Lean Vs Agile Vs Design Thinking What You Really Need To Know To Build High Performing Digital Product Teams

Learning Agile is a comprehensive guide to the most popular agile methods, written in a light and engaging style that makes it easy for you to learn. Agile has revolutionized the way teams approach software development, but with dozens of agile methodologies to choose from, the decision to "go agile" can be tricky. This practical book helps you sort it out, first by grounding you in agile's underlying principles, then by describing four specific—and well-used—agile methods: Scrum, extreme programming (XP), Lean, and Kanban. Each method focuses on a different area of development, but they all aim to change your team's mindset—from individuals who simply follow a plan to a cohesive group that makes decisions together. Whether you're considering agile for the first time, or trying it again, you'll learn how to choose a method that best fits your team and your company. Understand the purpose behind agile's core values and principles Learn Scrum's emphasis on project management, self-organization, and collective commitment Focus on software design and architecture with XP practices such as test-first and pair programming Use Lean thinking to empower your team, eliminate waste, and deliver software fast Learn how Kanban's practices help you deliver great software by managing flow Adopt agile practices and principles with an agile coach

Design Thinking Revolution 3 books in 1: Mastering Design Thinking, Lean Collection & Agile Project Management. Rules & Mindset to Innovate your Business with Agile Methodologies and UX Design Design thinking is transforming the business industry for the good with its dynamic approach to innovate businesses and improving the business success rate. With design thinking, Lean Ultimate Collection, and Agile Project Management, businesses are transforming how they operate for intelligent work and fruitful results. The book "Design Thinking Revolution" is a 3 in 1 and is your one-stop to learn all about mastering Design thinking, Lean Ultimate Collection, and Agile Project Management. The book will help you learn the rules and mindset to innovate your business. Design Thinking Revolution is a collection of three books and will guide you all about how for efficient management in projects. Agile Project Management will take you through an iterative process of improving the project processes. The book will also teach you about prioritizing the customer and emphasizing business hypothesis-driven experimentation and feedback for validated learning using the Lean Ultimate Collection. The book also sheds light on context mapping, designing and framing problem statements, and prototyping to idea generation, innovation, and creativity in business strategies. This book is a detailed guide to bringing a Design Thinking revolution in your company's strategies. It will help your business succeed by creating innovative solutions for the problems your business faces. The book is better than many books because it encapsulates everything from Mastering Design Thinking to Lean Six Sigma and Agile Methodologies. The book "Design Thinking Revolution" covers the following: Understanding design thinking and its management and implications Benefits of using design thinking for business strategy development Mapping and framing problem statements Brainstorming ideas and creating innovative solutions Divergent and convergent thinking Key Variables to transform large-scale organizational transformation Agile Manufacturing for meeting customer needs and market demands Agile hybrid and its use to streamline processes Introduction to Lean Six Sigma Lean and the Cultural Change Fundamentals Implementation of Lean Reducing D.O.W.N.T.I.ME (Defects, Overproduction, Waiting, Not utilizing talent, Transportation, Inventory excess, Motion waste, Excess processing) The book is primarily for beginners but can benefit anyone interested in bringing a design thinking revolution in their business processes. The book has a diverse and dynamic range of topics under the umbrella of the Design Thinking Revolution. Frequently Asked Questions: Does the book help in understanding UX Design? Ans. The book is focused on using Design Thinking to improving business strategies and execution and helps you in understanding UX Design. Will the book help in improving business performance? Ans. Yes, the Lean Ultimate Collection, Agile Project Management and DOWNTIME reduction will help improve your business performance tremendously. Will this book be helpful for startups? Ans. This book is really helpful for startups and Small and Medium Enterprises.

More and more Agile projects are seeking architectural roots as they struggle with complexity and scale - and they're seeking lightweight ways to do it Still seeking? In this book the authors help you to find your own path Taking cues from Lean development, they can help steer your project toward practices with longstanding track records Up-front architecture? Sure. You can deliver an architecture as code that compiles and that concretely guides development without bogging it down in a mass of documents and guesses about the implementation Documentation? Even a whiteboard diagram, or a CRC card, is documentation: the goal isn't to avoid documentation, but to document just the right things in just the right amount Process? This all works within the frameworks of Scrum, XP, and other Agile approaches

Several years ago it was Quality Assurance. Then it was Lean Six Sigma. Now everyone wants to be Agile. The allure of these bright, shiny business protocols is understandable. This book is intended to help you in bettering your workplace. Hence, the content and applicability of the methods are the main focal point.

