

Sprint App

Jake Knapp

Sprint (Republish) Jake Knapp, 2018-07-19 Anda mungkin beruntung memiliki pekerjaan atau proyek mendatang dengan visi yang cemerlang. Namun, upaya mewujudkan visi ini sering kali tak mudah. Setiap hari Anda gampang sekali terjebak dalam berbagai hal: surel yang seolah tiada habisnya, tenggat yang molor, rapat-rapat sehari yang menyita waktu, dan proyek jangka panjang yang hanya berdasarkan asumsi. Sudah waktunya Anda mencoba Sprint, sebuah metode untuk memecahkan masalah dan menguji ide-ide baru, menyelesaikan lebih banyak hal dengan efisien. Buku ini ditulis Jake Knapp, mantan Design Partner Google Ventures, untuk menuntun Anda merasakan pengalaman menerapkan metode yang telah mendunia ini. Sprint mewujudkan pengeksekusian ide besar hanya dalam lima hari. Menuntun tim Anda dengan checklist lengkap, mulai dari Senin hingga Jumat. Menjawab segala pertanyaan penting yang sering kali hanya disimpan di benak mereka yang sedang menguji ide/konsep/produk. Sprint juga membantu Anda lebih menikmati setiap proses. Anda bisa mengamati dan bergabung dengan ratusan dari pelaku Sprint di seluruh dunia melalui tagar #sprintweek di Twitter. Sebuah proyek besar terjadi pada 2009. Seorang insinyur Gmail bernama Peter Balsiger mencetuskan ide mengenai surel yang bisa teratur secara otomatis. Saya sangat tertarik dengan idenya—yang disebut “Kotak Masuk Prioritas”—dan merekrut insinyur lain, Annie Chen, untuk bergabung bersama kami. Annie setuju, tetapi dia hanya punya waktu sebulan untuk mengerjakannya. Kalau kami tidak bisa membuktikan bahwa ide itu bisa diterapkan dalam jangka waktu tersebut, Annie akan beralih ke proyek lainnya. Saya yakin waktunya tidak akan cukup, tetapi Annie adalah insinyur yang luar biasa. Jadi, saya memutuskan untuk menjalaninya saja. Kami membagi waktu sebulan itu ke dalam empat bagian yang masing-masing lamanya seminggu. Setiap pekan, kami menggarap desain baru. Annie dan Peter membuat purwarupa, lalu pada akhir minggu, kami menguji desain ini bersama beberapa ratus orang lainnya. Pada akhir bulan, kami menemukan solusi yang bisa dipahami dan diinginkan orang-orang. Annie tetap menjadi pemimpin untuk tim Kotak Masuk Prioritas. Dan entah bagaimana caranya, kami berhasil menyelesaikan tugas desainnya dalam waktu yang lebih singkat dari biasanya. Beberapa bulan kemudian, saya mengunjungi Serge Lachapelle dan Mikael Drugge, dua orang karyawan Google di Stockholm. Kami bertiga ingin menguji ide perangkat lunak untuk konferensi video yang bisa dijalankan lewat peramban. Karena saya berada di kota tersebut hanya selama beberapa hari, kami bekerja secepat mungkin. Pada penghujung kunjungan saya, kami berhasil menyelesaikan purwarupanya. Kami mengirimkannya ke rekan kerja kami lewat surel dan mulai menggunakannya dalam rapat. Dalam beberapa bulan, seluruh perusahaan sudah bisa menggunakan konya. (Selanjutnya, versi yang sudah dipoles dan disempurnakan dari aplikasi berbasis web tersebut dikenal sebagai Google Hangouts.) Dalam kedua kasus tersebut, saya menyadari bahwa saya bekerja jauh lebih efektif ketimbang rutinitas kerja harian saya atau ketika mengikuti lokakarya diskusi sumbang saran. Apa yang membedakannya? Saya menimbang kembali lokakarya tim yang saya gagas sebelumnya. Bagaimana kalau saya memasukkan elemen ajaib lainnya—fokus pada kerja individu, waktu untuk membuat purwarupa, dan tenggat yang tak bisa ditawar? Saya lalu menyebutkan, “sprint” desain. Saya membuat jadwal kasar untuk sprint pertama saya: satu hari untuk berbagi informasi dan mereka ide, diikuti dengan empat hari pembuatan purwarupa. Sekali lagi, tim Google menyambut baik eksperimen ini. Saya memimpin sprint untuk mendesain Chrome, Google Search, Gmail, dan

