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Software engineering requires specialized knowledge of a broad spectrum of topics, including the construction of software and the platforms, applications, and environments in which the software operates as well as an understanding of the people who build and use the software. Offering an authoritative perspective, the two volumes of the Encyclopedia of Software Engineering cover the entire multidisciplinary scope of this important field. More than 200 expert contributors and reviewers from industry and academia across 21 countries provide easy-to-read entries that cover software requirements, design, construction, testing, maintenance, configuration management, quality control, and software engineering management tools and methods. Editor Phillip A. Laplante uses the most universally recognized definition of the areas of relevance to software engineering, the Software Engineering Body of Knowledge (SWEBOK®), as a template for organizing the material. Also available in an electronic format, this encyclopedia supplies software engineering students, IT professionals, researchers, managers, and scholars with unrivaled coverage of the topics that encompass

this ever-changing field. Also Available Online This Taylor & Francis encyclopedia is also available through online subscription, offering a variety of extra benefits for researchers, students, and librarians, including: Citation tracking and alerts Active reference linking Saved searches and marked lists HTML and PDF format options Contact Taylor and Francis for more information or to inquire about subscription options and print/online combination packages. US: (Tel) 1.888.318.2367; (E-mail) reference@taylorandfrancis.com International: (Tel) +44 (0) 20 7017 6062; (E-mail) online.sales@tandf.co.uk

This book constitutes the refereed proceedings of the 7th International Conference on Extreme Programming and Agile Processes in Software Engineering, XP 2006, held in Oulu, Finland, June 2006. The book presents 16 revised full papers together with 6 experience papers, 12 poster papers and panel summaries, organized in topical sections on foundation and rationale for agile methods, effects of pair programming, quality in agile software development, and more.

Advances in Computers, Volume 113, the latest volume in this innovative series published since 1960, presents detailed coverage of new advancements in

computer hardware, software, theory, design and applications. Chapters in this updated release include A Survey on Regression Test-case Prioritization, Symbolic Execution and Recent Applications to Worst-Case Execution, Load Testing and Security Analysis, Model Based Test Cases Reuse and Optimization, Advances in Using Agile and Lean Processes for Software Development, Three Open Problems in the Context of E2E Web Testing and a Vision: NEONATE, Experiences with replicable experiments and replication kits for software engineering research, and Advances in Symbolic Execution. Provides in-depth surveys and tutorials on new computer technology Covers well-known authors and researchers in the field Presents extensive bibliographies with most chapters Includes volumes that are devoted to single themes or subfields of computer science

Lean and Agile Development for Large-Scale Products: Key Practices for Sustainable Competitive Success Increasingly, large product-development organizations are turning to lean thinking, agile principles and practices, and large-scale Scrum to sustainably and quickly deliver value and innovation. Drawing on their long experience leading and guiding lean and agile adoptions for large, multisite, and offshore product development, internationally recognized consultant and best-selling author Craig Larman and former leader of the agile transformation at Nokia Networks Bas Vodde share the key action tools needed for success. Coverage includes Frameworks for large-scale Scrum for multihundred-person product groups Testing and building quality in Product management and the end of the “contract game” between business and R&D Envisioning a large release, and planning for multiteam development Low-quality legacy code: why it’s creat-

ed, and how to stop it Continuous integration in a large multisite context Agile architecting Multisite or offshore development Contracts and outsourced development In a competitive environment that demands ever-faster cycle times and greater innovation, the practices inspired by lean thinking and agile principles are ever-more relevant. Practices for Scaling Lean & Agile Development will help people realize a lean enterprise—and deliver on the significant benefits of agility. In addition to the action tools in this text, see the companion book *Scaling Lean & Agile Development: Thinking and Organizational Tools for Large-Scale Scrum* for complementary foundation tools.

"This book provides the research and instruction used to develop and implement software quickly, in small iteration cycles, and in close cooperation with the customer in an adaptive way, making it possible to react to changes set by the constant changing business environment. It presents four values explaining extreme programming (XP), the most widely adopted agile methodology"--Provided by publisher.

