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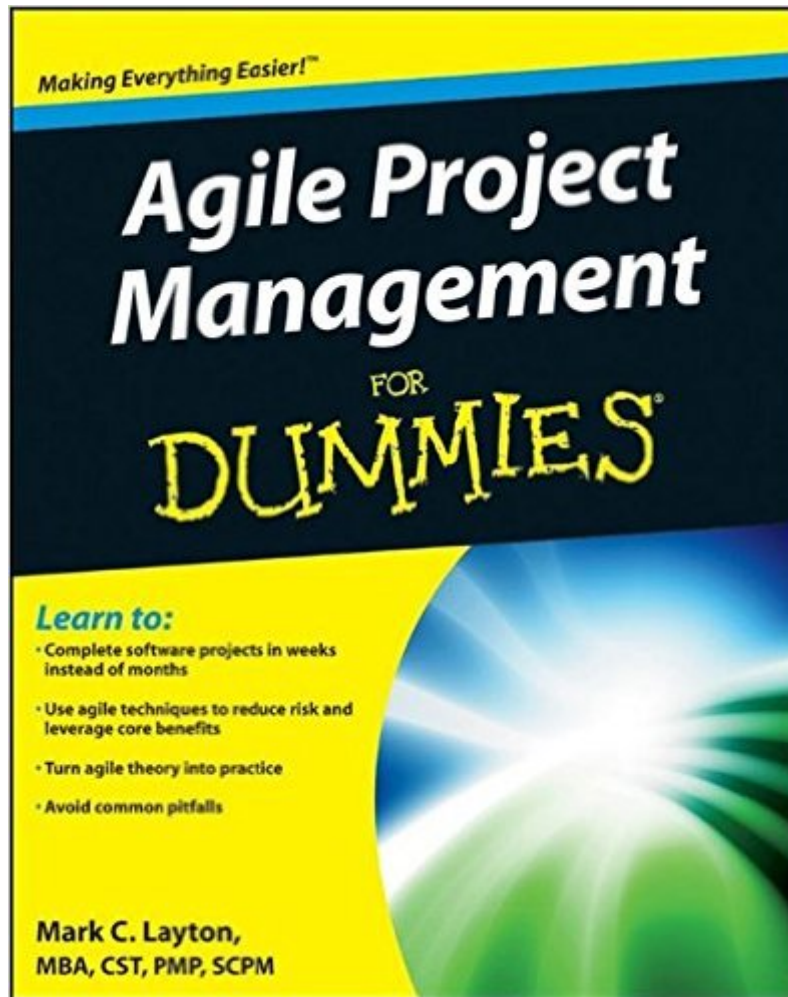
Agile Project Management For Dummies

Synopsis

Be flexible and faster with Agile project management As mobile and web technologies continue to evolve rapidly, there is added pressure to develop and implement software projects in weeks instead of months. Agile Project Management For Dummies can make that happen. This is the first book to provide a simple, step-by-step guide to Agile Project Management approaches, tools, and techniques. With the fast pace of mobile and web technology development, software project development must keep pace; Agile Project Management enables developers to complete and implement projects more quickly and this book shows you how. Offers a practical context for understanding and applying Agile techniques, moving from theory into actual practice Explains when to use Agile and how to avoid common pitfalls Written by experts who know how to apply the principles in real-world situations Agile Project Management For Dummies enables you to understand and apply Agile principles for faster, more accurate development.

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Customer Reviews

I bought Agile Project Management for Dummies yesterday and I have read most of it in the past 24 hours. It's a really easy read and makes Agile (and the specific approach of Scrum) very accessible. The comparisons with Waterfall are very helpful, as you really have to shift your mindset to a new way of thinking. I especially enjoyed the case study example that illustrated the process with a simple mobile banking project. It made all the artifacts make sense to me.This should be mandatory reading for everyone from CIOs, Product Managers, Heads of PMOs and everyone involved in

software and application development. Adopting Agile looks straightforward at a project level, but Mark points to some of the complexities of enterprise wide implementations towards the end of the book. It's as well to know what it's going to take to maximize the benefits of Agile.

I've purchased many "...for Dummies" books in the past but this is the first one I've actually read cover-to-cover. If you are familiar with the "...for Dummies" series, you know what you're going to get: a nuts and bolts, start with the basics, type of book. Having knowledge of and experience in the traditional waterfall project methodology for software development and delivery, I wanted to learn more about Agile Project Methodology but I wanted to make sure I started with a solid foundation. If your plan is the same as mine, this book fits the bill. It begins with background information (Ch. 1), then the Agile Manifesto and the 12 Agile Principles (Ch. 2) and builds on that each chapter thereafter. Besides the key terms, definitions, project team roles, Agile in practice, etc.... this book delves into topics such as procurement, working with vendors, and project cost and budget considerations specific to Agile projects. If you read from cover-to-cover, you will notice some repetition in the book; intended for those who use the book as a reference - read a section here, chapter there, skip ahead. I didn't mind it. In fact, I used it to my learning advantage. I feel confident in what I have learned here, so much so, I feel I am ready to move on and tackle heftier Agile-specific topics

Don't be fooled by the "Dummies" title; this is one of those "For Dummies" books that's intelligent and thorough. It's a very good introduction to Agile principles and the Scrum framework. It works as both a ground-up training manual if you're totally new to the field and as a reference if you've been working with Agile for a while. I'm a Certified Scrum Master and have been working with Agile approaches like Scrum and Kanban for over a year now and have been able to find some great tips and solutions to challenges I've come across lately in this book. I've already recommended it to my coworkers and some colleagues who are about to take their Scrum certification class.

IMHO this is very nice intro into Agile development techniques with very strong focus on scrum. If you're going to read the book from start to end, there are lot of repeating notes / pickups / highlights, so closely to the end of the book you're going to simply skip few pages, cause you've read them 100 pages ago. But this is a way the book was written, best way to read it is to impersonate yourself into one of the roles described at the beginning of the book and then jump directly to proper chapter.Alter all I liked this book. There is a small glitch reading it on Kindle, the tables, images, etc.

aren't so much readble...

Although the book describes agile in a thorough manner, the author repeatedly harps on how Agile should not and cannot be mixed with other project management tools. I disagree. There are aspects of Agile that can help projects being managed via other methods. I also felt the book could have been presented in about 2/3 the volume. The author repeated himself. Most of the information he presented here I found on Wikipedia before I read this book.

Great intro to agile, but after reading I don't understand where user experience design fits in. Is it part of the dev team? Is it a team outside of the scrum team that supports the product owner? Is design frowned upon and supposed to be left to developers? Are mock ups and prototypes incompatible with agile since they aren't a shippable product? In theory everything sounds great.

I read this book prior to taking an Agile class from the author. And I'm glad I did, since his 16-hour lecture/workshop was jam-packed with concepts that were new to me. Once I understood it, I realized that Agile is the way of the software industry. Yet it can be applied to most human endeavors with good results.

I have yet to encounter a dummies book I don't like. This book is great for someone looking for a crash course in Agile. Covers all the major methodologies with particular attention to Scrum. Highly recommended if you want to get a good overview of Agile.

<u>*Download to continue reading...*</u>

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