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Agile Product Management Box Set: User Stories & Product ...

Agile product management just got easier. Introduction . Thank you and congratulations on taking this class, Minimum Viable Product: 21 Tips for Getting an MVP, Early Learning and Return on Investment for Your Product. In this class, you will be given a complete set of tips for developing a minimum viable product.

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Listen to Agile Product Management Box Set: Product Backlog and Release Planning by Paul VII,Randal Schaffer with a free trial.\nListen to unlimited* audiobooks on the web, iPad, iPhone and Android. In this class, you will be given a multitude of proven tips to manage your product backlog as part of an agile scrum team.

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Agile Product Management: (Box set) Product Owner 27 ...

Does Agile work? — A quantitative analysis of agile project success Pedro Serrador a,b, Jeffrey K. Pinto c a Serrador Project Management, Box 38032, 1250S. Service Rd., Mississauga, ON L5E 3G3, Canada b Humber College, 205 Humber College Blvd, Toronto, ON M9W 5L7, Canada c Black School of Business, Penn State — Erie, Erie, PA 16563, United States Received 10 September 2014; received in ...

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Listen to Agile Product Management Box Set: Product ...

Since agile programs are more fluid than traditional approaches, agile product management is a more flexible approach. One of the core concepts in agile is that the scope of a project is fluid, while resources stay the same. As such, in agile product management the team spends less time defining the product before hand, and is open to changes ...

What is product management? | Atlassian Agile Coach

Product Management is responsible for defining and supporting the building of desirable, feasible, viable, and sustainable products that meet customer needs over the product-market lifecycle. To do this, they collaborate with a wide range of people to identify and define customer needs, understand the Solution Context, and develop the Program Vision, Roadmap, and Features required to meet ...

Product and Solution Management - Scaled Agile Framework

The role of the Product Manager becomes even more vital as organizations embrace business agility. As organizations become more customer-centric, there is a need to better understand and relate to customers. Product discovery and product strategy are key to aligning your product with your organization ' s purpose and your customers ' needs.

Introduction Thank you and congratulations on taking this class, "User Stories: How to capture, and manage requirements for Agile Product Management and Business Analysis with Scrum".In this class, you will be given proven methods to create, maintain and manage your requirements using user stories as part of an agile scrum team.I know you will get value from this class as it gives you a full introduction to the concept of agile user stories for managing product requirements. I then walk you step by step through everything involved in managing requirements using user stories including writing, combining and splitting complex user stories. Following this, I give you a complete overview of epics and themes and how they can be used to capture and group complex requirements in any team or business. Along the way, I give you plenty of examples and give you best practices for working with

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user stories within agile scrum. In this class, you will learn: * What User Stories are and why they are so powerful for capturing requirements in complex projects * Feel confident in writing user stories for any project * Understand what a Requirements Spec is and Why they are less flexible than a Product Backlog built with Agile User Stories * Explain what The Three Rs rule, Acceptance Criteria, the INVEST Principle, the Three Cs principle and Edge Cases are and how they will make you a better user story writer or agile practitioner * Understand how and when to split and amalgamate stories * Learn techniques to help you to split user stories when working in the real world * Understand the difference between Epics and Themes and when each is used * Learn who is responsible for writing user stories in agile and scrum So let's get started and let me teach you how to improve product backlog management. Thank you and congratulations on taking this class, "Product Management: 21 tips to create and manage the Product Backlog". In this class, you will be given a multitude of proven tips to manage your product backlog as part of an agile scrum team. I know you will get value from this class as it gives you a full introduction to the concept of the product backlog. I then walk you step by step through the steps involved in managing a backlog. Following this, I give you tips for improving product backlog management in your team or business from the ground up. Along the way, I give you plenty of examples and give you best practices for product backlog management within agile scrum. In this class, you will learn: * A brief recap of agile and scrum principles * What is a product backlog and how is it different from traditional requirements documents * How to create a product backlog from a product vision * What user stories are and how they are simpler for managing requirements * Concise techniques for improving your product backlog management So let's get started and let me teach you how to improve product backlog management. Scroll Up To The Top Of The Page And Click The Orange "Buy Now" or "Read For Free" Icon On The Right Side!

