

Integrating Agile Development In The Real World

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Agile Processes in Software Engineering and Extreme Programming Addison-Wesley Professional

This book contains the refereed proceedings of the 16th International Conference on Agile Software Development, XP 2015, held in Helsinki, Finland, in May 2015. While agile development has already become mainstream in industry, this field is still constantly evolving and continues to spur an enormous interest both in industry and academia. The XP conference series has always played, and continues to play, an important role in connecting the academic and practitioner communities, providing a forum for both formal and informal sharing and development of ideas, experiences, and opinions. The theme of XP 2015 "Delivering Value: Moving from Cyclic to Continuous Value Delivery" reflects the modern trend towards organizations that are simultaneously very efficient and flexible in software development and delivery. The 15 full and 7 short papers accepted for XP 2015 were selected from 44 submissions. All of the submitted papers went through a rigorous peer-review process. Additionally, 11 experience reports were selected from 45 proposals, and in each case the authors were shepherded by an experienced researcher.

[Agile Development in the Real World](#) Springer Science & Business Media

This research investigates how Agile development is combined with User Experience (UX) design. Agile development and UX design have roots in different disciplines and practitioners have to reconcile their perspectives on developing software if they are to work together. To date there has been no sustained academic study on how Agile developers and UX designers work together in practical settings on a day-to-day basis. The ethnographically-informed research in this dissertation consists of three studies of teams in organisational settings, combined with an analysis of accounts of Agile development and UX design practice found in the literature. Together, they provide evidence for the complex, multifaceted nature of the work that integrates Agile development with UX design. The studies of day-to-day practice conducted for this research, found the work of the Agile developers and UX designers to be localised, contingent and purposeful. Agile development and UX design integration, as it was achieved in the teams studied, was negotiated and achieved on a day-to-day basis between the developers and designers. The findings from the analysis of accounts of practice from the literature show that integration is achieved with the right tools, techniques and processes that coordinate between the tasks of the developers and designers and establish a focus on usability and on releasing working software. However, the accounts contain little and conflicting evidence for what constitutes the day-to-day work of Agile developers and UX designers in practical settings and as a result the utility of tools, techniques and processes for practice is not clear. Informed by the findings from the accounts in the literature and the studies of practice, five facets emerged as integral to an understanding of how the integration of Agile development and UX design is an on-going achievement in practice. These facets are (1) focus and coordination, (2) mutual awareness, (3) expectations about acceptable behaviour, (4) negotiating progress and (5) engaging with each other. The extent to which these facets enable integration, depend on contextual values concerning the combination of Agile development and UX design endorsed in the organisation. These findings serve to establish conditions which can constrain and enable Agile developers and UX designers in their integration work, while being sympathetic to the values embedded in the settings in which they work.

[Agile Processes in Software Engineering and Extreme Programming](#) Pearson Education

Many organizations that have improved process maturity through Capability Maturity Model Integration (CMMI®) now also want greater agility. Conversely, many organizations that are succeeding with Agile methods now want the benefits of more mature processes. The solution is to integrate CMMI and Agile. Integrating CMMI® and Agile Development offers broad guidance for melding these process improvement methodologies. It presents six detailed case studies, along with essential real-world lessons, big-picture insights, and mistakes to avoid. Drawing on decades of process improvement experience, author Paul McMahon explains how combining an Agile approach with the CMMI process improvement framework is the fastest, most effective way to achieve your business objectives. He offers practical, proven techniques for CMMI and Agile integration, including new ways to extend Agile into system engineering and project management and to optimize performance by focusing on your organization's unique, culture-related weaknesses.

Scrum Management Springer

For those considering Extreme Programming, this book provides no-nonsense advice on agile planning, development, delivery, and management taken from the authors' many years of experience. While plenty of books address the what and why of agile development, very few offer the information users can apply directly.

