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~~SCRUM: Twice the Work, Half the Time Scrum by the book Scrum: How to do twice as much in half the time | Jeff Sutherland | TEDxAix~~

5 Key Patterns from \"A Scrum Book\" (ScrumPLOP.org) Scrum Methodology and Definition - Do Twice the Work in Half the Time - Agile Project Management The Scrum Guide - Audio Version - English Scrum: the art of doing twice the work in half the time by Jeff Sutherland Scrum: The Art of Doing Twice the Work in Half the Time by Jeff Sutherland Book Review: \"SCRUM: The Art of Doing Twice the Work in Half the Time\" BearTalk Book Review: Scrum by Jeff Sutherland Scrum: The Art of Doing

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~~Twice the Work in Half the Time — Jeff Sutherland~~ Scrum: Jeff Sutherland Breaks Down the Structure of Scrum Can One Person Be Both The Scrum Master And The Product Owner? | [ep. 0001 [2 Mins FAQ] **Scrum in under 5 minutes**

What is Agile? Agile Explained... with a PENCIL! 7 SCRUM MASTER INTERVIEW QUESTIONS \u0026 ANSWERS! **How to pass the Scrum PSM I™ exam with 100% score** The Beginning Of Scrum *Scrum vs Kanban - What's the Difference?* What is Scrum: An Introduction to the Scrum Framework ~~Jeff Sutherland on The Scrum Fieldbook and Scrum@Scale~~ "\"The Art of Work\" by Jeff Goins - BOOK SUMMARY

Introduction to Scrum - 7 Minutes ~~Should I Read It 010 — Scrum: The Art of Doing Twice The Work in Half The Time~~ **2017 Scrum Guide Update with Ken Schwaber and Jeff Sutherland** *Aggressive Scrum to Produce Real Value- with Jeff Sutherland at Agile 2015 DCSUG - Scrum - The Art of Doing Twice the Work in Half the Time by Jeff Sutherland* ~~The Art Of Scrum~~

Buy Scrum: The Art of Doing Twice the Work in Half the Time Illustrated by Sutherland, Jeff (ISBN: 8601410683535) from Amazon's Book Store. Everyday low prices and free delivery on eligible orders.

~~Scrum: The Art of Doing Twice the Work in Half the Time ...~~
The Art of Scrum details the scrum master's responsibilities and core

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functions in planning and facilitating the ceremonies and artifacts of a scrum team: sprint planning, sprint execution, backlog refinement, daily standups, sprint reviews, and sprint retrospectives. It analyzes the scrum master's interactions with other scrum roles, including the product owner, development team members, other scrum masters, and the agile coach.

~~The Art of Scrum — How Scrum Masters Bind Dev Teams and ...~~

J.J. Sutherland is the CEO of Scrum Inc., heading up a 30-person consulting firm to implement Scrum and Agile practices in companies and teams across the country. He is the co-author of the international bestseller *Scrum: The Art of Doing Twice the Work in Half the Time*, written with his father, Jeff Sutherland, the co-creator of Scrum.

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The Art of Scrum details the scrum master's responsibilities and core functions in planning and facilitating the ceremonies and artifacts of a scrum team: sprint planning, sprint execution, backlog refinement, daily standups, sprint reviews, and sprint retrospectives. It analyzes the scrum master's interactions with other scrum roles, including the product owner, development team members, other scrum masters, and the agile coach.

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Start your review of Scrum: The Art of Doing Twice the Work in Half the Time. Write a review. Apr 01, 2015 Romantical Skeptic rated it really liked it. Shelves: improve-thyself. Once I got over the extremely self-aggrandizing tone of the author, I found some of the points quite useful. Basically this is a way of operationalizing the 80/20 rule.

~~Scrum: The Art of Doing Twice the Work in Half the Time by ...~~

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Scrum is hard to fit into a single blog post, so I highly recommend doing some further reading on the topic if it interests you: Scrum: The Art of Doing Twice the Work in Half The Time, by Jeff Sutherland - This book was my first deep dive into Scrum. Everything is laid out in an entertaining manner, with stories to back each and every aspect ...

