
Agiles Coaching Die Neue Art Teams Zum Erfolg Zu

Extraordinarily Badass Agile Coaching
 Tribal Unity (paperback)
 Coaching Agile Teams
 Agiles Coaching
 Collaboration Explained
 Understanding the Agile Manifesto
 Technical Agile Coaching with the Samman Method
 Harvard Business Review Everyday Emotional Intelligence
 Fixing Your Scrum
 Agile Estimating and Planning
 Team Topologies
 Scrum
 Agile Game Development with Scrum (Adobe Reader)
 Coaching Agile Teams
 Agile Coaching as a Success Factor
 Agiles Coaching
 Essential Scrum
 Team Mastery
 ECMLG 2021 17th European Conference on Management, Leadership and Governance
 Creating Great Teams
 The Art & Science of Facilitation
 Agile Leadership Toolkit
 Professional Coaching for Agilists
 Agile Selling
 Agile Software Requirements
 Erfolgsfaktoren für Agile Coaches - inklusive Arbeitshilfen online
 Enterprise Agile Coaching
 The Art of Lean Filmmaking
 The Road to Agile Coaching
 The Art of Agile Development
 Leading Change
 The Great ScrumMaster
 Dynamic Reteaming
 What Drives Quality
 Agile 2
 Agile Retrospectives
 Agile Transformation
 The Art of Gathering
 Succeeding with Agile
 Viking Law

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HEATH HOLLAND

Extraordinarily Badass Agile Coaching Lulu.com
 For those who believe that there must be a more agile and efficient way for people to get things done, here is a brilliantly discursive, thought-provoking book about the leadership and management process that is changing the way we live. In the future, historians may look back on human progress and draw a sharp line designating “before Scrum” and “after Scrum.” Scrum is that ground-breaking. It already drives most of the world’s top technology companies. And now it’s starting to spread to every domain where leaders wrestle with complex projects. If you’ve ever been startled by how fast the world is changing, Scrum is one of the reasons why. Productivity gains of as much as 1200% have been recorded, and there’s no more lucid – or compelling – explainer of Scrum and its bright promise than Jeff Sutherland, the man who put together the first Scrum team more than twenty years ago. The thorny problem Jeff began tackling back then boils down to this: people are spectacularly bad at doing things with

agility and efficiency. Best laid plans go up in smoke. Teams often work at cross purposes to each other. And when the pressure rises, unhappiness soars. Drawing on his experience as a West Point-educated fighter pilot, biometrics expert, early innovator of ATM technology, and V.P. of engineering or CTO at eleven different technology companies, Jeff began challenging those dysfunctional realities, looking for solutions that would have global impact. In this book you’ll journey to Scrum’s front lines where Jeff’s system of deep accountability, team interaction, and constant iterative improvement is, among other feats, bringing the FBI into the 21st century, perfecting the design of an affordable 140 mile per hour/100 mile per gallon car, helping NPR report fast-moving action in the Middle East, changing the way pharmacists interact with patients, reducing poverty in the Third World, and even helping people plan their weddings and accomplish weekend chores. Woven with insights from martial arts, judicial decision making, advanced aerial combat, robotics, and many other disciplines, Scrum is consistently riveting. But the most important reason to read this book is that it may just help you achieve what others consider unachievable – whether it be inventing a trailblazing technology, devising a new system of

education, pioneering a way to feed the hungry, or, closer to home, a building a foundation for your family to thrive and prosper.