Lean and Agile Software Development Lulu.com

This open access book constitutes the proceedings of the 21st International Conference on Agile Software Development, XP 2020, which was planned to be held during June 8-12, 2020, at the IT University of Copenhagen, Denmark. However, due to the COVID-19 pandemic the conference was postponed until an undetermined date. XP is the premier agile software development conference combining research and practice. It is a hybrid forum where agile researchers, academics, practitioners, thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. Following this history, for both researchers and seasoned practitioners

XP 2020 provided an informal environment to network, share, and discover trends in Agile for the next 20 years. The 14 full and 2 short papers presented in this volume were carefully reviewed and selected from 37 submissions. They were organized in topical sections named: agile adoption; agile practices; large-scale agile; the business of agile; and agile and testing.

[User Experience Design and Agile Development](#) Pearson Education

As the software industry continues to evolve, professionals are continually searching for practices that can assist with the various problems and challenges in information technology (IT). Agile development has become a popular method of research in recent years due to its focus on adapting to change. There are many factors that play into this process, so success is no guarantee. However, combining agile development with other software engineering practices could lead to a high rate of success in problems that arise during the maintenance and development of computing technologies. Software Engineering for Agile Application Development is a collection of innovative research on the methods and implementation of adaptation practices in software development that improve the quality and performance of IT products. The presented materials combine theories from current empirical research results as well as practical experiences from real projects that provide insights into incorporating agile qualities into the architecture of the software so that the product adapts to changes and is easy to maintain. While highlighting topics including continuous integration, configuration management, and business modeling, this book is ideally designed for software engineers, software developers, engineers, project managers, IT specialists, data scientists, computer science professionals, researchers, students, and academics.

Visual Studio Team System Morgan & Claypool Publishers

Human-Centered Software Engineering: Bridging HCI, Usability and Software Engineering From its beginning in the 1980's, the field of human-computer interaction (HCI) has been a multidisciplinary arena. By this means, there has been an explicit recognition that distinct skills and perspectives are required to make the whole effort of designing usable computer systems work well. Thus people with backgrounds in Computer Science (CS) and Software Engineering (SE) joined with people with backgrounds in various behavioral science disciplines (e. g. , cognitive and social psychology, anthropology) in an effort where all perspectives were seen as essential to creating usable systems. But while the field of HCI brings individuals with many background disciplines together to discuss a common goal - the development of useful, usable, satisfying systems - the form of the collaboration remains unclear. Are we striving to coordinate the varied activities in system development, or are we seeking a richer collaborative framework? In coordination, Usability and SE skills can remain quite distinct and while the activities of each group might be critical to the success of a project, we need only insure that critical results are provided at appropriate points in the development cycle. Communication by one group to the other during an activity might be seen as only minimally necessary. In collaboration, there is a sense that each group can learn something about its own methods and processes through a close partnership with the other. Communication during the process of gathering information from target users of a system by usability professionals would not be seen as something that gets in the way of the essential work of software engineering professionals.

[Agile Management for Software Engineering](#) IGI Global

This book contains the refereed proceedings of the 17th International Conference on Agile Software Development, XP 2016, held in Edinburgh, UK, in May 2016. While agile development has already become mainstream in industry, this field is still constantly evolving and continues to spur an enormous interest both in industry and academia. To this end, the XP conference attracts a large number of software practitioners and researchers, providing a rare opportunity for interaction between the two communities. The 14 full papers accepted for XP 2016 were selected from 42 submissions. Additionally, 11 experience reports (from 25 submissions) 5 empirical studies (out of 12 submitted) and 5 doctoral papers (from 6 papers submitted) were selected, and in each case the authors were shepherded by an experienced researcher. Generally, all of the submitted papers went through a rigorous peer-review process.

Agile Software Engineering "O'Reilly Media, Inc."

Decouvrez comment coacher votre equipe pour qu'elle devienne plus agile. Ce livre demystifie les pratiques agiles, il s'agit d'un guide pratique pour creer des equipes agiles solides. Enrichi avec les conseils utiles des coaches agiles Rachel Davies et Liz Sedley, ce livre vous donne des outils de coaching que vous pouvez utiliser si vous etes chef de projet, responsable technique ou membre d'une equipe de developpement logiciel.

