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	Nota di contenuto	An Empirical Study on the Adoption of Agile Software Development in Public Organizations -- Using Agile Methods in Distributed Software Development Environments -- Gamification Use in Agile Project Management -- Application of Scrum Maturity Model in Softdesign Company -- Modeling in Agile Software Development -- Strategies for Reducing Technical Debt in Agile Teams -- ReTest: Framework for Applying TDD in the Development of Non-deterministic Algorithms -- Validation Board: Invalidating Ideas and Discovering the Problems that Must be Solved -- IBM Design Thinking Software Development Framework -- SimKan: training Kanban practices through stochastic simulation -- Predicting the Unpredictable: Using Monte Carlo Simulation to Predict Project Completion Date -- Scrum Hero: Gamifying the Scrum Framework -- Motivating Factors In Agile and Traditional Software Development Methods -- Quality Assurance in Agile Software Development.
	Sommario/riassunto	This book constitutes revised selected papers from the 7th Brazilian Workshop on Agil Methods, WBMA 2016, held in Curitiba, Brazil, in November 2016. The 10 full and 4 short papers presented in this

volume were carefully reviewed and selected from 35 submissions. The papers present empirical results and literature reviews on agile implementation in government and distributed environments, design thinking and projects inception, testing and technical debt, motivation and gamification, training, modeling and project management, maturity models and quality assurance.