"Agile Excellence for Product Managers" is a plain-speaking guide on how to work with Agile development teams to achieve phenomenal product success. It covers the why and how of agile development (including Scrum, XP, and Lean,) the role of product management, release planning, and more.

Best practices for managing projects in agile environments—now updated with new techniques for larger projects Today, the pace of project management moves faster. Project management needs to become more flexible and far more responsive to customers. Using Agile Project Management (APM), project managers can achieve all these goals without compromising value, quality, or business discipline. In Agile Project Management, Second Edition, renowned agile pioneer Jim Highsmith thoroughly updates his classic guide to APM, extending and refining it to support even the largest projects and organizations. Writing for project leaders, managers, and executives at all levels, Highsmith integrates the best project management, product management, and software development practices into an overall framework designed to support unprecedented speed and mobility. The many topics added in this new edition include incorporating agile values, scaling agile projects, release planning, portfolio governance, and enhancing organizational agility. Project and business leaders will especially appreciate Highsmith ' s new coverage of promoting agility through performance measurements based on value, quality, and constraints. This edition ' s coverage includes: Understanding the agile revolution ' s impact on product development Recognizing when agile methods will work in project management, and when they won ' t Setting realistic business objectives for Agile Project Management Promoting agile values and principles across the organization Utilizing a proven Agile Enterprise Framework that encompasses governance, project and iteration management, and technical practices Optimizing all five stages of the agile project: Envision, Speculate, Explore, Adapt, and Close Organizational and product-related processes for scaling agile to the largest projects and teams Agile project governance solutions for executives and management The " Agile Triangle " : measuring performance in ways that encourage agility instead of discouraging it The changing role of the agile project leader

A comprehensive, expert guide to Scrum-based agile project ownership and management: roles, techniques, practices, and intangibles * *An indispensable resource for Scrum 'product owners,' the pivotal players in Scrum projects - and for all stakeholders who interact with them. *Covers product vision, exploration, user stories, use cases, planning poker, release planning, and much more. *Responds to one of the most crucial challenges in making agile work in the enterprise: finding and training the right product owner. In Scrum projects, the product owner plays a pivotal role, but until recently, few have been trained in the unique skills, techniques, and attitudes they need to succeed in this role. That's why courses on Scrum product ownership are soaring in popularity - and it's why this book is so important. Agile Product Management with Scrum is the first book to define and describe the role of agile product ownership in a systematic and comprehensive way. It covers a broad range of agile practices from the product owner's perspective, including product vision, exploration, user stories, use cases, 'planning poker,' sprints, release planning, portfolio management, and more. Drawing on extensive experience helping organizations succeed with Scrum, top agile consultant Roman Pichler gets down to the brass tacks: saving time and money while improving both quality and agility. He also addresses critical upstream processes and 'fuzzy front end' that organizations must get right if they are to adopt Scrum across the enterprise. This practical book is an indispensable resource for everyone who plays the role of product owner, or anticipates doing so. It will also be extremely useful to all stakeholders who interact with product owners - which is to say, the entire Scrum project team.

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.

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.