This book constitutes the refereed proceedings of the 4th IFIP WG 8.1 Working Conference on Method Engineering, ME 2011, held in Paris, France, in April 2011. The 13 revised full papers and 6 short papers presented together with the abstracts of two keynote talks were carefully reviewed and selected from 30 submissions. The papers are organized in topical sections on situated method engineering, method engineering foundations, customized methods, tools for method engineering, new trends to build methods, and method engineering services.

This is the definitive guide for managers

and students to agile and iterative development methods: what they are, how they work, how to implement them, and why they should.

DSDM is about people, not tools. It is about truly understanding the needs of a business, delivering software solutions that work and delivering them as quickly and as cheaply as possible. The Dynamic Systems Development Method provides a framework of controls and best practice for Rapid Application Development. It was created by a consortium of organisations and it has been proved, since its publication in January 1995, to be extremely effective in delivering maintainable systems which match the needs of the business better than those produced using traditional lifecycles. This book, commissioned by the DSDM Consortium and written by the chairman of the Technical Committee which developed the method, explores the day-to-day realities of implementing the method. It is a practitioner's guide, dealing with issues such as how to get people from different disciplines to work together as a team, how to gain commitment and how to manage projects within normal business constraints. In this book you will find: practical guidelines on the implementation of key elements of the method such as "timeboxes" and the MOSCOW Rules clear recommendations for the roles and responsibilities of the members of the development team advice on which type of application is most likely to benefit from the method eight lengthy case studies by well-known companies, providing a benchmark against which to assess the suitability of candidate projects numerous examples and anecdotes, enabling the reader to benefit from the author's experience putting the method into practice Do you want to cut the development time and increase the fitness-for-use of

screen based business applications, by orders of magnitude? This book will enable those in organisations which develop or purchase tailored IT systems, to gain a clear understanding of the benefits of the incremental and iterative approach embodied in the DSDM. 0201178893B04062001

What is agile data warehousing? -- Iterative development in a nutshell -- Streamlining project management -- Authoring better user stories -- Deriving initial project backlogs -- Developer stories for data integration -- Estimating and segmenting projects -- Adapting agile for data warehousing -- Starting and scaling agile data warehousing.

Software engineering is widely recognized as one of the most exciting, stimulating, and profitable research areas, with a significant practical impact on the software industry. Thus, training future generations of software engineering researchers and bridging the gap between academia and industry are vital to the field. The International Summer School on Software Engineering (ISSSE), which started in 2003, aims to contribute both to training future researchers and to facilitating the exchange of knowledge between academia and industry. This volume consists of chapters originating from a number of tutorial lectures given in 2009, 2010, and 2011 at the International Summer School on Software Engineering, ISSSE, held in Salerno, Italy. The volume has been organized into three parts, focusing on software measurement and empirical software engineering, software analysis, and software management. The topics covered include software architectures, software product lines, model driven software engineering, mechatronic systems, aspect oriented software development, agile develop-

ment processes, empirical software engineering, software maintenance, impact analysis, traceability management, software testing, and search-based software engineering.

This is the first of a two-volume set that constitutes the refereed proceedings of the Second International Conference on Usability and Internationalization, UIHCII 2007, held in Beijing, China in July 2007. The papers of this first volume cover HCI and culture and are organized in topical sections on cross-cultural design, internationalization and intercultural usability, as well as user studies.

Providing a set of helpful thinking tools, this text aims to assist in translating each lean principle to agile software development practices that match the needs of your domain.