proyek-proyek lainnya. Ini sangat menarik. Sprint ini berhasil. Ide-ide diuji, dibangun, diluncurkan, dan yang terbaik, kebanyakan dari ide-ide ini berhasil diterapkan dalam dunia nyata. Proses sprint menyebar di seisi Google dari satu tim ke tim lain, dari satu kantor ke kantor lain. Seorang desainer dari Google X tertarik dengan metode ini, jadi dia menjalankan sprint untuk sebuah tim di Google Ads. Anggota tim dalam sprint di Ads kemudian menyampaikannya kepada kolega mereka, dan begitu seterusnya. Dalam waktu singkat saya mendengar penerapan sprint dari orang-orang yang tidak saya kenal. Dalam perjalanannya, saya membuat beberapa kesalahan. Sprint pertama saya melibatkan empat puluh orang-jumlah yang sangat besar dan justru hampir menghambat sprint tersebut, bahkan sebelum dimulai. Saya menyesuaikan waktu yang diperlukan untuk mengembangkan ide dan pembuatan purwarupa. Saya jadi memahami mana yang terlalu cepat, terlalu lambat, hingga akhirnya menemukan yang waktu paling sesuai. Beberapa tahun kemudian, saya bertemu Bill Maris untuk membicarakan sprint. Bill adalah CEO Google Ventures, perusahaan modal ventura yang didirikan Google untuk berinvestasi pada startup-startup potensial. Dia adalah salah satu orang berpengaruh di Silicon Valley. Namun, Anda tidak akan menyangkanya dari pembawaannya yang santai. Pada sore itu, dia mengenakan pakaian khasnya, yaitu topi bisbol dan kaos dengan tulisan tentang Vermont. Bill tertarik untuk menjalankan sprint dengan startup dalam portofolio GV. Startup biasanya hanya memiliki satu kesempatan emas untuk mendesain sebuah produk yang sukses, sebelum akhirnya kehabisan dana. Sprint bisa membantu mencari tahu apakah startup-startup ini berada di jalur yang tepat sebelum akhirnya mereka bisa berkecimpung dalam tahapan yang lebih berisiko untuk membangun dan meluncurkan produk mereka. Dengan menjalankan sprint, mereka bisa mendapatkan sekaligus menghemat uang. Namun agar berhasil, saya harus menyesuaikan proses sprint ini. Saya sudah berpikir mengenai produktivitas individu dan tim selama beberapa tahun. Namun, saya hampir tidak tahu apa-apa mengenai startup dan kebutuhan bisnis mereka. Tetap saja, antusiasme Bill meyakinkan saya bahwa Google Ventures adalah tempat yang tepat untuk menerapkan sprint-sekaligus tempat yang tepat bagi saya. "Ini misi kita," ujarnya, "untuk bisa menemukan entrepreneur terbaik di muka bumi dan membantu mereka membuat dunia ini menjadi tempat yang lebih baik." Saya tentu tak bisa menolaknya. Di GV, saya bergabung dengan tiga rekan lain: Braden Kowitz, John Zeratsky, dan Michael Margolis. Bersama, kami mulai menjalankan sprint dengan startup-startup, bereksperimen dengan prosesnya, dan menguji hasilnya agar bisa menemukan cara untuk memperbaikinya. Ide-ide dalam buku ini lahir dari semua anggota tim kami. Braden Kowitz memasukkan desain berbasis cerita dalam proses sprint, sebuah pendekatan tak biasa yang berfokus pada pengalaman konsumen alih-alih komponen individu atau teknologi. John Zeratsky membantu kami memulai dari akhir sehingga tiap sprint bisa membantu menjawab berbagai pertanyaan bisnis paling penting. Braden dan John memiliki pengalaman dalam bisnis dan startup, hal yang tidak saya miliki, dan mereka menyesuaikan prosesnya untuk menciptakan fokus yang lebih baik dan keputusan yang lebih cerdas di tiap sprint. Michael Margolis mendorong kami untuk mengakhiri tiap sprint dengan pengujian di dunia nyata. Dia menjalankan riset konsumen, yang perencanaan dan pelaksanaannya bisa menghabiskan waktu berminggu-minggu, dan menemukan cara untuk mendapatkan hasil yang jelas hanya dalam sehari. Ini benar-benar sebuah keajaiban. Kami tidak perlu lagi menebak-nebak apakah solusi kami bagus atau tidak karena di akhir tiap sprint, kami mendapatkan jawabannya. Kemudian ada Daniel Burka,