~~The Beginner's Guide To Scrum And Agile Project Management~~

Amazon.com: Scrum: The Art of Doing Twice the Work in Half the Time (8601410683535): Sutherland, Jeff, Sutherland, J.J.: Books

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Home > Book Summary - Scrum: The Art Of Doing Twice The Work In Half The Time Scrum is a team performance framework by Jeff Sutherland - a new way of thinking and working - that delivers more results, at

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higher quality, and at lower cost. When well-implemented, teams can see productivity improvements of up to 800%.

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Scrum is a framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible value. Scrum itself is a simple framework for effective team collaboration on complex products.

~~What is Scrum?~~

In rugby, a "scrum" is a means of restarting play after a minor infringement. It involves up to eight players from each team, known as the "pack," or "forward pack," self-organizing together in three rows and interlocking with the free opposing team's forwards to gain possession of the ball.

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Scrum is a simple framework for effective team collaboration on complex software projects. The Scrum Framework poster provides a graphical view of how Scrum is implemented at a team level within an organization. The Framework is based off of The Scrum Guide which Scrum co-creators Ken Schwaber and Jeff Sutherland have written to explain Scrum clearly and succinctly.

~~The Scrum Framework Poster | Scrum.org~~

The Art of Scrum by Dave McKenna, 9781484222768, available at Book Depository with free delivery worldwide.

~~The Art of Scrum : Dave McKenna : 9781484222768~~

Scrum: The Art of Doing Twice the Work in Half the Time - Ebook written by Jeff Sutherland, J.J. Sutherland. Read this book using Google Play Books app on your PC, android, iOS devices. Download...

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The Scrum Fieldbook aims at introducing Scrum within organizations outside of the software industry, in areas such as legal, HR, compliance, etc. Scrum can help leaders of these organizations...

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Learn the nuts and bolts of scrum—its framework, roles, team structures, ceremonies, and artifacts—from the scrum master’s perspective. The Art of Scrum details the scrum master’s responsibilities and core functions in planning and facilitating the ceremonies and artifacts of a scrum team: sprint planning, sprint execution, backlog refinement, daily standups, sprint reviews, and sprint retrospectives. It analyzes the scrum master’s interactions with other scrum roles, including the product owner, development team members, other scrum masters, and the agile coach. Scrum Master Dave McKenna catalogs the three skill sets that you must master to be successful at binding teams and unleashing agility: soft skills, technical skills, and contingency skills. You’ll benefit from the author’s examination of these skill sets with insights and anecdotes drawn from his own experience as an engineer, agile coach, and scrum master. He illustrates common mistakes scrum masters make, as well as modeling successful strategies, adaptations to changes, and solutions to tricky problems. What You'll Learn: How scrum masters facilitate the agile ceremonies How scrum masters align scrum teams to sprint goals and shield them from interference How scrum masters coach

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product owners to build a backlog and refine user stories How scrum masters manage contingencies such as intra-team conflicts, organizational impediments, technical debt, emergent architecture, personnel changes, scope creep, and learning from failure. Who This Book Is For: The primary readership is scrum masters, product owners, and dev team members. The secondary readership is scrum stakeholders, including executive sponsors, project managers, functional and line managers, administrative personnel, expert consultants, testers, vendors, and end users. The tertiary readership is anybody who wants to know how build an agile team that consistently delivers value and continuous improvement.

Looks at the "scrum" project management system popular in the technology industry, and how it may be implemented in other fields to increase productivity through customer feedback and a process of constant reiteration.

Building a successful product usually involves teams of people, and many choose the Scrum approach to aid in creating products that deliver the highest possible value. Implementing Scrum gives teams a collection of powerful ideas they can assemble to fit their needs and meet their goals. The ninety-four patterns contained within are

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elaborated nuggets of insight into Scrum's building blocks, how they work, and how to use them. They offer novices a roadmap for starting from scratch, yet they help intermediate practitioners fine-tune or fortify their Scrum implementations. Experienced practitioners can use the patterns and supporting explanations to get a better understanding of how the parts of Scrum complement each other to solve common problems in product development. The patterns are written in the well-known Alexandrian form, whose roots in architecture and design have enjoyed broad application in the software world. The form organizes each pattern so you can navigate directly to organizational design tradeoffs or jump to the solution or rationale that makes the solution work. The patterns flow together naturally through the context sections at their beginning and end. Learn everything you need to know to master and implement Scrum one step at a time—the agile way.

