# Agile 2010 Conference

Sallyann Freudenberg, Joseph Chao, Philippe Kruchten

2010 AGILE Conference IEEE Staff, Institute of Electrical and Electronics Engineers, Sallyann Freudenberg, ieee, Agile Alliance, Joseph Chao, IEEE Computer Society, 2010

AGILE 2010 Sallyann Freudenberg, Joseph Chao, Philippe Kruchten, 2010-01-01

Agile Processes in Software Engineering and Extreme Programming Alberto Sillitti, Xiaofeng Wang, Angela Martin, Elizabeth Whitworth, 2010-05-20 This book contains the refereed proceedings of the 11th International Conference on Agile Software Development, XP 2010, held in Trondheim, Norway, in June 2010. In order to better evaluate the submitted papers and to highlight the applicational aspects of agile software practices, there were two different program committees, one for research papers and one for experience reports. Regarding the research papers, 11 out of 39 submissions were accepted as full papers; and as far as the experience reports were concerned, the respective number was 15 out of 50 submissions. In addition to these papers, this volume also includes the short research papers, the abstracts of the posters, the position papers of the PhD symposium, and the abstracts of the panel on "Collaboration in an Agile World".

Emerging Innovations in Agile Software Development Ghani, Imran, 2016-01-26 Agile is a relatively recent methodology used in the development process of a project. Therefore, it is important to share new emerging knowledge with researchers and professionals interested in adopting an agile mindset. Emerging Innovations in Agile Software Development focuses on the use of agile methodologies to manage, design, develop, test and maintain software projects. Emphasizing research-based solutions for contemporary software development, this publication is designed for use by software developers, researchers, and graduate-level students in software engineering and project management programs.

Product-Focused Software Process Improvement Muhammad Ali Babar, Matias Vierimaa, Markku Oivo, 2010-06-16 On behalf of the PROFES Organizing Committee we are proud to present the proce-th ings of the 11 International Conference on Product-Focused Software Process Improvement (PROFES 2010), held in Limerick, Ireland. Since the first conference in 1999 the conference has established its place in the software engineering community as a respected conference that brings together participants from academia and industry. The roots of PROFES are in professional software process improvement motivated by product and service quality needs. The conference addresses both the solutions found in practice as well as relevant research results from academia. To ensure that PROFES retains its high quality and focus on the most relevant research issues, the conference has actively maintained close collaboration with industry and subsequently widened its scope to the research areas of collaborative and agile software devel- ment. The main themes of this year's conference were "Agile and Lean Processes" and "Engineering Service-Oriented Systems. " These two main themes enabled us to cover the contemporary software devel- ment demands and trends in a comprehensive manner and to tackle the most important current challenges identified by the software industry and software research com- nity--namely, the shift of focus from products to services. " The technical program featured invited talks, research papers, and experience reports on the most relevant topics related to processes for developing software-intensive services and products. In addition, a number of workshops and tutorials were hosted.

Lean Enterprise Software and Systems Pekka Abrahamsson, Nilay Oza, 2010-10-21 The LESS 2010 conference was the first scientific conference dedicated to advancing the "lean enterprise software and systems" body of knowledge. It fostered interactions by joining the lean product development community with the agile community coupled with innovative ideas nurtured by the beyond budgeting school of thinking. The conference was organized in collaboration with the Lean Software and Systems Consortium (LSSC). The conference is established as a conference series. The idea of the conference was to offer a unique platform for advancing the state of the art in research and practice by bringing the leading researchers and practitioners to the same table. Indeed, LESS 2010 attracted a unique mix of participants including academics, researchers, leading consultants and industry practitioners. The aim of the conference was to use this diverse community to advance research and practical knowledge concerning lean thinking within the field of software business and development. LESS 2010 had more than 60% of its speakers come from the industry and the remaining from academia. LESS is poised to grow as we advance into future iterations of the conference and become the conference for lean thinking in systems and software development. Its growth and credibility will be advanced by the communities and knowledge exchange platform it provides. LESS offers several avenues for knowledge exchange to create a highly collaborative environment. Each year, we aim to bring novelty to a program that fosters collaboration, letting new ideas thrive during and after the conference.

Human Interface and the Management of Information: Information, Design and Interaction Sakae Yamamoto, 2016-07-04 The two-volume set LNCS 9734 and 9735 constitutes the refereed proceedings of the Human Interface and the Management of Information thematic track, held as part of the 18th International Conference on Human-Computer Interaction, HCII 2016, held in Toronto, Canada, in July 2016. HCII 2016 received a total of 4354 submissions of which 1287 papers were accepted for publication after a careful reviewing process. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas This volume contains papers addressing the following major topics: information presentation; big data visualization; information analytics; discovery and exploration; interaction design, human-centered design; haptic, tactile and multimodal interaction.