[Integrating CMMI and Agile Development](#) Createspace Independent Publishing Platform

This book constitutes the refereed proceedings of the 7th International Conference on Extreme Programming and Agile Processes in Software Engineering, XP 2006, held in Oulu, Finland, June 2006. The book presents 16 revised full papers together with 6 experience papers, 12 poster papers and panel summaries, organized in topical sections on foundation and rationale for agile methods, effects of pair programming, quality in agile software development, and more.

Agile Software Development Springer

Challenges in unpredictable markets, changing customer requirements, and advancing information technologies have lead to progression towards service oriented engineering and agile and lean software development. These prevailing approaches to software systems provide solutions to challenges in demanding business environments. Agile and Lean Service-Oriented Development: Foundations, Theory and Practice explores the groundwork of service-oriented and agile and lean development and the conceptual basis and experimental evidences for the combination of the two

approaches. Highlighting the best tools and guidelines for these developments in practice, this book is essential for researchers and practitioners in the software development and service computing fields.

CMMI for Development Addison-Wesley Professional

This book constitutes the proceedings of the 6th International Conference on Lean and Agile Software Development, LASD 2022, which was held online on January 22, 2022. The conference received a total of 29 submissions, of which 9 full papers, 1 short paper and 1 position paper are included in this volume. In addition, the volume contains one keynote paper in full paper length. Topics discussed in this volume cover various aspects of agile software development and range from agile testing, to agile effort estimation, an agile approach to model-driven development, and remotely working agile teams.

Agile and Lean Service-Oriented Development: Foundations, Theory, and Practice Pearson Education

Software Development is moving towards a more agile and more flexible approach. It turns out that the traditional "waterfall" model is not supportive in an environment where technical, financial and strategic constraints are changing almost every day. But what is agility? What are today's major approaches? And especially: What is the impact of agile development principles on the development teams, on project management and on software architects? How can large enterprises become more agile and improve their business processes, which have been existing since many, many years? What are the limitations of Agility? And what is the right balance between reliable structures and flexibility? This book will give answers to these questions. A strong emphasis will be on real life project examples, which describe how development teams have moved from a waterfall model towards an Agile Software Development approach.

Design, User Experience, and Usability: Theories, Methods, and Tools for Designing the User Experience IBM Redbooks

This book constitutes the refereed proceedings of the 8th International Conference on Agile Processes in Software Engineering and eXtreme Programming, XP 2007, held in Como, Italy in June 2007. It covers managing agile processes, extending agile methodologies, teaching and introducing agile methodologies, methods and tools, empirical studies, and methodology issue.

Towards Integrating Agile Development and Risk Management New Riders

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.

Agile Processes in Software Engineering and Extreme Programming IGI Global

Intelligent technical systems are networked, embedded systems incorporating real-time capacities that are able to interact with and adapt to their environments. These systems need innovative approaches in order to meet requirements like cost, size, power and memory consumption, as well as real-time compliance and security. Intelligent Technical Systems covers different levels like multimedia systems, embedded programming, middleware platforms, sensor networks and autonomous systems and applications for intelligent engineering. Each level is discussed by a set of original articles summarizing the state of the art and presenting a concrete application; they include a deep discussion of their model and explain all design decisions relevant to obtain a mature solution.

Integrating Agile Within Complex Hardware Development Via Additive Manufacturing IGI Global

Integrate Agile ALM and DevOps to Build Better Software and Systems at Lower Cost Agile Application Lifecycle Management (ALM) is a comprehensive development lifecycle that embodies essential Agile principles and guides all activities needed to deliver successful software or systems. Agile ALM embodies Agile Configuration Management (CM) and much more. Flexible and robust, it offers "just enough process" to get the job done and leverages DevOps to enhance interactions among all participants. Agile Application Lifecycle Management offers practical advice and strategies for implementing Agile ALM in your complex environment. Leading experts Bob Aiello and Leslie Sachs show how to fully leverage Agile benefits without sacrificing structure, traceability, or repeatability. You'll find realistic guidance for managing source code, builds, environments,

change control, releases, and more. The authors help you support Agile in organizations that maintain traditional practices; conventional ALM systems; or siloed, non-Agile teams. They also show how to scale Agile ALM to large or distributed teams, and to environments from cloud to mainframe. Coverage includes Understanding key concepts underlying modern application and system lifecycles Creating your best processes for developing your most complex software and systems Automating build engineering, continuous integration, and continuous delivery/deployment Enforcing Agile ALM controls without compromising productivity Creating effective IT operations that align with Agile ALM processes Gaining more value from testing and retrospectives Making ALM work in the cloud, and across the enterprise Preparing for the future of Agile ALM Today, you need maximum control, quality, and productivity, and this guide will help you achieve those by using Agile ALM, CM, and DevOps together.