seorang entrepreneur yang mendirikan dua startup sebelum menjual salah satunya ke Google dan bergabung dengan GV. Saat kali pertama menjelaskan proses sprint kepadanya, dia skeptis. Baginya, sprint terdengar seperti serangkaian proses manajemen yang rumit. Namun, dia sepakat untuk mencoba salah satunya. "Dalam sprint pertama itu, kami memangkas prosesnya dan menciptakan sesuatu yang ambisius hanya dalam sepekan. Saya benar-benar jatuh hati." Setelah kami berhasil meyakinkannya, pengalaman langsung Daniel sebagai seorang pendiri startup dan sikapnya yang tidak menoleransi omong kosong membantu kami menyempurnakan prosesnya. Sejak sprint pertama di GV pada 2012, kami telah beradaptasi dan bereksperimen. Mulanya kami mengira pembuatan purwarupa dan riset yang cepat hanya akan berhasil untuk produk berskala besar. Mampukah kami bergerak sama cepatnya jika konsumen kami adalah para ahli di berbagai bidang seperti kesehatan dan keuangan? Tanpa disangka, proses lima hari ini bisa bertahan. Proses ini sesuai untuk semua jenis konsumen, mulai dari investor sampai petani, dari onkolog sampai pemilik bisnis skala kecil. Juga bagi situs web, aplikasi iPhone, laporan medis, hingga perangkat keras berteknologi tinggi. Tidak hanya untuk mengembangkan produk, kami juga menggunakan sprint untuk menentukan prioritas, strategi pemasaran, bahkan menamai perusahaan. Proses ini berulang-ulangmenyatukan tim dan menjadikan ide-ide menjadi nyata. Selama beberapa tahun belakangan, tim kami mendapatkan beragam kesempatan untuk bereksperimen dan memvalidasi ide kami mengenai proses kerja. Kami menjalankan lebih dari seratus sprint bersama dengan startup-startup dalam portofolio GV. Kami bekerja bersama, sekaligus belajar dari para entrepreneur brilian seperti Anne Wojcicki (pendiri 23andMe), Ev Williams (pendiri Twitter, Blogger, dan Medium), serta Chad Hurley dan Steve Chen (pendiri YouTube). Pada awalnya, saya hanya ingin membuat hari-hari kerja saya efisien dan berkualitas. Saya ingin berfokus pada apa yang benar-benar penting dan menjadikan waktu saya berharga-bagi saya, tim, dan konsumen kami. Kini, lebih dari satu dekade kemudian, proses sprint secara konsisten telah membantu saya meraih mimpi tersebut. Dan saya sangat senang berbagi mengenai hal tersebut dengan Anda dalam buku ini. Dengan keberuntungan, Anda bisa memilih pekerjaan Anda karena visi yang tajam. Anda ingin berbagi visi tersebut kepada dunia, baik yang berupa pesan, layanan, maupun pengalaman, dengan perangkat lunak maupun keras, atau bahkan-sebagaimana dicontohkan dalam buku ini-sebuah cerita atau ide. Namun, mewujudkan visi ini tak mudah. Gampang sekali terjebak dalam berbagai hal: surel yang seolah tiada habisnya, tenggat yang molor, rapat-rapat sehariyan yang menyita waktu Anda, dan proyek jangka panjang yang hanya berdasarkan asumsi. Prosesnya tidak harus selalu seperti ini. Sprint menawarkan jalur untuk memecahkan masalah-masalah besar, menguji ide-ide baru, menyelesaikan lebih banyak hal, dan melakukan semuanya dengan lebih cepat. Sprint juga membantu Anda lebih menikmati prosesnya. Dengan kata lain, Anda benar-benar harus mencobanya sendiri. Ayo kita mulai. –Jake Knapp San Francisco, Februari 2016 [Mizan, Bentang Pustaka, Manajemen, Ide, Kreatif, Inovasi, Motivasi, Dewasa, Indonesia] spesial seri bentang bisnis & startup