Shows you what it takes to develop products that blow your users away—and take market share from your competitors. This book will explain how the principles behind agile product development help designers, developers, architects, and product managers create awesome products; and how to look beyond a shiny user interface to build a great product. Most importantly, this book will give you a shared framework for your product development team to collaborate effectively. Product development involves several key activities—including ideation, discovery, design, development, and delivery—and yet too many companies and innovators focus on just a few of them much to the detriment of the product’s success in the marketplace. As a result we still continue to see high failure rates in new product development, be it inside organizations or startups. Unfortunately, or rather fortunately, these failures are largely avoidable. In the last fifteen years, advances in agile software development, lean product development, human-centered design, design thinking, lean startups and product delivery have helped improve individual aspects of product development. However, not enough guidance has been available to integrate them in the context of the product development life cycle. Until now. Product developer extraordinaire Tathagat Varma in Agile Product Development integrates individual knowledge areas into a field manual for product developers. Organized in the way an idea germinates, sprouts, and grows, the book synthesizes the body of knowledge in a pragmatic way that is more natural to the entire product creation process rather than from individual practices that constitute it. In today’s hyper-innovative world, being first to the market, or delivering feature-loaded products, or even offering the latest technology doesn’t guarantee success anymore. Sure, those elements are all needed in the right measures, but they are not sufficient by themselves. And getting it right couldn’t be more important: Building products that deliver awesome user experiences is the top challenge facing businesses today, especially in a post-Apple world where user experience and design has been elevated to a cult status.

Every product owner faces a complex and unique set of challenges within their team. This provides each individual the opportunity to fill the role with different ambitions, skills, and insights. Your product ownership journey can take a variety of paths, and The Art of Agile Product Ownership is here to be your guide. Author Allan Kelly, who delivers Agile training courses to major companies, pulls from his experience to help you discover what it takes to be a successful product owner. You will learn how you need to define your role within a team and how you can best incorporate ownership with strategy. With the Agile method, time is the key factor, and after using the lessons from this book you will confidently be able to synthesize features, functionality, and scope against delivery. You will find out how other team members such as the UX designer and business analyst can support and enhance your role as product owner, and how every type of company structure can adapt for optimal agility. The Art of Agile Product Ownership is a beacon for current product owners, programmers who are ready to take the next step towards ownership, and analysts transitioning into the product space. This book helps you determine for yourself the best way to fill the product owner role so that you utilize your unique combination of skills. Product ownership is central to a successful Agile team, and after reading this book, you will be more than ready for the challenge. What You Will Learn Explores activities the product owner needs to do in order to write good and valuable user stories Identifies skills product owners can learn from product managers and business analysts Demonstrates how to make decisions based on business and customer demand rather than technical needs and feasibility Who This Book Is For This is a book for anyone becoming a product owner: developers and programmers, who, after some years at the code-face, are ready to step up to the next stage to own the product that they have been coding. Business Analysts and Product Managers who see themselves transitioning into the a product owner role will find value in this book in understanding their new role and how the work is the same and how it is different

Agile Product Management Just Got Easier Introduction Thank you and congratulations on taking this class, "Agile Product Management: Product Manager vs Scrum Product Owner." When you have taken this class, you will understand the similarities and differences between traditional Product Management and Scrum Product Ownership. In order to develop a product from original concept to working model, many factors must be taken into consideration. Clients and stakeholders might have a clear idea of what they want and when they want it. In such cases, it is the product owner's responsibility to clarify all of the details and enable the development team to generate the final product as quickly and inexpensively as possible. If the client and stakeholders are not as certain about what it is that they want, the product owner has the added responsibilities of helping them to figure out what they want and articulating this to the developers. In each segment of a development project the roles and responsibilities of product managers and product owners differ substantially. In each class, we will examine a component of product development and identify the different ways that these two roles approach them. In this class you will learn: An overview of the two product development methods How to manage requirements as a product owner as opposed to a traditional product manager How to plan a project as a product owner versus a traditional product manager How to schedule a project as a product owner as opposed to a traditional product manager Common methods for budgeting a project as a product owner versus that of a traditional product manager Tips for becoming a product owner in your team or business Now, let us move forward and let me help you to learn the differences between a traditional product manager and a scrum product owner. Table of Contents Introduction1 Understanding Product Development4 The Teams9 Planning19 Product Life Cycle34 Budgeting40 Requirements44 Schedule50 Advantages and Disadvantages56 Summary64 Preview of 'The Scrum Master Mega Pack' ...69 Check Out My Other Books74 Scroll Up To The Top Of The Page And Click The Orange "Buy Now" or "Read For Free" Icon On The Right Side!"

“ 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.