Integrating Agile Scrum Into the Waterfall Process Springer Science & Business Media

This lecture discusses the key elements of Agile for the UX community and describes strategies UX people can use to contribute effectively in an Agile team, overcome key weaknesses in Agile methods as typically implemented, and produce a more robust process and more successful designs. With the introduction and popularization of Agile methods of software development, existing relationships and working agreements between user experience groups and developers are being disrupted. Agile methods introduce new concepts: the Product Owner, the Customer (but not the user), short iterations, User Stories. Where do UX professionals fit in this new world? Agile methods also bring a new mindset-no big design, no specifications, minimal planning-which conflict with the needs of UX design. We present a process combining the best practices of Contextual Design, a leading approach to user-centered design, with those of Agile development and suggest project structures for large and small projects.

A Practical Approach to Large-Scale Agile Development Pearson Education

Is your organization moving to Scrum? Are you new to project management and your developers use Scrum? Have you moved to Scrum but you find something lacking? Then this book is for you. Integrating Agile Scrum into the Waterfall Process provides a step-by-step implementation. This book can be used to learn what is expected in each product development phase, what documents are to be created, team member's responsibilities, along with practical, real world, suggestions, and hints to better manage people and process. Now your continually released products can come out on time, on budget, and with the features customers want. Changes need to be made to an existing Waterfall process when organizations incorporate Scrum and move their project development from a sequential environment to an iterative one. By realigning Waterfall to flow into and support the Scrum framework, continuously released products can be effectively and efficiently managed. Waterfall and Scrum frameworks are complementary. Waterfall provides an excellent model for managing a product through its life cycle. Waterfall does not identify best practices for managing the development process;--Scrum does. Integrating Agile Scrum into the Waterfall Process has been designed for a Project Manager, a Product Owner, a ScrumMaster, or anyone else involved with Product Lifecycle Management.

Software Engineering for Agile Application Development Springer

Summary Agile ALM is a guide for Java developers who want to integrate flexible agile practices and lightweight tooling along all phases of the software development process. The book introduces a new vision for managing change in requirements and process more efficiently and flexibly. It synthesizes technical and functional elements to provide a comprehensive approach to software development. About the Technology Agile Application Lifecycle Management (Agile ALM) combines flexible processes with lightweight tools in a comprehensive and practical approach to building, testing, integrating, and deploying software. Taking an agile approach to ALM improves product quality, reduces time to market, and makes for happier developers. About the Book Agile ALM is a guide for Java developers, testers, and release engineers. By following dozens of experience-driven examples, you'll learn to see the whole application lifecycle as a set of defined tasks, and then master the tools and practices you need to accomplish those tasks effectively. The book introduces state-of-the-art, lightweight tools that can radically improve the speed and fluidity of development and shows you how to integrate them into your processes. The tools and examples are Java-based, but the Agile ALM principles apply to all development platforms. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside A thorough introduction to Agile ALM Build an integrated Java-based Agile ALM toolchain Use Scrum for release management Reviewed by a team of 20 Agile ALM experts ===== Table of Contents PART 1 INTRODUCTION TO AGILE ALM Getting started with Agile ALM ALM and Agile strategiesPART 2 FUNCTIONAL AGILE ALM Using Scrum for release management Task-based developmentPART 3 INTEGRATION AND RELEASE MANAGEMENT Integration and release management Creating a productive development environment Advanced CI tools and recipesPART 4 OUTSIDE-IN AND BARRIER-FREE DEVELOPMENT Requirements and test management Collaborative and barrier-free development with Groovy and Scala