Innovations in Computer Science and Engineering H. S. Saini, Rishi Sayal, Sandeep Rawat, 2016-02-19 The book is a collection of high-quality peer-reviewed research papers presented at the third International Conference on Innovations in Computer Science and Engineering (ICICSE 2015) held at Guru Nanak Institutions, Hyderabad, India during 7 - 8 August 2015. The book discusses a wide variety of industrial, engineering and scientific applications of the emerging techniques. Researchers from academic and industry present their original work and exchange ideas, information, techniques and applications in the field of Communication, Computing, and Data Science and Analytics.

AGILE in Practice Sudipta Malakar, 2021-05-06 Practical guidance to Implement AGILE, KANBAN, XP and SCRUM with 600+ Expert Solutions included Ê KEY FEATURESÊÊ \_ Supportive materials for PMI-ACP and SAFe exam preparation. \_ Proven use-cases on implementation of Kanban, Agile and Scrum across business projects. \_ 600+ interview questions, quizzes and business solutions to acquire lucrative Agile project management jobs. DESCRIPTIONÊ This book is a pragmatic guidance teaching modern IT professionals how to improvise and scale up IT delivery capabilities using leading project management methodologies including Agile and Kanban. It is equipped with usecases and hundreds of solutions and the readers will learn to examine the strength of their project management function and how to improvise it. The book brings exclusive knowledge on several strategies to put into implementation in the event of natural disaster like Covid-19 and for future crisis management. You will be acquainted with the popular tools and technologies that your organization can make use of it for better collaboration on projects. You will learn the various project performance metrics for each of these project management methodologies. As an added advantage of this book, you can get yourself ready for one of the popular and critical professional examinations like PMP-ACP and SAFe. Key strategies to beat Covid-19 Pandemic and for crisis management Key enablers to build Organizational Resilience and enterprise maturity model Portfolio/ Upstream Kanban implementations lessons learnt and key takeaways PMI-ACP and SAFe exam preparation Tricky Realworld Agile SCRUM & KANBAN Case Studies, Demos and tools Interview Questions and answers on Agile SCRUM, XP, DSDM, KANBAN and SCRUMBAN Useful Tips & techniques for successful Agile transformation in any Organization and The Art of Agile Development Agile & Kanban Metrics JIRA tool use in Projects / Programs WHAT YOU WILL LEARN \_ Gain strong hold on concepts of KANBAN, XP, FDD, DSDM, SCRUMBAN and SCRUM. ÊÊÊÊ \_ Exclusive coverage on strategies to beat Covid-19 Pandemic and future crisis management. \_ Learn to build Organizational Resilience and enterprise maturity model. \_ Ready guidance to prepare for PMI-ACP and SAFe certification. \_ Tricky Real-world Agile SCRUM & KANBAN Case Studies, Demos and tools. WHO THIS BOOK IS FORÊÊ This book is for Scrum Masters, Product Owners, Developers, CXOs and professionals closely associated with Agile Scrum, Kanban, XP projects to further improve their knowledge of Agile with valuable pragmatic insights. Experienced-level professionals and Agile enthusiasts having relevant experience can also acquire an in-depth knowledge of the advanced concepts in project management. TABLE OF CONTENTS 1. Key success factors for adopting Agile SCRUM Kanban in any organizations 2. Why Personal Agility matters 3. Tricky Real-world Agile SCRUM & KANBAN Case Studies, Demos and tools 4. Agile SCRUM KANBAN Maturity assessment Nuts & Bolts 5. Useful Tips & techniques for successful Agile transformation in any Organization and The Art of Agile Development 6. Common Agile SCRUM KANBAN misconceptions 7. Key Takeaways 8. Glossary 9. Quiz Session 10. Test your Knowledge

Clearly Agile Giles Lindsay, 2024-04-08 The future is CLEAR; the future is AGILE. Clearly Agile is more than just a book on business agility. It's an essential guide for anyone aspiring to lead successfully in a fast-changing business world. Step into the future with confidence, equipped with the knowledge and tools to master the art of business agility and lead your organization to sustained success. 'In Clearly Agile, Giles connects the dots of agility, guiding readers from the importance of leadership and mindset to team and enterprise agility... This book will leave you with actionable strategies to improve how your organization works - no matter what the future brings.' Laura M. Powers, Chief Executive Chief Executive Officer, Business Agility Institute. 'Any leader who is hoping to evolve their organization in an agile enterprise will discover actionable and impactful insights in this book.' Scott Ambler, Co-creator of Disciplined Agile 'Giles is well known as an excellent executive and agile coach. I am very pleased that he has shared his comprehensive knowledge in this excellent book. It covers a wide spectrum of guidance on business agility and is definitely worth a read.' Mark Lines, Co-creator of Disciplined Agile Giles Lindsay, CEO of Agile Delta Consulting, is a seasoned technology and Agile leader and coach with 25+ years of tech industry experience. Known for his strategic acumen in aligning technology with business goals, he has successfully scaled high-performing teams in both startups and leading enterprises, driving innovation and growth through his visionary approach and adept stakeholder management.