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Agile development methodologies may have started life in IT, but their widespread and continuing adoption means there are many practitioners outside of IT--including designers--who need to change their thinking and adapt their practices. This is the missing book about agile that shows how designers, product managers, and development teams can integrate experience design into lean and agile product development. It equips you with tools, techniques and a framework for designing great experiences using agile methods so you can deliver timely products that are technically feasible, profitable for the business, and desirable from an end-customer perspective. This book will help you successfully integrate your design process on an agile project and feel like part of the agile team. do good design faster by doing just enough, just in time. use design methods from disciplines such as design thinking, customer-centered design, product design, and service design. create successful digital products by considering the needs of the end-customer, the business, and technology. understand the next wave of thinking about continuous design and continuous delivery.

This book promotes student-centered approaches to the learning process, allowing students to develop skills and competences that traditional, passive learning methods cannot foster. In turn, supporting active learning with digital technology tools creates new possibilities in terms of pedagogical design and implementation. This book addresses the latest research and practice in the use of technology to promote active learning. As such, on the one hand, it focuses on active pedagogical methodologies like problem-based learning, design thinking and agile approaches; on the other, it presents best practice cases on the use of digital environments to support these methodologies. Readers will come to understand and learn to apply active learning methodologies,

either by replicating the best practices presented here, or by creating their own methods.
????:The machine that changed the world
Learn how to use stories throughout the agile software development lifecycle. Through lessons and examples, Agile UX Storytelling demonstrates to product owners, customers, scrum masters, software developers, and designers how to craft stories to facilitate communication, identify problems and patterns, refine collaborative understanding, accelerate delivery, and communicate the business value of deliverables. Rebecca Baker applies the techniques of storytelling to all facets of the software development lifecycle—planning, requirements gathering, internal and external communication, design, and testing—and shows how to use stories to improve the delivery process. What You'll Learn Craft stories to facilitate communication within the project team and with stakeholders Leverage stories to identify problems and patterns, accelerate delivery, and communicate business value Apply storytelling techniques to all stages of the SDLC Marshal user stories to focus requirements gathering and ensure a consistent message Who This Book Is For All SDLC and UX roles: product owners, customers, scrum masters, software developers, and UX designers
This book constitutes revised selected papers from the 7th Brazilian Workshop on Agil Methods, WBMA 2016, held in Curitiba, Brazil, in November 2016. The 10 full and 4 short papers presented in this volume were carefully reviewed and selected from 35 submissions. The papers present empirical results and literature reviews on agile implementation in government and distributed environments, design thinking and projects inception, testing and technical debt, motivation and gamification, training, modeling and project management, maturity models and quality assurance.
This book explores the application of agile and lean techniques, originally from the field of software development and manufacturing, to various aspects of education. It covers a broad range of topics, including applying agile teaching and learning techniques in the classroom, incorporating lean thinking in educational workflows, and using team-based approaches to student-centred activities based on agile principles and processes. Demonstrating how agile and lean ideas can concretely be applied to education, the book offers practical guidance on how to apply these ideas in the classroom or lecture hall, as well as new concepts that could spark further research and development.
