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	Nota di contenuto	Intro -- Title Page -- Copyright -- Contents -- Introduction -- 1. The Case for Agile -- Part 1. Kicking Off the Project -- 2. Plan the Kickoff -- 3. Define the Goal -- 4. Define the Learner -- 5. Define Scope With User Stories -- 6. Define Scope Using Action Mapping -- Part 2. Managing the Project -- 7. Plan the Iterative Project -- 8. Define and Estimate Tasks -- 9. Design and Deliver in Iterations -- 10. Create Planning and Working Rhythms -- 11. Maintain Regular, Open Lines of Communication -- 12. Facilitate Retrospectives -- Part 3. Applying Agile in Your Organization -- 13. Scaling Agile -- 14. The Organizational Mindset Shift to Agile -- Acknowledgments -- Appendix A. The Agile Manifesto and 12 Principles for L&amp -- D Teams -- Appendix B. Job Aids -- References -- About the Author -- Index -- Back Cover.
	Sommario/riassunto	Discover Agile for Better Instructional Design To serve business needs amid greater volatility and uncertainty in the workplace, learning and development professionals need project management methods that can keep up. Enter Agile. Popular in the software development space as an approach to project management, Agile when applied to instructional design provides a framework for adapting to change as it happens and for delivering the content most needed by learners. Agile for Instructional Designers proposes using Agile methodology to manage

training projects and highlights where traditional linear processes have failed the business and the end users. Recognizing that software development and instructional design have different needs and outcomes, author Megan Torrance developed the LLAMA™ methodology. Her approach adapts the common phases of ADDIE to incorporate the incremental, iterative nature of Agile projects. It allows learners to test and evaluate which features or design functions work before they're finalized. It also offers a way to accommodate inevitable mid-project modifications pushed by stakeholders, subject matter experts, or organizational leaders. With templates for goal alignment, learner personas, scope definition, estimating, planning, and iterative development, Agile for Instructional Designers is the resource you need to embrace change in learning and development.