ECRM2014-Proceedings of the 13th European Conference on Research Methodology for Business and Management Studies
Dr Martin Rich, Dr Anne Brown, 2014-06-16

Building Sustainable Information Systems Henry Linger, Julie Fisher, Andrew Barnden, Chris Barry, Michael Lang, Christoph Schneider, 2013-11-08 Information Systems (IS) as a discipline draws on diverse areas including, technology, organisational theory, management and social science. The field is recognized as very broad and encompassing many themes and areas. However, the development of artefacts, or information systems development (ISD), in the broadest sense, is a central concern of the discipline. Significantly, ISD impacts on the organisational and societal contexts through the use of the artefacts constructed by the development. Today, that impact also needs to be evaluated in terms of its effects on the environment. Sustainable, or green, IT is a catch-all term used to describe the development, manufacture, management, use and disposal of ICT in a way that minimizes damage to the environment. As a result, the term has many different meanings, depending on the role assumed in the life span of the ICT artefact. The theme of the proposed work is to critically examine the whole range of issues around ISD from the perspective of sustainability. Sustainable IT is an emerging theme in academic research and industry practice in response to an individual concern for the environment and the embryonic regulatory environments being enacted globally to address the environmental impact of ICT. In this work we intend to bring together in one volume the diverse research around the development of sustainable IS.

Agile Software Architecture Jennifer Pérez, Jessica Díaz, Juan Garbajosa, Agustín Yagüe, 2013-11-27 Agile architecting is a key issue to scale agile to develop large software systems. This chapter describes a set of mechanisms that make agile architecting feasible. These mechanisms are smoothly integrated in a tailored Scrum for agile architecting by (1) defining product requirements in terms of features by using feature pools and feature trees to provide the portfolio and roadmap visions of a product, (2) designing highly flexible architecture called working architecture, (3) bridging user stories and software architecture through features and design decisions as traceability mechanisms, and (4) systematically assisting agile practitioners by conducting change impact analysis of features through various iterations of the agile process. This tailored Scrum for agile architecting has been successfully put into practice to develop several projects, which have been deployed in a software factory set up in collaboration between the Technical University of Madrid (UPM) and the company Indra. In this chapter, one of these projects is used to illustrate how this tailored Scrum has been applied and how it can be adopted.

Pedagogical Considerations and Opportunities for Teaching and Learning on the Web Thomas, Michael, 2013-10-31 This book concentrates on theory, application, and the development of web-based technologies for teaching and learning and its influence on the education system--

Agile Methods Carla Rocha, Celio Santana Júnior, Fernando De Sá, Tiago Silva da Silva, 2023-01-30 This book constitutes the refereed proceedings of the 11th Brazilian Workshop on Agile Methods, WBMA 2021, which took place online in October 2021. The 6 full papers and 3 short papers presented in this volume were carefully reviewed and selected from 18 submissions. WBMA is the research track in the Agile Brazil conference. It is an academic event that focuses on agile software development.

User-Centered Agile Method Dominique Deuff, Mathilde Cosquer, 2013-10-28 Agile development methods began to emerge around 20 years ago. However, it was not until the early 2000s that they began to be widely used in industry. This growth was often due to the advent of Internet services requiring faster cycles of development in order to heighten the rate at which an ever-greater number of functionalities were made available. In parallel, usercentered design (UCD) methods were also becoming more and more widely used: hence, user-centered design and agile methods were bound to cross paths, at least in the telecoms industry! During this period, in the field of telecommunications, the explosion in the number of connected terminals, Web applications, new use environments (particularly in a domestic setting), etc., meant it was crucial to gain a fuller understanding of users' requirements and better evaluate the relevance and acceptance of services' attempts to cater for these requirements. Thus the user-centered agile method, as proposed in this book, aims to mutually integrate two existing methods: user-centered design - as used by ergonomists - and the agile Scrum method - as used by developers. The user testing method is also covered. Analyzing work on this subject spanning the past 10 years, the authors also provide an assessment of the feedback on the user-centered agile method. The method described in this book has been based on all these sources. It is a framework relying on the logic introduced by Scrum, i.e. a framework based on project management. The method proposed is seen as an extension of Scrum which is "centered on humans" because of the integration of user-centered design and user-testing. Therefore the description of the user-centered agile method is based on the basics of the agile Scrum method and uses its terminology and elements. As well as descriptive elements of the user-centered agile method, practical examples of how to implement it are also provided. Contents 1. Introduction. 2. Intrioduction to the Methods Employed. 3. Sources for this Work. 4. Description of The User-Centered Agile Method. 5. Case Studies. About the Authors Dominique Deuff worked at the National Institute of Informatics in Japan for 21/2 years before coming back to France in June 2006 and joining Orange Labs France Telecom as a developer in a Scrum team. In 2008, she graduated with a Master's degree in ergonomics and has since then been applying her new skills to various projects at Orange Labs Lannion. Mathilde Cosquer joined Orange Labs as an ergonomist after completing her PhD on the question of transparency of technical devices from the user's point of view. She has taken part in the design and evaluation of numerous innovating services, but over the past four years, she has been more particularly involved in projects of interpersonal communication services.