Software Project Secrets: Why Software Projects Fail offers a new path to success in the software industry. This book reaches out to managers, developers, and customers who use industry-standard methodologies, but whose projects still struggle to succeed. Author George Stepanek analyzes the project management methodology itself, a critical factor that has thus far been overlooked. He explains why it creates problems for software development projects and begins by describing 12 ways in which software projects are different from other kinds of projects. He also analyzes the project management body of knowledge to discover 10 hidden assumptions that are invalid in the context of software projects. Please note - there is now a second edition of this book available, with the ISBN of 0321658396. "Jim Highsmith is one of a few modern writers who are helping us understand the new nature of work in the knowledge economy." —Rob Austin, Assistant Professor, Harvard Business

School "This is the project management book we've all been waiting for—the book that effectively combines Agile methods and rigorous project management. Not only does this book help us make sense of project management in this current world of iterative, incremental Agile methods, but it's an all-around good read!" —Lynne Ellen, Sr. VP & CIO, DTE Energy "Finally a book that reconciles the passion of the Agile Software movement with the needed disciplines of project management. Jim's book has provided a service to all of us." —Neville R(oy) Singham, CEO, ThoughtWorks, Inc. "The world of product development is becoming more dynamic and uncertain. Many managers cope by reinforcing processes, adding documentation, or further honing costs. This isn't working. Highsmith brilliantly guides us into an alternative that fits the times." —Preston G. Smith, principal, New Product Dynamics/-coauthor, *Developing Products in Half the Time* One of the field's leading experts brings together all the knowledge and resources you need to use APM in your next project. Jim Highsmith shows why APM should be in every manager's toolkit, thoroughly addressing the questions project managers raise about Agile approaches. He systematically introduces the five-phase APM framework, then presents specific, proven tools for every project participant. Coverage includes: Six principles of Agile Project Management How to capitalize on emerging new product development technologies Putting customers at the center of your project, where they belong Creating adaptive teams that respond quickly to changes in your project's "ecosystem" Which projects will benefit from APM—and which won't APM's five phases: Envision, Speculate, Explore, Adapt, Close APM practices, including the Prod-

uct Vision Box and Project Data Sheet
Leveraging your PMI skills in Agile environments
Scaling APM to larger projects and teams
For every project manager, team leader, and team member

This book constitutes the refereed proceedings of the 9th International Conference on Product Focused Software Process Improvement, PROFES 2008, held in Monte Porzio Catone, Italy, in June 2008. The 31 revised full papers presented together with 4 reports on workshops and tutorials and 3 keynote addresses were carefully reviewed and selected from 61 submissions. The papers address different development modes, roles in the value chain, stakeholders' viewpoints, collaborative development, as well as economic and quality aspects. The papers are organized in topical sections on quality and measurement, cost estimation, capability and maturity models, systems and software quality, software process improvement, lessons learned and best practices, and agile software development.

"This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology"--Provided by publisher.

"Balancing Agility and Discipline" begins by defining the terms, sweeping aside the rhetoric and drilling down to core concepts. The authors describe a day in the life of developers who live on one side or the other. Their analysis is both objective and grounded, leading to clear and practical guidance for all software professionals.

On behalf of the PROFES organizing committee we would like to welcome you to the 4th International Conference on Product Focused Software Process Improvement (PROFES 2002) in Rovaniemi, Fin-

land. The conference was held on the Arctic Circle in exotic Lapland under the Northern Lights just before Christmas time, when Kaamos (the polar night is known in Finnish as "Kaamos") shows its best characteristics. PROFES has established itself as one of the recognized international process improvement conferences. Despite the current economic downturn, PROFES has attracted a record number of submissions. A total of 70 full papers were submitted and the program committee had a difficult task in selecting the best papers to be presented at the conference. The main theme of PROFES is professional software process improvement (SPI) motivated by product and service quality needs. SPI is facilitated by software process assessment, software measurement, process modeling, and technology transfer. It has become a practical tool for quality software engineering and management. The conference addresses both the solutions found in practice and the relevant research results from academia.