This book presents a series of high performance product design (PD) and development best practices that can create or improve product development organization. In contrast to other books that focus only on Toyota or other individual companies applying lean IPD, this book explains the lean philosophy more broadly and includes discussions of systems engineering, design for X (DFX), agile development, integrated product development, and project management. The "Lean Journey" proposed here takes a value-centric approach, where the lean principles are applied to PD to allow the tools and methods selected to emerge from observation of the individual characteristics of each enterprise. This means that understanding lean product development (LPD) is not about knowing which tools are available but knowing how to apply the philosophy. The book comes with an accompanying manual with problems and solutions available on Springer Extras.
This book reports on innovative concepts and practical solutions at the intersection between engineering design, engineering production and industrial management. It covers cutting-edge design, modeling and control of dynamic and multiphysics systems, knowledge management systems in industry 4.0, cyber-physical production systems, additive and sustainable manufacturing and many other related topics. The original, carefully selected, peer-reviewed chapters highlight collaborative works between different countries and between industry and universities, thus offering a timely snapshot for the research and industrial communities alike, as well as a bridge to facilitate communication and collaboration.
Are you ready to get a full set of tools to improve your skills in User Experience, Software Development and Management Approach? In the idea of having a clear view of a business, no matter if it is a startup or a big company, starting from the process of product creations and development that allow achieving excellent results in short time, you MUST learn UX, DevOps and Lean and Agile Principles, a practical set of activities that are focused on understand user's needs, development's approach and management's abilities to provide positive experiences and reaching the best output. Adopt these principles and concepts will improve every business and product: a meaningful experience for the working team and for the final user that allows you to become a master in this field. This bundle of 3 books provides you a complete guide to understand and manage your business Here some questions that you will find the answer: What is UX Design and Principles? What is DevOps methodology? What is the Lean and Agile approach? How are they implementable into a company? What are the benefits that they can generate? Understand which actions generate great experience for the user and how to implement them in your working process is the real value of the fundamentals of UX: ensure that your design has the right strategies to be focused on the client's needs. If you are looking for a complete guide in UX, DevOps and Lean and Agile in just a few hours, this book is for you. It has been thought for beginners that are studying the different approach of UX development but also for designers and entrepreneurs that recognize these critical changes in the creations and fruition of contents. What's Inside these Bundle of 3 Books: BOOK 1: UX: Learn To Design Great Products For A Better User Experience Introduction to UX Fundamentals Of User Experience Design Strategies To Apply For A Great User Experience Different UX Approach (Lean UX VS Agile UX) Bring Your Ideas To Life With Prototyping Benefits Of UX To Your Company BOOK 2: DevOps: Building Software With Lean Process For Modern Business Introduction To DevOps Capabilities Of DevOps The Way Cloud Accelerate DevOps Solving Challenges With DevOps Agile, Continuous Delivery, and the Three Way The Principles of Flow The Principles of Feedback The Principles Of Continual Learning And Experimentation Selecting Which Value Stream to Start With Understanding the Work in Our Value Stream, Making it Visible, and Expanding it Across the Organization BOOK 3: Lean and Agile: How to Develop Successful Business and Startup using Lean Approach and Agile Method Crucial Steps For A Lean Product Why Lean UX? Difference Between Lean Concept And Agile Collaborative Design Lean Approach And Thinking Agile Methodology In simple words, after reading these books, you should be able to start working on your project with a new and improved vision.
The book starts by summarizing the current literature on business, functional (supply chain), and technology strategies. Then, it establishes a case for why none of these strategies in isolation can create the competitive advantage needed to achieve the goals of the business and why they must be aligned and must work together to be effective. Every argument in the book is supported with cases from the industry. Some of the cases I have relied heavily are Wal-mart (business strategy of being a "price leader" drives supply chain strategy to reduce costs), Cemex (business strategy of "differentiation" drives supply chain that is customer centric), and several other industry examples (Avon, Tyco, Rubbermaid, etc.) as they fit the argument being made at the time. The book concludes by consolidating the lessons learned and implementation guidance on how the 3 strategies and be pulled together