Agile Software Architecture Muhammad Ali Babar, Alan W. Brown, Ivan Mistrik, 2013-11-27 Agile software development approaches have had significant impact on industrial software development practices. Today, agile software development has penetrated to most IT companies across the globe, with an intention to increase quality, productivity, and profitability. Comprehensive knowledge is needed to understand the architectural challenges involved in adopting and using agile approaches and industrial practices to deal with the development of large, architecturally challenging systems in an agile way. Agile Software Architecture focuses on gaps in the requirements of applying architecture-centric approaches and principles of agile software development and demystifies the agile architecture paradox. Readers will learn how agile and architectural cultures can co-exist and support each other according to the context. Moreover, this book will also provide useful leads for future research in architecture and agile to bridge such gaps by developing appropriate approaches that incorporate architecturally sound practices in agile methods. Presents a consolidated view of the state-of-art and state-ofpractice as well as the newest research findings Identifies gaps in the requirements of applying architecturecentric approaches and principles of agile software development and demystifies the agile architecture paradox Explains whether or not and how agile and architectural cultures can co-exist and support each other depending upon the context Provides useful leads for future research in both architecture and agile to bridge such gaps by developing appropriate approaches, which incorporate architecturally sound practices in agile methods

Product-Focused Software Process Improvement Muhammad Ali Babar, Matias Vierimaa, Markku Oivo, 2010 On behalf of the PROFES Organizing Committee we are proud to present the proce- th ings of the 11 International Conference on Product-Focused Software Process Improvement (PROFES 2010), held in Limerick, Ireland. Since the first conference in 1999 the conference has established its place in the software engineering community as a respected conference that brings together participants from academia and industry. The roots of PROFES are in professional software process improvement motivated by product and service quality needs. The conference addresses both the solutions found in practice as well as relevant research results from academia. To ensure that PROFES retains its high quality and focus on the most relevant research issues, the conference has actively maintained close collaboration with industry and subsequently widened its scope to the research areas of collaborative and agile software develment. The main themes of this year's conference were Agile and Lean Processes and Engineering Service-Oriented Systems. These two main themes enabled us to cover the contemporary software develment demands and trends in a comprehensive manner and to tackle the most important current challenges identified by the software industry and software research com- nity--namely, the shift of focus from products to services. The technical program featured invited talks, research papers, and experience reports on the most relevant topics related to processes for developing software-intensive services and products. In addition, a number of workshops and tutorials were hosted.

Information Systems Development Rob Pooley, Jennifer Coady, Christoph Schneider, Henry Linger, Chris Barry, Michael Lang, 2013-10-26 Information Systems Development: Reflections, Challenges and New Directions, is the collected proceedings of the 20th International Conference on Information Systems Development held in Edinburgh, Scotland, August 24 - 26, 2011. It follows in the tradition of previous conferences in the series in exploring the connections between industry, research and education. These proceedings represent ongoing reflections within the academic community on established information systems topics and emerging concepts, approaches and ideas. It is hoped that the papers herein contribute towards disseminating research and improving practice

SafeScrum® - Agile Development of Safety-Critical Software Geir Kjetil Hanssen, Tor Stålhane, Thor Myklebust, 2018-11-23 This book addresses the development of safety-critical software and to this end proposes the SafeScrum® methodology. SafeScrum® was inspired by the agile method Scrum, which is extensively used in many areas of the software industry. Scrum is, however, not intended or designed for use with safety-critical systems; hence the authors propose guidelines and additions to make it both practically useful and compliant with the additional requirements found in safety standards. The book provides an overview of agile software development and how it can be linked to safety and relevant safety standards. SafeScrum® is described in detail as a useful approach for reaping the benefits of agile methods, and is intended as a set of ideas and a basis for adaptation in industry projects. The book covers roles, processes and practices, and documentation. It also includes tips on how standard software process tools can be employed. Lastly, some insights into relevant research in this new and emerging field are provided, and selected real-world examples are presented. The ideas and descriptions in this book are based on collaboration with the industry, in the form of discussions with assessment organizations, general discussions within the research fields of safety and software, and last but not least, the authors' own experiences and ideas. It was mainly written for practitioners in industry who know a great deal about how to produce safety-critical software but less about agile development in general and Scrum in particular.

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