Tribal Unity (paperback) Haufe-Lexware

Deliver Better Games Faster, On Budget—And Make Game Development Fun Again! Game development is in crisis—facing bloated budgets, impossible schedules, unmanageable complexity, and death march overtime. It's no wonder so many development studios are struggling to survive. Fortunately, there is a solution. Scrum and Agile methods are already revolutionizing development outside the game industry. Now, long-time game developer Clinton Keith shows exactly how to successfully apply these methods to the unique challenges of game development. Keith has spent more than fifteen years developing games, seven of them with Scrum and agile methods. Drawing on this unparalleled expertise, he shows how teams can use Scrum to deliver games more efficiently, rapidly, and cost-effectively; craft games that offer more entertainment value; and make life more fulfilling for development teams at the same time. You'll learn to form successful agile teams that incorporate programmers, producers, artists, testers, and designers—and promote effective collaboration within and beyond those teams, throughout the entire process. From long-range planning to progress tracking and continuous integration, Keith offers dozens of tips, tricks, and solutions—all based firmly in reality and hard-won experience. Coverage includes Understanding Scrum's goals, roles, and practices in the context of game development Communicating and planning your game's vision, features, and progress Using iterative techniques to put your game into a playable state every two to four weeks— even daily Helping all team participants succeed in their roles Restoring stability and predictability to the development process Managing ambiguous requirements in a fluid marketplace Scaling Scrum to large, geographically distributed development teams Getting started: overcoming inertia and integrating Scrum into your studio's current processes Increasingly, game developers and managers are recognizing that things can't go on the way they have in the past. Game development organizations need a far better way to work. Agile Game Development with Scrum gives them that—and brings the profitability, creativity, and fun back to game development.

Coaching Agile Teams Pearson Education

People are happiest and most productive if they can choose what they work on and who they work with. Self-selecting teams give people that choice. Build well-designed and efficient teams to get the most out of your organization, with step-by-step instructions on how to set up teams quickly and efficiently. You'll create a process that works for you, whether you need to form teams from scratch, improve the design of existing teams, or are on the verge of a big team re-shuffle. Discover how New Zealand's biggest e-commerce company completely restructured their business through Self-Selection. In the process, find out how to create high-performing groups by letting people self-organize into small, cross-functional teams. Step-by-step guides, easy-to-follow diagrams, practical examples, checklists, and tools will enable you to run a Self-Selection process within your organization. If you're a manager who wants to structure your organization into small teams, you'll discover why Self-Selection is the fastest and safest way to do so. You'll prepare for and organize a Self-Selection event and make sure your Self-Selection participants and fellow managers are on board and ready. If you're a team member, you'll discover what it feels like to be part of a Self-Selection process and what the consequences are for your daily work. You'll learn how to influence your colleagues and bosses to be open to the idea of Self-Selection. You'll provide your manager

with a plan for how to facilitate a Self-Selection event, and with evidence that the system works. If you're feeling the pain and chaos of adding new people to your organization, or just want to ensure that your teams have the right people with the right skills, Self-Selection will help you create the effective teams you need. *Agiles Coaching* Harvard Business Press

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.

Collaboration Explained Addison-Wesley Professional Professional Coaching for Agilists is for all agile practitioners who want to add Professional Coaching to their toolkits. Leading Agile coaches Damon Poole and Gillian Lee address all aspects of professional agile coaching, from coaching agreements through accountability. Their methodology-independent guidance can help you succeed as a coach in any environment, at all levels: individual, team, and organizational.

Understanding the Agile Manifesto Addison-Wesley Professional

The profession of Agile Coaching is, in a word, confusing. That's because of a number of factors, including: It gets conflated with Professional Coaching and it's so much more than that; There isn't a standard or generally accepted model for what it is and isn't; Clients don't understand it, so shared accountability is unbalanced with their coaches; There is specialized nuance around the skills of coaching at the Team, Enterprise or Organizational, Technical, and Leadership levels. This confusion has created a space where nearly anyone can claim to be an Agile Coach with little experience and narrow skills. Resulting largely in mediocrity and negative impacts for our clients, who by the way, are counting on and paying us for help. Bob Galen has written *Extraordinarily Badass Agile Coaching* to help alleviate the confusion. The book centers on the Agile Coaching Growth Wheel as the competency and skill maturity model to baseline your agile coaching skills against. Its core goal is to "raise the bar" as to what true excellence looks like and to help you establish a personal development and growth plan. Bob intentionally uses the term *Badass* to create a vision of professionalism, craft, passion, accountability, and expertise that you need to bring to bear in service of your clients if you represent yourself as an "agile coach". Being an *Extraordinarily Badass Agile Coach* isn't easy, quick, or for the faint of heart. It takes lots of hard work and dedication. It also requires a map to point you in the right direction. Consider this book that map to coaching badassery, personal growth, and client service.