resulting in a strategic roadmap.

Design thinking may forever remain as Ideo's original creative solution to innovation but today it has been popularly adopted by Apple, Google, Samsung and the GEs of the world as a go to mantra for business growth. While Ideo and other Silicon Valley experts have always been emulated for their unique thinking, the dynamic variables of Indian industry such as its competitive economy, evolving demographics, tastes and preferences prove that prescribed design thinking models do not always provide absolute solutions. Design Thinking: Beyond the Sticky Note showcases that design is much more than developing aesthetically appealing products. It discusses various philosophies of design in today's context such as design for debate, design for growth, design for social impact, human-centered design and mindful design. The book captures the views of design practitioners working in organizations like BYJU'S, Microsoft, Zoom, Rovio Entertainment, Google and Palantir Technologies. Design thinking is not limited to a position, profession or specialization. It is for everyone! The book incorporates evolved tools of design thinking which allows the creation and validation of design solutions focusing on user needs. In addition, this book highlights the shift in design from industrial product design to systems thinking through examples of technology and data driven aspects of design. It will be an insightful and useful read for design practitioners and thinkers in India as well as for industry professionals who would like to learn, use and apply the design thinking approach in daily and professional lives.

A medida que las empresas evolucionan para adoptar, integrar y aprovechar el software como elemento clave de su xito en el siglo XXI, una serie de procesos y metodologas compiten por la atencin de sus equipos de productos. En muchos casos, cada disciplina representada en esos equipos -produccin de productos, ingeniera de software y diseo- aprende un modelo diferente. Este breve libro tctico reconcilia las diferencias percibidas en Lean Startup, Agile y Design Thinking, centrndose no en rituales y prcticas sino en los valores que sustentan los tres mtodos.Escrito por Jeff Gothelf, autor del galardonado libro Lean UX, y el libro Sense & Reponse, las tcticas de este libro provienen de aos de experiencia prctica en el liderazgo de equipo y en compaas de coaching y mentoring que van desde Pequeas empresas de nueva creacin. Si usted es un gerente de producto, ingeniero de software, diseador o lder de equipo, encontrar en este libro herramientas prcticas que son inmediatamente aplicables a las actividades diarias de su equipo.

The missing manual on how to apply Lean Startup to build products that customers love The Lean Product Playbook is a practical guide to building products that customers love. Whether you work at a startup or a large, established company, we all know that building great products is hard. Most new products fail. This book helps improve your chances of building successful products through clear, step-by-step guidance and advice. The Lean Startup movement has contributed new and valuable ideas about product development and has generated lots of excitement. However, many companies have yet to successfully adopt Lean thinking. Despite their enthusiasm and familiarity with the high-level concepts, many teams run into challenges trying to adopt Lean because they feel like they lack specific guidance on what exactly they should be doing. If you are interested in Lean Startup principles and want to apply them to develop winning products, this book is for you. This book describes the Lean Product Process: a repeatable, easy-to-follow methodology for iterating your way to product-market fit. It walks you through how to: Determine your target customers Identify underserved customer needs Create a winning product strategy Decide on your Minimum Viable Product (MVP) Design your MVP prototype Test your MVP with customers Iterate rapidly to achieve product-market fit This book was written by entrepreneur and Lean product expert Dan Olsen whose experience spans product management, UX design, coding, analytics, and marketing across a variety of products. As a hands-on consultant, he refined and applied the advice in this book as he helped many companies improve their product process and build great products. His clients include Facebook, Box, Hightail, Epocrates, and Medallia. Entrepreneurs, executives, product managers, designers, developers, marketers, analysts and anyone who is passionate about building great products will find The Lean Product Playbook an indispensable, hands-on resource.

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This title offers an intelligent and easy-to-digest roadmap for successfully implementing a lean and agile value chain transformation program. Although the benefits of applying lean concepts or improving the flexibility of a value chain are clear and desperately needed in today's competitive environment, none of the current literature provides guidance on how to do this. Lean and Value Chain Management fills that gap by providing a comprehensive roadmap that shows organizations, step-by-step, how to successfully implement a lean and agile value chain transformation program. It brings together the latest advances in the field in an easy-to-digest format, and offers practical, proven tactics and detailed guidance on every aspect of the value chain redesign process - including how to map the existing process, intelligently leverage new technologies, build a strategy for strengthening relationships with suppliers and customers, identify comprehensive related metrics, and much more.

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

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Contemporary fastidious companies are required to eliminate wastes and offer value-added products and services to the customers, which requirement is fulfilled by adopting the paradigm called 'lean manufacturing'. On the other side, futuristic companies surge towards reaching the twenty-first century mission by reacting quickly in accordance with the dynamic demands of the modern customers, for which researchers have been developing a paradigm called 'agile manufacturing'. Although various techniques and tools are applied, cohesive procedures are yet to be evolved to implement these paradigms systematically and successfully in companies. In this context, this book is evolved to address students, academics, practitioners and researchers for gaining theoretical, practical and research futuristic knowledge on lean and agile manufacturing paradigms. Organised in 18

chapters, the text opens with a historical overview of lean and agile manufacturing paradigms. It then discusses the lean manufacturing principles with their application procedures. The book comprehensively analyses the methods of implementation of lean manufacturing paradigm in both traditional and moderate organisations. It also gives an equal treatment to the implementation of agile manufacturing paradigm under four drivers such as management driver, technology driver, manufacturing strategy driver and competition driver through the adoption of appropriate agile manufacturing criteria. The book concludes with a discussion of lean and agile manufacturing paradigms from the perspectives of academia, researchers and practitioners. The text is well supported by a large number of self-test questions with their answers. A unique feature of the book is the inclusion of research avenues at the end of each chapter, which enable the readers to carry out researches on these paradigms. This book is intended for the undergraduate and postgraduate students of industrial, manufacturing, production and mechanical engineering. ??????????????????????????????, ????????????????????????????????????.