Scrum: Novice to Ninja M. David Green, 2016-01-26 Why should you use Scrum in your web projects? Simply put, it'll enable your team to get more done in less time. Scrum is the most popular agile project management methodology used in web projects today. While most Scrum books tend to be lengthy textbooks that cover every detail of Scrum for all types of organizations, this highly practical book concentrates solely on how best to

apply Scrum in web and mobile development projects. In it, you'll learn: An overview of Scrum fundamentals for web and mobile projects Get familiar with Scrum's roles: Scrum master, product owner, team members, and interested observers Understand Scrum's rituals: sprint planning meetings, daily standups, work process, demos, and sprint retrospectives Gain a thorough understanding of the tools used in Scrum: burndown charts, story cards, sprint backlogs Troubleshoot typical Scrum issues

[Lightweight Django](#) Julia Solórzano,Mark Lavin,2014-11-03 How can you take advantage of the Django framework to integrate complex client-side interactions and real-time features into your web applications? Through a series of rapid application development projects, this hands-on book shows experienced Django developers how to include REST APIs, WebSockets, and client-side MVC frameworks such as Backbone.js into new or existing projects. Learn how to make the most of Django's decoupled design by choosing the components you need to build the lightweight applications you want. Once you finish this book, you'll know how to build single-page applications that respond to interactions in real time. If you're familiar with Python and JavaScript, you're good to go. Learn a lightweight approach for starting a new Django project Break reusable applications into smaller services that communicate with one another Create a static, rapid prototyping site as a scaffold for websites and applications Build a REST API with django-rest-framework Learn how to use Django with the Backbone.js MVC framework Create a single-page web application on top of your REST API Integrate real-time features with WebSockets and the Tornado networking library Use the book's code-driven examples in your own projects

[Sprint](#) Jake Knapp,John Zeratsky,Braden Kowitz,2016-03-08 NEW YORK TIMES BESTSELLER WALL STREET JOURNAL BESTSELLER Sprint offers a transformative formula for testing ideas that works whether you're at a startup or a large organization. Within five days, you'll move from idea to prototype to decision, saving you and your team countless hours and countless dollars. A must read for entrepreneurs of all stripes. --Eric Ries, author of The Lean Startup From three partners at Google Ventures, a unique five-day process for solving tough problems, proven at more than a hundred companies. Entrepreneurs and leaders face big questions every day: What's the most important place to focus your effort, and how do you start? What will your idea look like in real life? How many meetings and discussions does it take before you can be sure you have the right solution? Now there's a surefire way to answer these important questions: the sprint. Designer Jake Knapp created the five-day process at Google, where sprints were used on everything from Google Search to Google X. He joined Braden Kowitz and John Zeratsky at Google Ventures, and together they have completed more than a hundred sprints with companies in mobile, e-commerce, healthcare, finance, and more. A practical guide to answering critical business questions, Sprint is a book for teams of any size, from small startups to Fortune 100s, from teachers to nonprofits. It's for anyone with a big opportunity, problem, or idea who needs to get answers today.

