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Titolo	Integrating User-Centred Design in Agile Development / / edited by Gilbert Cockton, Marta Lárusdóttir, Peggy Gregory, Åsa Cajander
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Descrizione fisica	1 online resource (XXIV, 276 p. 30 illus., 16 illus. in color.)
Collana	Human–Computer Interaction Series, , 1571-5035
Disciplina	004
Soggetti	User interfaces (Computer systems) Software engineering User Interfaces and Human Computer Interaction Software Engineering
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references at the end of each chapters.
Nota di contenuto	Foreword -- Book Overview -- Integrating User-Centred Design in Agile Development -- Part I: Case Studies -- User Integration in Agile Software Development Processes: Practices and Challenges in Small and Medium Sized Enterprises -- Templates – a Key to Success when Training Developers to Perform UX Tasks -- Integrating Scrum and UCD: Insights from two Case Studies -- Integration of Human-Centred Design and Agile Software Development Practices -- Communication Breakdowns in the Integration of User-Centred Design and Agile Development -- Towards Understanding How Agile Teams Predict User Experience -- Part II: Future Directions -- Workshop on the Integration of User-Centred Design and Agile Development -- BoB – A Framework for Organizing Within-Iteration UX Work in Agile Development -- Challenges from Integrating Usability Activities in Scrum - Why is Scrum So Fashionable? -- Integrating Both User-Centred Design and Creative Practices into Agile Development.
Sommario/riassunto	This book examines the possibilities of incorporating elements of user-centred design (UCD) such as user experience (UX) and usability with agile software development. It explores the difficulties and problems inherent in integrating these two practices despite their relative similarities, such as their emphasis on stakeholder collaboration.

Developed from a workshop held at NordiCHI in 2014, this edited volume brings together researchers from across the software development, UCD and creative design fields to discuss the current state-of-the-art. Practical case studies of integrating UCD in Agile development across diverse contexts are presented, whilst the different futures for UCD and other design practices in the context of agile software development are identified and explored. Integrating User Centred Design in Agile Development will be ideal for researchers, designers and academics who are interested in software development, user-centred design, agile methodologies and related areas.

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