Whether to continue using traditional cost and benefit analysis methods such as systems and software engineering standards or to use a relatively new family of software development processes known as Agile methods is one of most prevalent questions within the information technology field today. Since each family of methods has its strengths and weaknesses, the question being raised by a growing number of executives and practitioners is: Which family of methods provides the greater business value and return on investment (ROI)? Whereas traditional methods have been in use for many decades, Agile methods are still a new phenomenon and, until now, very little literature has existed on how to quantify the business value of Agile methods in economic terms, such as ROI and net

present value (NPV). Using cost of quality, total cost of ownership, and total life cycle cost parameters, The Business Value of Agile Software Methods offers a comprehensive methodology and introduces the industry's initial top-down parametric models for quantifying the costs and benefits of using Agile methods to create innovative software products. Based on real-world data, it illustrates the first simple-to-use parametric models of Real Options for estimating the business value of Agile methods since the inception of the Nobel prize winning Black-Scholes formulas. Numerous examples on how to estimate the costs, benefits, ROI, NPV, and real options of the major types of Agile methods such as Scrum, Extreme Programming and Crystal Methods are also included. In addition, this reference provides the first comprehensive compilation of cost and benefit data on Agile methods from an analysis of hundreds of research studies. The Business Value of Agile Software Methods shatters key myths and misconceptions surrounding the modern-day phenomenon of Agile methods for creating innovative software products. It provides a complete business value comparison between traditional and Agile methods. The keys to maximizing the business value of any method are low costs and high benefits and the business value of Agile methods, when compared to traditional methods, proves to be very impressive. Agile methods are a new model of project management that can be used to improve the success, business value, and ROI of high-risk and highly complex IT projects in today's dynamic, turbulent, and highly uncertain marketplace. If you are an executive, manager, scholar, student, consultant or practitioner currently on the fence, you need to read this book!

The 'Dynamic Systems Development Method' (DSDM) is a process that is used to deliver software systems. This text discusses the topic.

Over recent decades, an abundance of reports have established that significant difficulties are experienced with the development of requirements in software projects. Traditionally, requirements are documented prior to development remaining fixed with little scope for subsequent change. However, for competitive domains, change to initial expectations frequently occurs and should be accommodated to increase the likelihood of project success. Agile Methods (AMs) recognise this, creating shorter development cycles and increased customer involvement, thus contributing toward higher levels of adaptability for changing requirements. However, despite widespread adoption, problems still remain as considerable difficulty exists in managing negotiation between interdisciplinary stakeholder groups. Specific problems include difficulty achieving a collaborative approach, early detection, and resolution of requirements conflict and limited access to suitable stakeholders also contributes toward developers not fully understanding the domain. In response to these challenges, this book has been written to address the inclusion of input from critical stakeholders on software development projects. This is achieved by utilizing Home Care Systems (HCS) as an exemplar for Dynamically Adaptive Systems (DAS), illustrating how AMs can be extended to better suit the desirable characteristics for an evolutionary Requirements Engineering (RE) approach to be developed. The findings from multiple studies, both academic and industry-based, inform the development of a novel evolutionary framework called

OpenXP to improve the facilitation of agile requirements elicitation in complex business domains. OpenXP provides the Agile Business Analyst with a practical solution to the strategic consolidation of multiple diverse viewpoints in developing a representative perspective of the overall project goal. Specifically, this novel approach introduces a more participatory elicitation process, extending hands-on support for prioritization, decision making, and the provision of an informative workspace, including upper level business context needed for developing user stories. The OpenXP framework is a three-phased solution consisting of nine specific steps linked with four broader facets. Each facet is then responsible for implementing one or more strategic functions that comprise Stakeholder Coordination, Business and IT Alignment, Effective Communication, Adaptability Integration on agile software projects.

This book contains the refereed proceedings of the Third Scandinavian Conference on Information Systems (SCIS), held in Sigtuna, Sweden, in August 2012. The digitization of modern society's information and communication structures has fundamentally changed our everyday life, economy, business, and society. How can information systems research as an academic yet pragmatic discipline contribute to designing the interactive society? The Scandinavian IS tradition with its emphasis on engaged scholarship, action research, and socially embedded design has a lot to contribute to this discussion. The 10 papers accepted for presentation at the conference were selected from 33 submissions, and they are grouped into two main themes: the interactive society and design.

