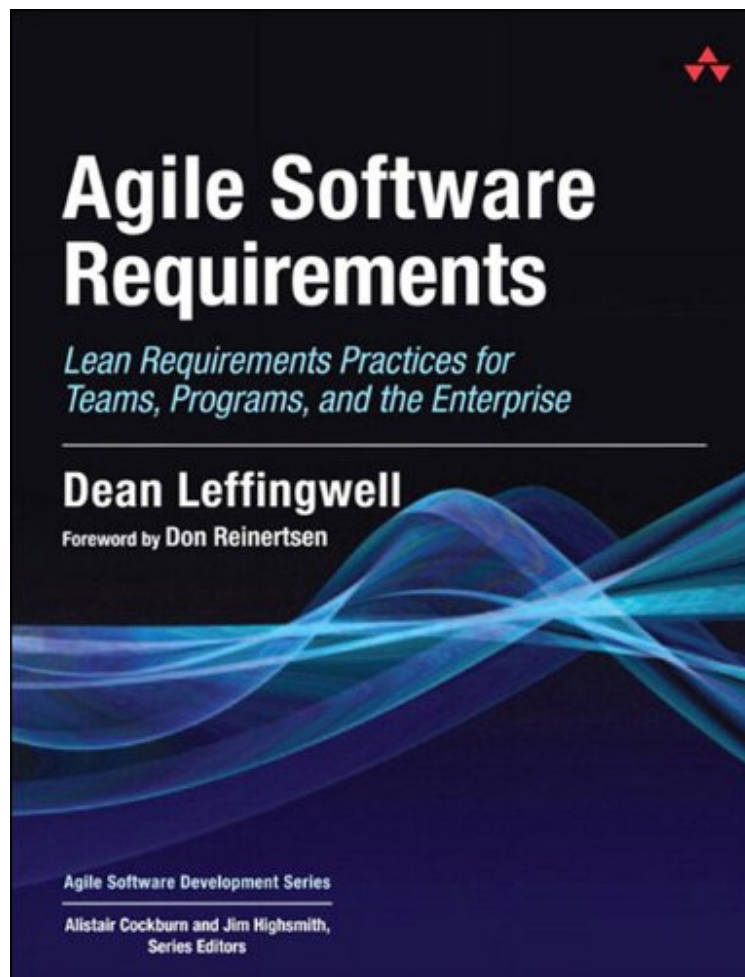


(Read free) Agile Software Requirements: Lean Requirements Practices for Teams, Programs, and the Enterprise (Agile Software Development Series)

Agile Software Requirements: Lean Requirements Practices for Teams, Programs, and the Enterprise (Agile Software Development Series)

Von Dean Leffingwell

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Von Dean Leffingwell : Agile Software Requirements: Lean Requirements Practices for Teams, Programs, and the Enterprise (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 Requirements: Lean Requirements Practices for Teams, Programs, and the Enterprise (Agile Software Development Series):

KundenrezensionenHilfreichste Kundenrezensionen2 von 3 Kunden fanden die folgende Rezension hilfreich. Partially misleadingVon Fr. LampeThe book starts by explaining agile, and especially Scrum, from the very beginning. While

this may be good if you are looking for a complete introduction into agile projects, it takes the focus away from the specific problem of requirements management in agile projects. I also found the many illustrations in the form of process diagrams not helpful and very hard to read on the Kindle. Unfortunately, the author seems to have only a shallow understanding of the topics of requirements engineering, user experience design or information architecture themselves. The book contains several statements that are just plain wrong and can be rather misleading. Some examples: * the described format for user stories has not been "developed over the years", but comes specifically from Mike Cohn's book "User Stories Applied". It is by no means the only or proven-to-be-best format and just given as a suggestion by Cohn if you are stuck on how to state your needs. * a persona is not the same as a role, especially not the same as a role in a User Story. A persona is a made-up person with a name, a picture, and a description to give a face to anonymous data from user research. * User experience design is not the same as visual design. * professional visual design can not be simply replaced by low-fidelity UI scribbles without significant loss in overall quality. (There are other solutions to the problem of developers waiting for designs to be ready, instead of skipping the design entirely.) For me, the book lacked new insights or practical advice that I hadn't already seen repeatedly in other material about agile processes. If you are completely new to the field of agile software development, it might be helpful, but make sure to verify the given information by cross-referencing other sources.

0 von 0 Kunden fanden die folgende Rezension hilfreich. Buch wie neu Von Komfortauschen Lediglich der Umschlag war, wie beschrieben, etwas ... naja ... fleckig, knnte man sagen. Das war aber angesichts der Superpreises mehr als zu verkraften. Das Buch selbst wrde ich ohne jeden Zweifel als ungelesen bezeichnen. Bin voll und ganz zufrieden. 5 Sterne!!! 1 von 3 Kunden fanden die folgende Rezension hilfreich. The Agile Enterprise ... Von Customer Very good and a real practible view to a lean agile software organization/enterprise. Contains working ideas for software portfolio and program management interlinked with agiles teams. Use as additional reference and to stay uptodate: [...]

Kurzbeschreibung We need better approaches to understanding and managing software requirements, and Dean provides them in this book. He draws ideas from three very useful intellectual pools: classical management practices, Agile methods, and lean product development. By combining the strengths of these three approaches, he has produced something that works better than any one in isolation. From the Foreword by Don Reinertsen, President of Reinertsen Associates; author of *Managing the Design Factory*; and leading expert on rapid product development Effective requirements discovery and analysis is a critical best practice for serious application development. Until now, however, requirements and Agile methods have rarely coexisted peacefully. For many enterprises considering Agile approaches, the absence of effective and scalable Agile requirements processes has been a showstopper for Agile adoption. In *Agile Software Requirements*, Dean Leffingwell shows exactly how to create effective requirements in Agile environments. Part I presents the big picture of Agile requirements in the enterprise, and describes an overall process model for Agile requirements at the project team, program, and portfolio levels