Technical Agile Coaching with the Samman Method Harvard Business Press

The complete, practical guide to coaching agile teams: everything agile coaches, ScrumMasters, and project managers need to know! * Deeply understand and fully master the role of the agile coach in helping teams produce truly remarkable products. * Move from 'command-and-control' project management to effective leadership for exceptional performance. * Practical tools and techniques that reflect Lyssa Adkins' immense experience as an agile coach, trainer, and project leader. More and more ScrumMasters and project managers are being asked to coach agile teams. But it's a challenging role. It requires new skills - as well as a subtle understanding of when to step in and when to step back. In *Coaching Agile Teams*, Lyssa Adkins gives agile coaches the insights they need to guide teams to extraordinary performance in a re-energized work environment. Adkins explains what works and what doesn't,

offers practical action items, and demonstrates how to adapt skills from professional coaching and mentoring to the field of agile project management. Coverage includes: * *Migrating from 'command-and-control' project management to agile coaching. *Moving from agile team member or project leader to coach. *Understanding what it takes to be a great agile coach. *Creating an environment where high performance can emerge. *Changing your leadership style as your team evolves. *Staying actively engaged without dominating your team and stunting its growth.

Harvard Business Review Everyday Emotional Intelligence
Pragmatic Bookshelf

Agile is one of the most popular software development methodologies used by organizations all over the world. It is characterized by adaptability, flexibility and self-organization, but what does it mean to truly "be" Agile instead of just "doing" Agile? This book offers in-depth commentary and explanations on the Agile methodology's foundation, the Agile Manifesto. Larry Apke, a seasoned Agile coach, uses his own experiences to provide a clear, understandable path to implementing and succeeding with Agile for organizations and individuals.

Fixing Your Scrum John Wiley & Sons

The Provocative and Practical Guide to Coaching Agile Teams As an agile coach, you can help project teams become outstanding at agile, creating products that make them proud and helping organizations reap the powerful benefits of teams that deliver both innovation and excellence. More and more frequently, ScrumMasters and project managers are being asked to coach agile teams. But it's a challenging role. It requires new skills—as well as a subtle understanding of when to step in and when to step back. Migrating from "command and control" to agile coaching requires a whole new mind-set. In *Coaching Agile Teams*, Lyssa Adkins gives agile coaches the insights they need to adopt this new mind-set and to guide teams to extraordinary performance in a re-energized work environment. You'll gain a deep view into the role of the agile coach, discover what works and what doesn't, and learn how to adapt powerful skills from many allied disciplines, including the fields of professional coaching and mentoring. Coverage includes Understanding what it takes to be a great agile coach Mastering all of the agile coach's roles: teacher, mentor, problem solver, conflict navigator, and performance coach Creating an environment where self-organized, high-performance teams can emerge Coaching teams past cooperation and into full collaboration Evolving your leadership style as your team grows and changes Staying actively engaged without dominating your team and stunting its growth Recognizing failure, recovery, and success modes in your coaching Getting the most out of your own personal agile coaching journey Whether you're an agile coach, leader, trainer, mentor, facilitator, ScrumMaster, project manager, product owner, or team member, this book will help you become skilled at helping others become truly great. What could possibly be more rewarding?