Agile is a relatively recent methodology used in the development process of a project. Therefore, it is important to

share new emerging knowledge with researchers and professionals interested in adopting an agile mindset. Emerging Innovations in Agile Software Development focuses on the use of agile methodologies to manage, design, develop, test and maintain software projects. Emphasizing research-based solutions for contemporary software development, this publication is designed for use by software developers, researchers, and graduate-level students in software engineering and project management programs. Includes applications of both information technology and production-operations management with a focus on information systems to demonstrate the real environment that exists for IS projects.

Describes Agile Modeling Driven Design (AMDD) and Test-Driven Design (TDD) approaches, database refactoring, database encapsulation strategies, and tools that support evolutionary techniques Agile software developers often use object and relational database (RDB) technology together and as a result must overcome the impedance mismatch The author covers techniques for mapping objects to RDBs and for implementing concurrency control, referential integrity, shared business logic, security access control, reports, and XML An agile foundation describes fundamental skills that all agile software developers require, particularly Agile DBAs Includes object modeling, UML data modeling, data normalization, class normalization, and how to deal with legacy databases Scott W. Ambler is author of Agile Modeling (0471202827), a contributing editor with Software Development (www.sd-magazine.com), and a featured speaker at software conferences worldwide

Why another book on software project management? For some time, the fields

of project management, computer science, and software development have been growing rapidly and concurrently. Effective support for the enterprise demands the merging of these efforts into a coordinated discipline, one that incorporates best practices from both systems development and project management life cycles. Robert K. Wysocki creates that discipline in this book--a ready reference for professionals and consultants as well as a textbook for students of computer information systems and project management. By their very nature, software projects defy a "one size fits all" approach. In these pages you will learn to apply best-practice principles while maintaining the flexibility that's essential for successful software development. Learn how to make the planning process fit the need

- * Understand how and why software development must be planned on a certainty-to-uncertainty continuum
- * Categorize your projects on a four-quadrant model
- * Learn when to use each of the five SDPM strategies--Linear, Incremental, Iterative, Adaptive, and Extreme
- * Explore the benefits of each strategic model and what types of projects it supports best
- * Recognize the activities that go into the Scoping, Planning, Launching, Monitoring/Controlling, and Closing phases of each strategy
- * Apply this knowledge to the specific projects you manage
- * Get a clear picture of where you are and how to get where you want to go

"Robert Wysocki does it again, and again. He has evolved from a project management expert and guru to the preeminent thought leader on managing complexity in the 21st century! Wysocki's approach is to use an adaptive framework and decision-making tool which includes a robust project management methodology that seamlessly integrates change,

and can be applied to all types of projects across industries. This adaptive complex project framework is aligned with the most contemporary principles of innovation, agility, and lean approaches to change, and represents the most advanced thinking in applied complex project management to date." —Kathleen Hass, Project Management and Business Analysis Practice Leader, Consultant, and PMI award-winning author of *Managing Complex Projects: A New Model With technology continuing to invade the business world and the convergence of complexity, uncertainty, and constant change, a whole new class of projects has emerged for which traditional project management models such as Waterfall are totally insufficient. These are called complex projects. Extreme Project Management models and a variety of Agile Project Management models such as Scrum, Rational Unified Process, Feature-Driven Development, and Dynamic Systems Development Method have emerged, but project failure rates have not been measurably reduced. Effective Complex Project Management offers a proven solution to managing any project that must succeed in the face of organizational complexity and market uncertainty, in the form of an adaptive complex project framework. Developed, refined, and validated through 20+ years of client experiences and feedback from project management thought leaders, this framework and robust methodology has demonstrated a favorable impact on project and program management success rates. Dr. Wysocki demonstrates that for program and project managers to be consistently successful in managing complex projects, they need to include in their project management portfolio of processes an adaptive framework that continuously analyzes and adapts to*

changing and modifying conditions even to the point of changing project management models mid-project. The author's adaptive complex project framework is currently the only robust tool to offer an orderly approach to do just that. When applied and managed correctly, this intuitive framework that proceeds from idea to set-up to execution has proven to deliver on the purpose of programs and projects without fail, in the form of desired business value.

