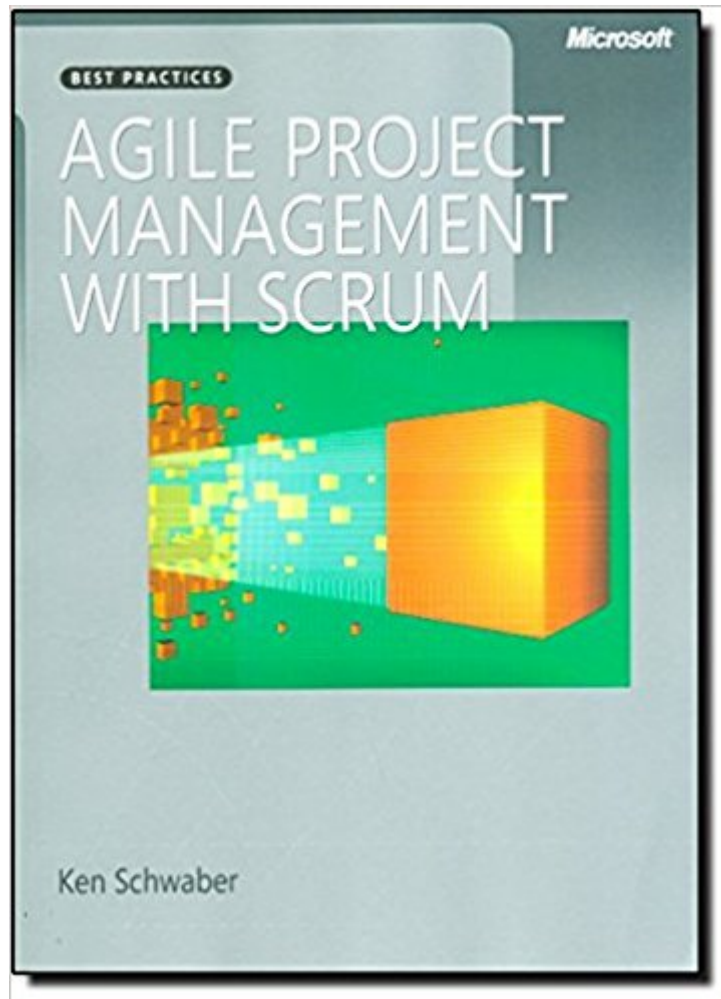


The book was found

Agile Project Management With Scrum (Developer Best Practices)



Synopsis

The rules and practices for Scrumâ”a simple process for managing complex projectsâ”are few, straightforward, and easy to learn. But Scrumâ”s simplicity itselfâ”its lack of prescriptionâ”can be disarming, and new practitioners often find themselves reverting to old project management habits and tools and yielding lesser results. In this illuminating series of case studies, Scrum co-creator and evangelist Ken Schwaber identifies the real-world lessonsâ”the successes and failuresâ”culled from his years of experience coaching companies in agile project management. Through them, youâ”ll understand how to use Scrum to solve complex problems and drive better resultsâ”delivering more valuable software faster. Gain the foundation in Scrum theoryâ”and practiceâ”you need to:

- Rein in even the most complex, unwieldy projects
- Effectively manage unknown or changing product requirements
- Simplify the chain of command with self-managing development teams
- Receive clearer specificationsâ”and feedbackâ”from customers
- Greatly reduce project planning time and required tools
- Buildâ”and releaseâ”products in 30-day cycles so clients get deliverables earlier
- Avoid missteps by regularly inspecting, reporting on, and fine-tuning projects
- Support multiple teams working on a large-scale project from many geographic locations
- Maximize return on investment!

Book Information

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Customer Reviews

I purchased the book hoping it would provide real content about the rules and practices of Scrum. Instead, the author appears intent upon using the book to drive business to his Scrum certification business. He touts platitudes about "the rules of Scrum", but provides little substance. Outside of the basics -- that can be learned by simply searching for "Scrum" in a search engine -- the book offers little insight into how Scrum Masters conduct themselves differently than Project Managers. If you're looking for valuable insight into Scrum, skip this book. It was a waste of my money. One last gripe: The author wastes no opportunity to slam traditional Project Managers and projects run under the procedures of non-agile methodologies. Clearly, he has never worked for a good technical Project Manager on a well-run project. Contrary to his opinion, both do exist.

This book is a sales pitch for agile project management, not a book on how to use it. There is chapter after chapter with the same format. 1) describe long list of problems company has, 2) implement agile 3) magic happens. There is a small amount of information on agile and how to use it.

The book was an easy read and provided a fair but light treatment of Scrum. The numerous examples provide a good illustration of some of the key concepts of the method and help in better understanding implementation issues and lessons learned. This being said, a complete understanding of Scrum requires additional reading above and beyond this book, and most importantly a good solid (if not many) attempt at applying it in the real world. For individuals interested in Scrum, I would also recommend a very active discussion group to which the book's author and many other Scrum aficionados contribute regularly: [...]

Our organization recently implemented Scrum, and although the Beedle/Schwaber book was great to get us off the ground on Scrum theory, we immediately had many questions once we actually tried to implement it in real life projects. I agree with the notion that Scrum is conceptually easy to understand, but actually quite complex to implement correctly. The scrum forum has been helpful, but we really needed a cohesive reference of situational problems. The APMWS book really hit the nail on the head and delivered what we needed the most: a practical guide to Scrum with anecdotes and "what happens if..." situations from real world Scrum implementations. This came just in time for us, and we are feeling more confident for our upcoming certification class. The appendices in the back are also very helpful. The "Rules" appendix is perfect as a quick introduction to Scrum for new Team members and Product Owners. It's actually quite detailed for being such a short

appendix. Also, for newbies the three main Roles are very nicely explained. We had some misconceptions that were immediately addressed by this book. Anyway, from a Scrum newbie that is faced with implementation issues, thanks to Ken for putting together a real world implementation guide.

Agile Project Management with Scrum is a wonderful book. The author, Ken Schwaber (one of the originators of the Scrum process), informs us through case studies and anecdotes. If you like learning by example, this book is for you. Scrum is quite likely the best starting point for most companies interested in pursuing an agile development process. The readability and excellent anecdotes in this book make it a fantastic starting point for any journey into agile development. I loved seeing how Schwaber applied Scrum in many varying situations. Rather than introducing each case study one at a time, the book is organized around key areas. Multiple anecdotes are given for each key area. Throughout each chapter, Schwaber brings the anecdotes together in Lessons Learned sections and the chapters conclude by helping point out the conclusions we learn to draw from the anecdotes. I appreciated that Schwaber was not shy about mentioning projects that didn't go perfectly—including one he got fired from for being too zealous in his role of sheepdog guarding his flock of developers. Although this book is ostensibly about software development, Scrum has its roots in general new product development and can (and has been) applied to a wide variety of development projects. A problem with a process like Scrum is that it is best learned by "feeling it" rather than being told about it. There are many subtle differences between Scrum and a more command-and-control management process. Learning Scrum by reading a book filled with examples like this is the best way to get the feel for how to use it on your own projects.

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