Traditional Chinese edition of Leaders Eat Last: Why Some Teams Pull Together and Others Don't by Simon Sinek. Sinek is the author of "Start with Why: How Great Leaders Inspire Everyone to Take Action," and a popular TED talk speaker. In Traditional Chinese. Annotation copyright Tsai Fong Books, Inc. Distributed by Tsai Fong Books, Inc.

Agile Practice Guide – First Edition has been developed as a resource to understand, evaluate, and use agile and hybrid agile approaches. This practice guide provides guidance on when, where, and how to apply agile approaches and provides practical tools for practitioners and organizations wanting to increase agility. This practice guide is aligned with other PMI standards, including A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Sixth Edition, and was developed as the result of collaboration between the Project Management Institute and the Agile Alliance.

The publication contains a selection of the best double-blind reviewed papers presented, discussed and revised by participants of the 1st International Conference on Value Chain Management in Austria, Steyr, May 2011. The Value Chain Management (VCM) Conference presents scientific insights relevant to management as well as their translation into the practice of management. The conference focus is on the demand chain i.e. sales, production, purchasing, logistics, performance measurement and customer value management. The authors present analytical and conceptual articles as well as empirical studies showing multidisciplinary and intercultural approaches towards solving relevant open problems.

Lean UX is synonymous with modern product design and development. By combining human-centric design, agile ways of working, and a strong business sense, designers, product managers, developers, and scrum masters around the world are making Lean UX the leading approach for digital product teams today. In the third edition of this award-winning book, authors Jeff Gothelf and Josh Seiden help you focus on the product experience rather than deliverables. You'll learn tactics for integrating user experience design, product discovery, agile methods, and product management. And you'll discover how to drive your design in short, iterative cycles to assess what works best for businesses and users. Lean UX guides you through this change--for the better. Facilitate the Lean UX process with your team with the Lean UX Canvas Ensure every project starts with clear customer-centric success criteria Understand the role of designer on a agile team Write and contribute design and experiment stories to the backlog Ensure that design work takes place in every sprint Build product discovery into your team's "velocity"

As companies evolve to adopt, integrate, and leverage software as the defining element of their success in the 21st century, a rash of processes and methodologies are vying for their product teams' attention. In the worst of cases, each discipline on these teams -- product management, design, and software engineering -- learns a different model. This short, tactical book reconciles the perceived differences in Lean Startup, Design Thinking, and Agile software development by focusing not on rituals and practices but on the values that underpin all three methods. Written by Jeff Gothelf, the co-author of the award-winning Lean UX and Sense & Respond, the tactics in this book draw on Jeff's years of practice as a team leader and coach in companies ranging from small high-growth startups to large enterprises. Whether you're a product manager, software engineer, designer, or team leader, you'll find practical tools in this book immediately applicable to your team's daily methods.

This book is written by testers for testers. In ten chapters, the authors provide answers to key questions in agile projects. They deal with cultural change processes for agile testing, with questions regarding the approach and organization of software testing, with the use of methods, techniques and tools, especially test automation, and with the redefined role of the tester in agile projects. The first chapter describes the cultural change brought about by agile development. In the second chapter, which addresses agile process models such as Scrum and Kanban, the authors focus on the role of quality assurance in agile development projects. The third chapter deals with the agile test organization and the positioning of testing in an agile team. Chapter 4 discusses the question of whether an agile tester should be a generalist or a specialist. In Chapter 5, the authors turn to the methods and techniques of agile testing, emphasizing the differences from traditional, phase-oriented testing. In Chapter 6, they describe which documents testers still need to create in an agile project. Next, Chapter 7 explains the efficient use of test automation, which is particularly important in agile development, as it is the main instrument for project acceleration and is necessary to support state-of-the-art DevOps approaches and Continuous Integration. Chapter 8 then adds examples from test tool practice extending test automation to include test management functionality. Chapter 9 is dedicated to training and its importance, emphasizing the role of employee training in getting started with agile development. Finally, Chapter 10 summarizes the results of the agile journey in general with a special focus on testing. To make the aspects described even more tangible, the specific topics of this book are accompanied by the description of experiences from concrete software development projects of various organizations. The examples demonstrate that different approaches can lead to solutions that meet the specific challenges of agile projects. Features and Benefits · Provides a complete and concise overview about software testing in

agile projects · Includes experiences and examples from concrete software development projects of various companies · Describes the use of methods, techniques and tools, especially test automation, and the redefined role of the tester in agile projects.