Based on years of work in the field with scores of companies including Bosch, 3M, Schlumberger, and Saab, this master class delivers a hands-on, practical approach for successfully implementing the Scrum framework in any domain.

For those considering Extreme Programming, this book provides no-nonsense advice on agile planning, development, delivery, and

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management taken from the authors' many years of experience. While plenty of books address the what and why of agile development, very few offer the information users can apply directly.

This is a comprehensive guide to Scrum for all (team members, managers, and executives). If you want to use Scrum to develop innovative products and services that delight your customers, this is the complete, single-source reference you've been searching for. This book provides a common understanding of Scrum, a shared vocabulary that can be used in applying it, and practical knowledge for deriving maximum value from it.

Use scrum in all aspects of life Scrum is an agile project management framework that allows for flexibility and collaboration to be a part of your workflow. Primarily used by software developers, scrum can be used across many job functions and industries. Scrum can also be used in your personal life to help you plan for retirement, a trip, or even a wedding or other big event. Scrum provides a small set of rules that create just enough structure for teams to be able to focus their innovation on solving what might otherwise be an insurmountable challenge. Scrum For Dummies shows you how to assemble a scrum taskforce and use it to implement this popular Agile methodology to

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make projects in your professional and personal life run more smoothly—from start to finish. Discover what scrum offers project and product teams Integrate scrum into your agile project management strategy Plan your retirement or a family reunion using scrum Prioritize for releases with sprints No matter your career path or job title, the principles of scrum are designed to make your life easier. Why not give it a try?

The Power of Scrum tells the inspiring story of Mark Resting, CTO of a software company struggling with a major client and a project with more problems than solutions and a marriage in crisis. But, when he meets Jerry, a West-coast expert in Scrum, light at the end of the tunnel begins to appear, Mark begins to reluctantly hope things will work out. The road is bumpy, but Jerry skillfully brings Mark's developers from a world of project crisis into a revolutionary approach that can save the day. Authors Jeff Sutherland, Rini van Solinger, and Eelco Rustenburg have written a fictional narrative that masterfully weaves a compelling human story around the teaching moments of a software, project management how-to, and in the process tell an engaging story of personal growth and triumph, while demonstrating the power of a revolutionary and mission-critical approach to project management. The Power of Scrum is a must read for

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project managers, software developers, and product developers, as well as for anyone who loves a great story well told.

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

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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

"Our job as Scrum professionals is to continually improve our ability to use Scrum to deliver products and services that help customers achieve valuable outcomes. This book will help you to improve your ability to apply Scrum." -From the Foreword by Ken Schwaber, co-author of Scrum Mastering Professional Scrum is for anyone who wants to deliver increased value by using Scrum more effectively. Leading Scrum practitioners Stephanie Ockerman and Simon Reindl draw on years of

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Scrum training and coaching to help you return to first principles and apply Scrum with the professionalism required to achieve its transformative potential. The authors aim to help you focus on proven Scrum approaches for improving quality, getting and using fast feedback, and becoming more adaptable, instead of "going through the motions" and settling for only modest improvements. Whether you're a Scrum Master, Development Team member, or Product Owner, you'll find practical advice for facing challenges with transparency and courage, overcoming a wide array of common challenges, and continually improving your Scrum practice. Realistically assess your current Scrum practice, and identify areas for improvement Recognize what a great Scrum Team looks like and get there Focus on "Done"-not "sort-of-Done" or "almost-Done" Measure and optimize the value delivered by every Product Increment Improve the way you plan, develop, and grow Clear away wider organizational impediments to agility and professionalism Overcome common misconceptions that stand in the way of progress Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

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