Agile Estimating and Planning Pearson Education

Project retrospectives help teams examine what went right and what went wrong on a project. But traditionally, retrospectives (also known as "post-mortems") are only held at the end of the project—too late to help. You need agile retrospectives that are iterative and incremental. You need to accurately find and fix problems to help the team today. Now Esther and Diana show you the tools, tricks and tips you need to fix the problems you face on a software development project on an on-going basis. You'll see how to architect retrospectives in general, how to design them specifically for your team and organization, how to run them effectively, how to make the needed changes and how to scale these techniques up. You'll learn how to deal with

problems, and implement solutions effectively throughout the project—not just at the end. This book will help you: Design and run effective retrospectives Learn how to find and fix problems Find and reinforce team strengths Address people issues as well as technological Use tools and recipes proven in the real world With regular tune-ups, your team will hum like a precise, world-class orchestra.

Team Topologies Addison-Wesley Professional

This is a comprehensive guide to Scrum for all (team members, managers, and executives). If you want to use Scrum to develop innovative products and services that delight your customers, this is the complete, single-source reference you've been searching for. This book provides a common understanding of Scrum, a shared vocabulary that can be used in applying it, and practical knowledge for deriving maximum value from it.

Scrum Pearson Education

"Collaboration Explained is a deeply pragmatic book that helps agile practitioners understand and manage complex organizational and team dynamics. As an agile coach, I've found the combination of straightforward advice and colorful anecdotes to be invaluable in guiding and focusing interactions with my teams. Jean's wealth of experience is conveyed in a carefully struck balance of reference guides and prose, facilitating just-in-time learning in the agile spirit. All in all, a superb resource for building stronger teams that's fit for agile veterans and neophytes alike." —Arlen Bankston, Lean Agile Practice Manager, CC Pace "If Agile is the new 'what,' then surely Collaboration is the new 'how.' There are many things I really like about Jean's new book. Right at the top of the list is that I don't have to make lists of ideas for collaboration and facilitation anymore. Jean has it all. Not only does she have those great ideas for meetings, retrospectives, and team decision-making that I need to remember, but the startling new and thought-provoking ideas are there too. And the stories, the stories, the stories! The best way to transfer wisdom. Thanks, Jean!" —Linda Rising, Independent Consultant *The Hands-On Guide to Effective Collaboration in Agile Projects* To succeed, an agile project demands outstanding collaboration among all its stakeholders. But great collaboration doesn't happen by itself; it must be carefully planned and facilitated throughout the entire project lifecycle. *Collaboration Explained* is the first book to bring together proven, start-to-finish techniques for ensuring effective collaboration in any agile software project. Since the early days of the agile movement, Jean Tabaka has been studying and promoting collaboration in agile environments. Drawing on her unsurpassed experience, she offers clear guidelines and easy-to-use collaboration templates for every significant project event: from iteration and release planning, through project chartering, all the way through post-project retrospectives. Tabaka's hands-on techniques are applicable to every leading agile methodology, from Extreme Programming and Scrum to Crystal Clear. Above all, they are practical: grounded in a powerful understanding of the technical, business, and human challenges you face as a project manager or development team member. · Build collaborative software development cultures, leaders, and teams · Prepare yourself to collaborate—and prepare your team · Define clear roles for each participant in promoting collaboration · Set your collaborative agenda · Master tools for organizing collaboration more efficiently · Run effective collaborative meetings—including brainstorming sessions · Promote better small-group and pair-programming collaboration · Get better information, and use it to make better decisions · Use non-abusive conflict to drive positive outcomes · Collaborate to estimate projects and schedules more accurately · Strengthen collaboration across distributed, virtual teams · Extend collaboration from individual projects to the entire

development organization

Agile Game Development with Scrum (Adobe Reader) Currency
Have you ever felt unsure how to help a team that was spinning in circles? Or wanted to flee a room with a high-conflict group? If you lead teams of any size, chances are you have been a facilitator at some point. But what does it mean to be a facilitator? While sticky notes, dot voting, and gathering people around a whiteboard are all helpful activities, they can only take us so far. *The Art & Science of Facilitation* is your guide to moving your team further forward using the groundbreaking Five Guiding Principles of the Facilitation Stance. You will learn to lead teams toward effective collaboration by inviting different points of view (even when it creates conflict), remaining unbiased in high-stakes meetings, understanding what the group needs, and navigating difficult interpersonal dynamics. This book is for anyone ready to lead with self-awareness and group insight, and to help their teams work more efficiently and effectively in a truly collaborative environment. Marsha Acker is a professional facilitator, executive, and team coach. The founder and CEO of Team Catapult, she uses systems thinking, structural dynamics, dialogue, and agility to help teams collaborate and align with clarity, purpose, and vision.

