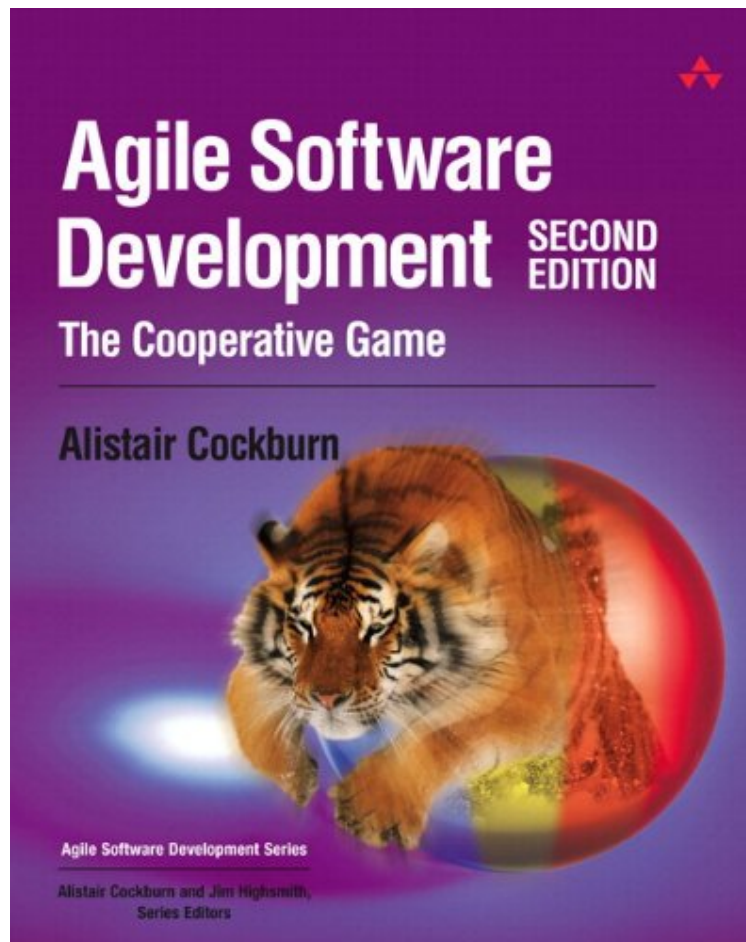


[Download] Agile Software Development: The Cooperative Game (Agile Software Development Series)

## Agile Software Development: The Cooperative Game (Agile Software Development Series)

Von Alistair Cockburn  
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**Von Alistair Cockburn : Agile Software Development: The Cooperative Game (Agile Software Development Series)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Agile Software Development: The Cooperative Game (Agile Software Development Series):

KundenrezensionenHilfreichste Kundenrezensionen2 von 2 Kunden fanden die folgende Rezension hilfreich. Deep insights into Software Development methodologiesVon M. GrtnerAlistair Cockburn describes in the 2nd edition of his Cooperative Game book the keys about Agile Software Development. Taking a look from the inside out and from the outside in he describes his research topic in-depth with the underlying reasonings that led to the Agile manifesto and the project management Declaration of Interdependence.This book covers everything you need to know about Software development and the team-based Agile approaches. Slightly it covers Alistair's Crystal methodologies, compares them with more commonly used as eXtreme Programming and Scrum and makes the motivation behind

these methodologies clear. The biggest value for the reader is the building of a framework for just-in-time methodology construction. In order to collect these insights, Cockburn has paid more than 10 years attention to those projects that continued to deliver software even after the dotcom bubble blasted at the end of the 1990s. From these deep insights he explains what a successful development method can look like, where to especially pay attention to and how to compensate most common fallacies. This book was a bit hard to read/understand, but once you can grasp the insights behind his recommendations, you can be enlightened for more successful projects in the future. The content is very valuable, though hard to grasp. Clearly, this is might not be a book for you, if you're seeking how to apply test-driven development or Continuous Integration, but it's intentionally.

Kurzbeschreibung Agile Software Development is a highly stimulating and rich book. The author has a deep background and gives us a tour de force of the emerging agile methods. Tom Gilb The agile model of software development has taken the world by storm. Now, in Agile Software Development, Second Edition, one of agile's leading pioneers updates his Jolt Productivity award-winning book to reflect all that's been learned about agile development since its original introduction. Alistair Cockburn begins by updating his powerful model of software development as a cooperative game of invention and communication. Among the new ideas he introduces: harnessing competition without damaging collaboration; learning lessons from lean manufacturing; and balancing strategies for communication. Cockburn also explains how the cooperative game is played in business and on engineering projects, not just software development. Next, he systematically illuminates the agile model, shows how it has evolved, and answers the questions developers and project managers ask most often, including Where does agile development fit in our organization? How do we blend agile ideas with other ideas? How do we extend agile ideas more broadly? Cockburn takes on crucial misconceptions that cause agile projects to fail. For example, you'll learn why encoding project management strategies into fixed processes can lead to ineffective strategy decisions and costly mistakes. You'll also find a thoughtful discussion of the controversial relationship between agile methods and user experience design. Cockburn turns to the practical challenges of constructing agile methodologies for your own teams. You'll learn how to tune and continuously reinvent your methodologies, and how to manage incomplete communication. This edition contains important new contributions on these and other topics: Agile and CMMI Introducing agile from the top down Revisiting custom contracts Creating change with stickers In addition, Cockburn updates his discussion of the Crystal methodologies, which utilize his cooperative game as their central metaphor. If you're new to agile development, this book will help you succeed the first time out. If you've used agile methods before, Cockburn's techniques will make you even more effective.

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