This book includes carefully selected papers presented at the 10th International Conference on Knowledge, Information and Creativity Support Systems (KICCS 2015), which was held in Phuket, Thailand, on November 12–14, 2015. Most of the papers are extended versions with the latest results added, representing virtually all topics covered by the conference. The KICCS 2015 focus theme, "Looking into the Future of Creativity and Decision Support Systems", highlighted the field's growing complexity and called for deeper, insightful discussions about the future, complemented with an exposition of current developments that have proven their value and usefulness. As such, the book addresses topics concerning future-oriented fields of research, such as anticipatory networks and systems; foresight support systems; and relevant newly emerging applications, exemplified by autonomous creative systems. It also focuses on cognitive and collaborative aspects of creativity.

eBook: Object-Oriented Systems Analysis 4e

An indispensable resource for business leaders, IT professionals and project managers working to effect positive change in their organizations, this innovative book presents a new paradigm for the

management of evolving business and IT architectures. Enterprise release management takes a holistic view of change that offers a synthesis of traditional management approaches, including project and change management, enterprise architecture, and development practices like configuration and release management. Unlike many books that simply focus on portfolio planning, this practical reference establishes an end to end release framework which ensures initiatives are planned and prioritized to streamline portfolio execution and delivery. Benefits of the release-centric approach advocated include reduced execution and operational risk, improved demand management and optimized release throughput. This unique book offers a fresh enterprise perspective that addresses strategic change and the release life cycle, providing executives and managers with the tools they need to chart and track the course of their business.

This book contains the refereed proceedings of the 11th International Conference on Agile Software Development, XP 2010, held in Trondheim, Norway, in June 2010. In order to better evaluate the submitted papers and to highlight the applicational aspects of agile software practices, there were two different program committees, one for research papers and one for experience reports. Regarding the research papers, 11 out of 39 submissions were accepted as full papers; and as far as the experience reports were concerned, the respective number was 15 out of 50 submissions. In addition to these papers, this volume also includes the short research papers, the abstracts of the posters, the position papers of the PhD symposium, and the abstracts of the panel on "Collaboration in an Agile World".

This book presents the latest research ideas and topics on how to enhance current database systems, improve information storage, refine existing database models, and develop advanced applications. It provides insights into important developments in the field of database and database management. With emphasis on theoretical issues regarding databases and database management, the book describes the capabilities and features of new technologies and methodologies, and addresses the needs of database researchers and practitioners. *Note: This book is part of a new series entitled Advanced Topics in Database Research . " This book is Volume Three within this series (Vol. III, 2004).

The popular guide to the project management body of knowledge, now fully updated Now in its eighth edition, this comprehensive guide to project management has long been considered the standard for both professionals and academics, with nearly 40,000 copies sold in the last three editions! Well-known expert Robert Wysocki has added four chapters of new content based on instructor feedback, enhancing the coverage of best-of-breed methods and tools for ensuring project management success. With enriched case studies, accompanying exercises and solutions on the companion website, and PowerPoint slides for all figures and tables, the book is ideal for instructors and students as well as active project managers. Serves as a comprehensive guide to project management for both educators and project management professionals Updated to cover the new PMBOK® Sixth Edition Examines traditional, agile, and extreme project management techniques; the Enterprise Project Management Model; and Kanban and Scrumban methodologies In-

cludes a companion website with exercises and solutions and well as PowerPoint slides for all the figures and tables used Written by well-known project management expert Robert Wysocki Effective Project Management, Eighth Edition remains the comprehensive resource for project management practitioners, instructors, and students. (PMBOK is a registered mark of the Project Management Institute, Inc.)

