

Software In 30 Days How Agile Managers Beat The Odds Delight Their Customers And Leave Competitors In The Dust

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Software development doesn't have to be slow and expensive anymore. The Agile and Scrum software development method allows creation of the game-changing software you need to grow your business - in 30 days or less. Projects that use it are three times more successful than those that don't, and the product. A Radical Approach to Fast, Valuable, and Low-Risk Software Development.

Software in 30 Days: How Agile Managers Beat the Odds ...

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Introduction - Software in 30 Days: How Agile Managers ...

Software in 30 Days summarizes the Agile and Scrum software development method, which allows creation of game-changing software, in just 30 days. Projects that use it are three times more successful than those that don't. Software in 30 Days is for the business manager, the entrepreneur, the product development manager, or IT manager who wants to develop software better and faster than they now believe possible.

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Section II: How to Produce Software in 30 Days - Software ...

Software in 30 Days: How Agile Managers Beat the Odds, Delight Their Customers, and Leave Competitors in the Dust (ebook) Published March 23rd 2012 by Wiley. ebook, 216 pages. Author (s): Ken Schwaber, Jeff Sutherland (Goodreads Author) ISBN: 1118265742 (ISBN13: 9781118265741) Average rating:

Editions of Software in 30 Days: How Agile Managers Beat ...

Software in 30 Days summarizes the Agile and Scrum software development method, which allows creation of game-changing software, in just 30 days. Projects that use it are three times more successful than those that don't.

Software in 30 Days: How Agile Managers Beat the Odds ...

The official publication of "Software in 30 Days" is May 1. The book is a collaboration between the two creators of Scrum, Jeff Sutherland and Ken Schwaber. The goal of Scrum is to actually have working software at the end of each Sprint, which should be 30 days or less. Working software means tested, integrated, and ready to ship if necessary!

Software in 30 Days is Out! | Scrum Inc

Software in Thirty Days is not a book about Scrum. It is a book about how to gain agility and business advantage using new approaches to product development, of which Jeff and my specialty is Scrum. I hope you find the book useful, and I hope that you stop asking me how to sell Scrum to your managers,

Control Chaos - Software in 30 Days

Software in 30 Days summarizes the Agile and Scrum software development method, which allows creation of game-changing software, in just 30 days. Projects that use it are three times more successful than those that don't.

Software in 30 Days: How Agile Managers Beat the Odds ...

SOFTWARE IN 30 DAYS A Radical Approach to Fast, Valuable, and Low-Risk Software Development Software development doesn't have to be slow and expensive anymore. The Agile and Scrum software development method allows creation of the game-changing software you need to grow your business in 30 days or less.

Software in 30 Days: How Agile Managers Beat the Odds ...

Software In 30 Days by Ken Schwaber and Jeff Sutherland available in Trade Paperback on Powells.com, also read synopsis and reviews. Until 2001, most software was developed using the traditional techniques involving lots of planning,...

Software In 30 Days: Ken Schwaber and Jeff Sutherland ...

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Software in 30 Days: How Agile Managers Beat the Odds ...

The Agile and Scrum software development method allows creation of the game-changing software you need to grow your business in 30 days or less. Projects that use it are three times more successful than those that don't, and the productivity gain versus traditional "waterfall" methods has been over 100 percent on many projects.

Soft-ware in 30 Days: How Agile Managers Beat the Odds ...

Through the book, the creators explain and exemplify the value of following the agile software development philosophy (agilemanifesto.org) with the Scrum framework. There is a lot inaccurate material about Scrum out there along with the misconceptions; it's a chicken-egg situation.

SOFTWARE IN 30 DAYS: Amazon.co.uk: KEN SCHWABER, JEFF ...

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SOFTWARE IN 30 DAYS . HOW AGILE MANAGERS BEAT THE ODDS ...

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Software in 30 Days Autor Ken Schwaber, Jeff Sutherland. A radical approach to getting IT projects done faster and cheaper than anyone thinks possible Software in 30 Days summarizes the Agile and Scrum software development method, which allows creation of game-changing software, in just ... więcej. Zniżka dla studentów; Zwrot do 30 dni; Język: Angielski

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