

1. Record Nr.	UNISA996395409103316
Autore	Vanforce, Dr.
Titolo	Dr. Vanforce's Elixir Vitae: or, The miraculous preservative and restorative [[electronic resource]]
Pubbl/distr/stampa	[London, : s.n., 1680?]
Descrizione fisica	1 sheet ([2] p.)
Soggetti	Advertising - Drugs - England Medicine - Formulae, receipts, prescriptions - England Physicians - England Broadside17th century.England
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Caption title. Imprint from Wing. Reproduction of original in the British Library.
Sommario/riassunto	eebo-0018

2. Record Nr.	UNINA9910962950903321
Autore	Saddington Peter <1982->
Titolo	Agile pocket guide : a quick start to making your business agile using Scrum and beyond // Peter Saddington
Pubbl/distr/stampa	Hoboken, N.J., : John Wiley & Sons, c2013
ISBN	9781118461792 1118461797 9781283851558 1283851555 9781118461778 1118461770
Edizione	[1st edition]
Descrizione fisica	1 online resource (115 p.)
Disciplina	005.1
Soggetti	Agile software development Software engineering New products Production management Teams in the workplace Workflow
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Title Page; Copyright; About the Author; Preface; Acknowledgments; Introduction: Team Tribes: A Story; Characters; Definitions; Meetings; Chapter 1: Servant Leadership; Chapter 2: What the Business Wants from You-Managing Requirements; Chapter 3: Your Agile Team; Chapter 4: The High-Performance Team; Chapter 5: Everyone around the Campfire; Chapter 6: Daily Stand-Up, or Daily Scrum; Chapter 7: Introducing the Product Owner, or Value Driver; Chapter 8: Discoveries from the Product Backlog; Chapter 9: The Sprint Backlog and Release Planning; Chapter 10: Sprint Planning Meeting Chapter 11: User Stories and EstimationChapter 12: Timeboxed Sprints (Iterations) and the Meaning of Done; Chapter 13: Tracking Flow and Information Radiators; Chapter 14: Demonstration of the Product;

Chapter 15: The Retrospective; Chapter 16: Wash, Rinse, Repeat, Win!; Chapter 17: Team and Business Cultural Dynamics-Team Science™; Example Case; Chapter 18: Scrum of Scrums; Example Case; Chapter 19: Thirty-Second Scrum Elevator Pitch; Example Case; chapter 20: Understanding Requirements; Example Case; Chapter 21: Paired Programming-Team Kaizen; Example Case  
Chapter 22: Measuring a Working ProductExample Case; Chapter 23: Technical Debt Is a Progress Killer!; Example Case; Chapter 24: Oh Kanban!; Example Case; Chapter 25: Personal Kaizen-More on Servant Leadership; Chapter 26: Team Kaizen-Practicing Agile; Chapter 27: Product Kaizen-The Value Driver for Your Product; Chapter 28: Cultural Kaizen-Leadership in Dynamic Team Cultures; Chapter 29: Conclusion; Index

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## Sommario/riassunto

The Agile Pocket Guide explains how to develop products, services, and software quickly and efficiently, without losing the main components of the framework so effective in streamlining the creating of these products and for making positive change within a company. It includesThe basic tennets of the Scrum frameworkHow to apply the processes and steps required to become agileThe dynamics of a successful agile environmentThe very basics of Scrum and how to employ them quicklyPractical questions to ask the Team Leader as well as the Team<li

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