Coaching Agile Teams Pragmatic Bookshelf

Practical, Proven Tools for Leading and Empowering High-Performing Agile Teams A leader is like a farmer, who doesn't grow crops by pulling them but instead creates the perfect environment for the crops to grow and thrive. If you lead in organizations that have adopted agile methods, you know it's crucial to create the right environment for your agile teams. Traditional tools such as Gantt charts, detailed plans, and internal KPIs aren't adequate for complex and fast-changing markets, but merely trusting employees and teams to self-manage is insufficient as well. In *Agile Leadership Toolkit*, longtime agile leader Peter Koning provides a practical and invaluable steering wheel for agile leaders and their teams. Drawing on his extensive experience helping leaders drive more value from agile, Koning offers a comprehensive toolkit for continuously improving your environment, including structures, metrics, meeting techniques, and governance for creating thriving teams that build disruptive products and services. Koning thoughtfully explains how to lead agile teams at large scale and how team members fit into both the team and the wider organization. Architect environments that help teams learn, grow, and flourish for the long term Get timely feedback everyone can use to improve Co-create goals focused on the customer, not the internal organization Help teams brainstorm and visualize the value of their work to the customer Facilitate team ownership and accelerate team learning Support culture change, and design healthier team habits Make bigger changes faster This actionable guide is for leaders at all levels—whether you're supervising your first agile team, responsible for multiple teams, or lead the entire company. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Agile Coaching as a Success Factor Carl Hanser Verlag GmbH Co KG

With plenty of ideas, suggestions, and practical cases on software quality, this book will help you to improve the quality of your software and to deliver high-quality products to your users and satisfy the needs of your customers and stakeholders. Many methods for product quality improvement start by investigating the problems, and then work their way back to the point where the problem started. For instance audits and root cause analysis work this way. But what if you could prevent problems from happening, by building an understanding what drives quality,

thus enabling to take action before problems actually occur?

What Drives Quality explores how quality plays a role in all of the software development activities. It takes a deep dive into quality by listing the relevant factors of development and management activities that drive the quality of software products. It provides a lean approach to quality by analyzing the full development chain from customer requests to delivering products to users. I'm aiming this book at software developers and testers, architects, product owners and managers, agile coaches, Scrum masters, project managers, and operational and senior managers who consider quality to be important. A book on quality should be practical. It should help you, the reader of this book, to improve the quality of your software and deliver better products. It should inspire you and give you energy to persevere on your quality journey. What drives quality tries to do just that, and more. This book is based on my experience as a developer, tester, team leader, project manager, quality manager, process manager, consultant, coach, trainer, and adviser in Agile, Lean, Quality and Continuous Improvement. It takes a deep dive into quality with views from different perspectives and provides ideas, suggestions, practices, and experiences that will help you to improve quality of the products that your organization is delivering. This book views software quality from an engineering, management, and social perspective. It explores the interaction between all involved in delivering high-quality software to users and provides ideas to do it quicker and at lower costs.

Agiles Coaching Tandem Coaching Academy

Offers advice on how to lead an organization into change, including establishing a sense of urgency, developing a vision and strategy, and generating short-term wins.