[Lean Mobile App Development](#) Mike van Drongelen,Adam Dennis,Richard Garabedian,Alberto Gonzalez,Aravind Krishnaswamy,2017-11-28 Develop lean iOS and Android apps using industry standard techniques and lean development practices. About This Book Build ready-to-deploy apps with less iterations and shorter development times Adopt the

lean startup methodologies to develop iOS and Android apps that shine in the App Store. This hands-on guide puts continuous innovation into practice to develop successful mobile apps. Who This Book Is For This book is for developers, CTOs, and architects working for a startup or another kind of lean startup environment, such as startup within a cooperation. It is ideal for any iOS and Android developer who wants to build successful mobile apps by adopting the lean startup methodology. What You Will Learn Apply the lean startup methodology to real Android and iOS development. Define what your hypotheses are by creating an Minimal Viable Product. Validate your idea against the Business Model Canvas. Gather feedback through statistics and by getting user comments, learn from it, and adapt your app accordingly. Develop skills and devise strategies to build versatile and flexible apps that meet changing business requirements. Investigate the possibilities when you need to pivot your start-up idea whether in a startup or an established business. Create a successful app and get tips on how to boost conversion and how to optimize the on boarding process. In Detail Lean is the ultimate methodology for creating a startup that succeeds. Sounds great from a theoretical point of view, but what does that mean for you as an a technical co-founder or mobile developer? By applying the Lean Start-up methodology to your mobile App development, it will become so much easier to build apps that take Google Play or the App Store by storm. This book shows you how to bring together smarter business processes with technical know-how. It makes no sense to develop a brilliant app for six months or longer only to find out later that nobody is interested in it. Build a Minimum Viable Product (MVP) first. Validate your hypotheses early and often. Discover effective product development strategies that let you put Facebook's famous axiom move fast and break things into practice. A great app without visibility and marketing clout is nothing, so use this book to market your app, making use of effective metrics that help you track and iterate all aspects of project performance. Style and approach This book takes a hands-on approach to developing apps through the Lean Start-up Methodology. Following a 50% business and 50% tech approach, this book is filled with practical examples and real-world experiments.

Scrum M. David Green, 2016

FCC Record United States. Federal Communications Commission, 2011

Mobile Internet Monthly Newsletter October 2010 ,

Ultimate Django for Web App Development Using Python Leonardo Luis Lazzaro, 2024-01-22 Craft Scalable and Dynamic Web Apps using Django and Python. KEY FEATURES • Real-World Practices and Solutions for Crafting Dynamic and Scalable Django Solutions. • Build a Comprehensive Task Management System Hands-On. • Explore Advanced API, Testing, and Deployment Techniques with Real-World Applications. DESCRIPTION This comprehensive guide is an indispensable resource for developers seeking to elevate their web development skills in Django and Python. The book begins by establishing a strong foundation and understanding of Django's architecture, emphasizing the Model-View-Template (MVT) pattern and a pivotal service layer for creating scalable web applications. The book then progresses to practical aspects, guiding readers through the development of a Task Management App. This hands-on approach reinforces fundamental concepts and showcases Django's flexibility and efficiency in real-world

scenarios. The advanced sections of the book will help you tackle complex challenges, covering topics like preventing double-form submissions, implementing offline pessimistic and optimistic locking techniques, mastering API development with Django Ninja, and ensuring application reliability through exhaustive testing with pytest. The book culminates in practical insights for deploying Django applications with Docker and Kubernetes, this guide equips you to tackle real-world challenges effectively.

- **WHAT WILL YOU LEARN**
- **Unlock the potential of Django 4.2 and Python for robust web development expertise.**
- **Seamlessly build and deploy a complete Django project, implementing essential features like authentication, authorization, and multi-tenant capabilities.**
- **Develop and secure APIs with Django Ninja, following best practices for a streamlined process.**
- **Gain mastery in testing with pytest, ensuring the creation of reliable, bug-free Django applications.**
- **Elevate your skills and create web solutions with confidence using the latest tools and techniques in Django development.**

WHO IS THIS BOOK FOR? This book caters to web development enthusiasts, Python developers and experienced programmers looking to build scalable web apps with Django. Whether you're new to programming or seeking advanced insights, this guide offers a progressive approach. Beginners establish a strong foundation, while seasoned developers delve into advanced topics like preventing double-form submissions and implementing locking techniques.