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Lean Vs. Agile Vs. Design ThinkingWhat You Really Need to Know to Build High-Performing Digital Product TeamsSense & Respond Press LLC

UX design has traditionally been deliverables-based. Wireframes, site maps, flow diagrams, content inventories, taxonomies, mockups helped define the practice in its infancy. Over time, however, this deliverables-heavy process has put UX designers in the deliverables business. Many are now measured and compensated for the depth and breadth of their deliverables instead of the quality and success of the experiences they design. Designers have become documentation subject matter experts, known for the quality of the documents they create instead of the end-state experiences being designed and developed. So what's to be done? This practical book provides a roadmap and set of practices and principles that will help you keep your focus on the the experience back, rather than the deliverables. Get a tactical understanding of how to successfully integrate Lean and UX/DesignFind new material on business modeling and outcomes to help teams work more strategicallyDelve into the new chapter on experiment designTake advantage of updated examples and case studies.

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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.

Highly touted methodologies, such as Agile, Lean, and Design Thinking, leave many organizations bamboozled by an unprecedented array of processes, tools, and methods for digital product development. Many teams meet their peril trying to make sense of these options. How do the methods fit together to achieve the right outcome? What's the best approach for your circumstances? In this insightful report, Jonny Schneider from ThoughtWorks shows you how to diagnose your situation, understand where you need more insight to move forward, and then choose from a range of tactics that can move your team closer to clarity. Blindly applying any model, framework, or method seldom delivers the desired result. Agile began as a better answer for delivering software. Lean focuses on product success. And Design Thinking is an approach for exploring opportunities and problems to solve. This report shows you how to evaluate your situation before committing to one, two, or all three of these techniques. Understand how design thinking, the lean movement, and agile software development can make a difference Define your beliefs and assumptions as well as your strategy Diagnose the current condition and explore possible futures Decide what to learn, and how to learn it, through fast research and experimentation Decentralize decisions with purpose-driven, collaborative teams Prioritize and measure value by responding to customer demand

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Applying the principles in this book unleashes ingenuity that achieves, solidifies and perpetuates a new performance culture of mutual benefit. In this culture, project teams will prepare their work in task packages and enable workflow necessary to leave inefficiency of time and resource, literally, no place to hide. Project examples will help teams implement the principles that shorten cycle times, eliminate error, improve quality and reduce costs to succeed in meeting project commitments. Emerging Lean enterprise relationships between clients, EPC contractors and their entire supply chain will advance what constitutes the new, market-differentiating performance of individuals, project teams and companies - justifying high levels of trust and inter-organizational efforts to improve. Client executives will learn to recognize root causes of risk and sources of excellence to mitigate them. Well-developed strategic improvement is often constrained because the traditional way - current means and methods - fit squarely in everyone's comfort zone. By learning to ask the right questions, top-client leadership will soon render overruns from the best traditional systems as "not-good enough" and strive for a new level of excellence. EPC executives will better engage creative voices from their best resources and stakeholders to resolve all concerns and define a unified vision for how to deliver on clients' expectations without overruns during capital project delivery. Lean methods will effectively assure that vision, principles and best expectations are understood and implemented at the workface. Department, discipline and stakeholder leaders will align and no longer frustrate each other and their clients. They will plan and execute with increased efficiency and effectiveness. Cost reduction will accelerate, retaining only client-valued quality - enabling a nimble response to market opportunities and threats. Project and program managers will confidently accept intense, market-induced cost and schedule-reduction efforts. They will apply new metrics, measure potential and extract, align and pilot improvements. They will make workface progress transparent to simplify resource balancing, full utilization and workface flow during all project phases. The results will differentiate team members and their project's performance on the world stage. Project professionals and the skilled labor force will gain confidence to make and keep increasingly difficult commitments and experience thereby increasing opportunity in an organization known for excellence. They will fully engage heart and mind for leaders who expect excellence and they trust to enable and reward best practice performance while they jointly eliminate root causes of problems before they happen. This book guides readers through each essential role for the transformation to Lean...not just at the lowest levels but of the entire business model and all the supporting processes. Resulting market recognition of sustained excellence of people, their systems and they way they work together will create a market-leading force.

Business Management for Entrepreneurs introduces entrepreneurs and managers of small and medium-sized businesses to all the functions needed to manage these organizations successfully. This is an essential guide to the small business management competencies that are essential for the success of a smaller business.