
- Ways to collaborate with business experts to identify valuable features and deliver the right capabilities
- How to design automated tests for superior reliability and easier maintenance
- How agile team members can improve and expand their testing skills
- How to plan "just enough," balancing small increments with larger feature sets and the entire system
- How to use testing to identify and mitigate risks associated with your current agile processes and to prevent defects
- How to address challenges within your product or organizational context
- How to perform exploratory testing using "personas" and "tours"
- Exploratory testing approaches that engage the whole team, using test charters with session- and thread-based techniques
- How to bring new agile testers up to speed quickly—without overwhelming them

The eBook edition of *More Agile Testing* also is available as part of a two-eBook collection, *The Agile Testing Collection* (9780134190624).

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Understand your users, gain strategic insights, and make your product development more efficient with user experience mapping About This Book Detailed guidance on the major types of User Experience Maps. Learn to gain strategic insights and improve communication with stakeholders. Get an idea on creating wireflows, mental model maps, ecosystem maps and solution maps Who This Book Is For This

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book is for Product Manager, Service Managers and Designers who are keen on learning the user experience mapping techniques. What You Will Learn Create and understand all common user experience map types. Use lab or remote user research to create maps and understand users better. Design behavioral change and represent it visually. Create 4D user experience maps, the “ultimate UX deliverable”. Capture many levels of interaction in a holistic view. Use experience mapping in an agile team, and learn how maps help in communicating within the team and with stakeholders. Become more user focused and help your organisation become user-centric. In Detail Do you want to create better products and innovative solutions? User Experience Maps will help you understand users, gain strategic insights and improve communication with stakeholders. Maps can also champion user-centricity within the organisation. Two advanced mapping techniques will be revealed for the first time in print, the behavioural change map and the 4D UX map. You will also explore user story maps, task models and journey maps. You will create wireflows, mental model maps, ecosystem maps and solution maps. In this book, the author will show you how to use insights from real users to create and improve your maps and your product. The book describes each major User Experience map type in detail. Starting with simple techniques

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based on sticky notes moving to more complex map types. In each chapter, you will solve a real-world problem with a map. The book contains detailed, beginner level tutorials on creating maps using different software products, including Adobe Illustrator, Balsamiq Mockups, Axure RP or Microsoft Word. Even if you don't have access to any of those, each map type can also be drawn with pen and paper. Beyond creating maps, the book will also showcase communication techniques and workshop ideas. Although the book is not intended to be a comprehensive guide to modern user experience or product management, its novel ideas can help you create better solutions. You will also learn about the Kaizen-UX management framework, developed by the author, now used by many agencies and in-house UX teams in Europe and beyond. Buying this map will give you hundreds of hours worth of user experience knowledge, from one of the world's leading UX consultants. It will change your users' world for the better. If you are still not convinced, we have hidden some cat drawings in it, just in case.

Style and approach An easy to understand guide, filled with real world use cases on how to plan, prioritize and visualize your project on customer experience

With plenty of ideas, suggestions, and practical cases on software quality, this book will help you to improve the quality of your software and to deliver

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high-quality products to your users and satisfy the needs of your customers and stakeholders. Many methods for product quality improvement start by investigating the problems, and then work their way back to the point where the problem started. For instance audits and root cause analysis work this way. But what if you could prevent problems from happening, by building an understanding what drives quality, thus enabling to take action before problems actually occur? What Drives Quality explores how quality plays a role in all of the software development activities. It takes a deep dive into quality by listing the relevant factors of development and management activities that drive the quality of software products. It provides a lean approach to quality by analyzing the full development chain from customer requests to delivering products to users. I'm aiming this book at software developers and testers, architects, product owners and managers, agile coaches, Scrum masters, project managers, and operational and senior managers who consider quality to be important. A book on quality should be practical. It should help you, the reader of this book, to improve the quality of your software and deliver better products. It should inspire you and give you energy to persevere on your quality journey. What drives quality tries to do just that, and more. This book is based on my experience as a developer, tester, team leader, project manager, quality

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manager, process manager, consultant, coach, trainer, and adviser in Agile, Lean, Quality and Continuous Improvement. It takes a deep dive into quality with views from different perspectives and provides ideas, suggestions, practices, and experiences that will help you to improve quality of the products that your organization is delivering. This book views software quality from an engineering, management, and social perspective. It explores the interaction between all involved in delivering high-quality software to users and provides ideas to do it quicker and at lower costs.

?OXFORD 1989????

The author of this book has done what no other writer wants to hear: These stories make people fall asleep. Publisher Weekly Five stars highly recommended by millions of insomnia and anxious people around the world and Amazon readers! Do you remember the feeling of falling asleep contentedly when you were a child, listening to bedside stories? Why are there no bedside stories to listen to when I grow up? Seeing that many people around him suffer from insomnia, and the author who has taught yoga and mindfulness meditation for many years, he thought of the idea of recording bedside stories for adults.

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Chinese edition of *The Art of Learning: a journey in the pursuit of excellence*. The biography of Josh Waitzkin, the chess prodigy and four time winner of four Tai Chi pushing hands tournaments. Waitzkin was the subject of "Searching for Bobby Fischer," the story of his early years, written by his father, and was adapted to film. In Traditional Chinese. Distributed by Tsai Fong Books, Inc.

Traditional Chinese edition of *Paper Towns* by John Green, a science fiction thriller. In Traditional Chinese. Distributed by Tsai Fong Books, Inc.

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,

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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

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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.

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