E-Collaboration in Modern Organizations: Initiating and Managing Distributed Projects combines comprehensive research related to e-collaboration in modern organizations, emphasizing topics relevant to those involved in initiating and managing distributed projects. Providing authoritative content to scholars, researchers, and practitioners, this book specifically describes conceptual and theoretical issues that have implications for distributed project management, implications surrounding the use of e-collaborative environments for distributed projects, and emerging issues and debate related directly and indirectly to e-collaboration support for distributed project management.

"Agile Software Development is a highly stimulating and rich book. The author has a deep background and gives us a tour de force of the emerging agile methods." —Tom Gilb The agile model of software development has taken the world by storm. Now, in Agile Software Development, Second Edition, one of agile's leading pioneers updates his Jolt Productivity award-winning book to reflect all that's been learned about agile development since its original introduction. Alister Cockburn begins by updating his powerful model of software development as a "cooperative game of invention and communication." Among the new ideas he introduces: harnessing competition

without damaging collaboration; learning lessons from lean manufacturing; and balancing strategies for communication. Cockburn also explains how the cooperative game is played in business and on engineering projects, not just software development. Next, he systematically illuminates the agile model, shows how it has evolved, and answers the questions developers and project managers ask most often, including:

- Where does agile development fit in our organization?
- How do we blend agile ideas with other ideas?
- How do we extend agile ideas more broadly?

Cockburn takes on crucial misconceptions that cause agile projects to fail. For example, you'll learn why encoding project management strategies into fixed processes can lead to ineffective strategy decisions and costly mistakes. You'll also find a thoughtful discussion of the controversial relationship between agile methods and user experience design. Cockburn turns to the practical challenges of constructing agile methodologies for your own teams. You'll learn how to tune and continuously reinvent your methodologies, and how to manage incomplete communication. This edition contains important new contributions on these and other topics:

- Agile and CMMI
- Introducing agile from the top down
- Revisiting "custom contracts"
- Creating change with "stickers"

In addition, Cockburn updates his discussion of the Crystal methodologies, which utilize his "cooperative game" as their central metaphor. If you're new to agile development, this book will help you succeed the first time out. If you've used agile methods before, Cockburn's techniques will make you even more effective.

"This set addresses a range of e-collaboration topics through advanced research chapters authored by an international partnership of field experts"--Provided by

publisher.

"Offers a requirements process that saves time, eliminates rework, and leads directly to better software. A great way to build software that meets users' needs is to begin with 'user stories': simple, clear, brief descriptions of functionality that will be valuable to real users. ... [the author] provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, [the author] shows how to organize them, prioritize them, and use them for planning, management, and testing"--Back cover.

Enid Mumford (1924-2006) was a pioneer in the sociotechnical design of computer systems. Prof Mumford's work successfully investigated the introduction and implementation of computer systems by large corporations and governments. Mumford's ETHICS approach to software development emphasizes user participation, thus avoiding many of the problems of introducing new systems. It takes a holistic view of organizations, unifying both social and technological solutions. This updated edition of Mumford's book, *Designing Human Systems*, describes how modern agile programming techniques complement the ETHICS method. Together, the two methods cover both user and developer issues. This integrated approach offers an improved methodology for successful software development projects.

The XP conference series established in 2000 was the first conference dedicated to agile processes in software engineer-

ing. The idea of the conference is to offer a unique setting for advancing the state of the art in the research and practice of agile processes. This year's conference was the ninth consecutive edition of this international event. The conference has grown to be the largest conference on agile software development outside North America. The XP conference enjoys being one of those conferences that truly brings practitioners and academics together. About 70% of XP participants come from industry and the number of

academics has grown steadily over the years. XP is more of an experience rather than a regular conference. It offers several different ways to interact and strives to create a truly collaborative environment where new ideas and exciting findings can be presented and shared. For example, this year's open space session, which was "a conference within a conference", was larger than ever before. Agile software development is a unique phenomenon from several perspectives.