Essential Scrum Penguin

Great Teams Need SQUAD Depth If you have ever been part of a great team you will know it is exponentially better than being part of a mediocre team. Teams are at the heart of working in complex domains and are essential to the success of agile approaches yet relatively few teams achieve greatness. Agile and leadership coach Geoff Watts has pulled together his many years of experience with all sorts of teams from software, to product development, from medical teams to sports teams and has identified five common characteristics of great teams: Self-Improvement Quality Unity Audacity Delivery Please note this book does NOT contain milestone cards. These can be purchased separately.

Team Mastery Addison-Wesley Professional

Lean Filmmaking is an explosion of creativity, turning conventional wisdom upside down to vigorously shake out obsolete ideas revered by the traditional film industry. Writing a script. Pitching to investors. Surviving development hell. Before even picking up a camera. All while juggling a family, a social life and a day job. No wonder making an independent feature film feels out of reach. Lean Filmmaking is different. It celebrates experimentation and inventiveness, while forging a sustainable artistic practice. It saves time, energy and money (but it's not just for low-budget or cheap ideas). It takes advantage of surprising - often counterintuitive - strategies to dramatically improve the filmmaking process, including:- Collaborating in non-hierarchical, cross-functional squads- Working in ongoing iterative Make-Show-Adjust Cycles- Validating assumptions with early fan feedbackIf you're ready to transition from shorts, series or online videos to creating independent feature films, go from idea to launch with the five-step Lean Filmmaking method. Get started immediately with tested techniques that will empower you to take action, bust through stumbling blocks and ignite your creativity. "Lean Filmmaking kickstarts an entire generation of new filmmaking voices, arming them with the tools and self-reliance to create

original, important stories, then connecting them with the audience who especially craves them." -Perri Cummings and Paul Anthony Nelson, producers Trench"Lean Filmmaking revolutionizes how filmmakers work." -Melanie Rowland, producer Time ApartCheeky provocateurs and creative agitators, siblings Kylie Eddy and David Eddy have combined their filmmaking experience and agile coaching expertise to re-imagine the development, production and distribution of independent films in an uncertain world.leanfilmmaking.com
[ECMLG 2021 17th European Conference on Management, Leadership and Governance](#) Lulu.com

When an Agile coach leaves an organization, the changes developed during their tenure should not roll backward. Compliance is somewhat easy to install and takes hold rather quickly. The challenge with that approach is that when the forcing mechanism (Agile coach) is removed, much of the compliance rolls back to the original position. Sustainable change requires a different strategy. This book introduces the concept of utilizing an Invitational Approach to Enterprise Agile Coaching which can be a crucial catalyst for integrating sustainable change by putting the client in the seat of responsibility.

[Creating Great Teams](#) Pragmatic Bookshelf

A Scrum Master's work is never done. The Development team needs your support, the Product Owner is often lost in the complexities of agile product management, and your managers and stakeholders need to know what will be done, by when, and for how much. Learn how experienced Scrum Masters balance the

demands of these three levels of servant leadership while removing organizational impediments and helping Scrum Teams deliver real world value. Discover how to visualize your work, resolve impediments, and empower your teams to self-organize and deliver using the Scrum Values, Agile Principles, and advanced coaching and facilitation techniques. A Scrum Master needs to know when their team is in trouble and understand how to help them get back on the path to delivery. Become a better Scrum master so you can find the problems holding your teams back. Has your Daily Scrum turned in to a meeting? Does your team struggle with creating user stories? Are stakeholders disengaged during Sprint Review? These issues are common. Learn to use empiricism as your guide and help your teams create great products. Scrum is so much more than a checklist of practices to follow, yet that's exactly how many organizations practice it. Bring life back to your Scrum events by using advanced facilitation techniques to leverage the full intelligence of your team. Improve your retrospectives with new formats and exercises. Ask powerful questions that spark introspection and improvement. Get support and buy-in from management. Use Scrum as a competitive advantage for your organization. Create a definition of done that improves quality and fix failing sprints. Take the next step on your journey as a Scrum master. Transform your Scrum practices to help your teams enjoy their work again as they deliver high quality products that bring value to the world. What You Need: A moderate level of experience using the Scrum Framework.