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LaScola V. US Sprint Communications Company ,1990

Sams Teach Yourself Google TV App Development in 24 Hours Carmen Delessio, 2013-01-31 In just 24 sessions of one hour or less, Sams Teach Yourself Google TV App Development in 24 Hours will help you master app development with the radically improved new version of Google TV running Android 3.2 and Android second-screen apps using 4.2. Using its straightforward, step-by-step approach, you'll gain the hands-on skills you need to build all three types of Google TV apps: Web, Android, and second-screen apps. You'll learn today's Google TV development best practices. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Google TV development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Carmen Delessio is an expert Android and application developer who has worked as a programmer, technical architect, and CTO at large and small organizations. He began his online development career at Prodigy working on early Internet applications. He has written for Androidguys.com, Mashable, and ScreenItUp.com. His apps can be found at Bffmedia.com. Learn how to... n Develop for TV watchers and the "10-foot user experience" n Create highly interactive and responsive TV apps n Use Google

TV's optimized HTML templates and layouts n Integrate HTML5 and jQuery into your Google TV apps n Design effective user interaction, dialogs, navigation, and video sitemaps n Organize Google TV apps intuitively with Tabs and the ActionBar n Use Fragments to simplify your development process n Store structured data locally in SQLite for instant user access n Create and use ContentProviders n Use the Channel Listing Provider for apps with TV listings and changing channels n Build second-screen apps to connect Google TV with a second device n Use the Anymote protocol to handle messaging between TVs and remote devices n Bring it all together to build a complete Google TV app, from start to finish

Scrum M. David Green, 2016 Why should you use Scrum in your web projects? Simply put, it'll enable your team to get more done in less time. Scrum is the most popular agile project management methodology used in web projects today. While most Scrum books tend to be lengthy textbooks that cover every detail of Scrum for all types of organizations, this highly practical book concentrates solely on how best to apply Scrum in web and mobile development projects. In it, you'll learn: An overview of Scrum fundamentals for web and mobile projects Get familiar with Scrum's roles: Scrum master, product owner, team members, and interested observers Understand Scrum's rituals: sprint planning meetings, daily standups, work process, demos, and sprint retrospectives Gain a thorough understanding of the tools used in Scrum: burndown charts, story cards, sprint backlogs Troubleshoot typical Scrum issues

Make Time Jake Knapp, John Zeratsky, 2018-09-25 From the New York Times bestselling authors of Sprint comes "a unique and engaging read about a proven habit framework [that] readers can apply to each day" (Insider, Best Books to Form New Habits). "If you want to achieve more (without going nuts), read this book."—Charles Duhigg, author of The Power of Habit Nobody ever looked at an empty calendar and said, The best way to spend this time is by cramming it full of meetings! or got to work in the morning and thought, Today I'll spend hours on Facebook! Yet that's exactly what we do. Why? In a world where information refreshes endlessly and the workday feels like a race to react to other people's priorities faster, frazzled and distracted has become our default position. But what if the exhaustion of constant busyness wasn't mandatory? What if you could step off the hamster wheel and start taking control of your time and attention? That's what this book is about. As creators of Google Ventures' renowned design sprint, Jake and John have helped hundreds of teams solve important problems by changing how they work. Building on the success of these sprints and their experience designing ubiquitous tech products from Gmail to YouTube, they spent years experimenting with their own habits and routines, looking for ways to help people optimize their energy, focus, and time. Now they've packaged the most effective tactics into a four-step daily framework that anyone can use to systematically design their days. Make Time is not a one-size-fits-all formula. Instead, it offers a customizable menu of bite-size tips and strategies that can be tailored to individual habits and lifestyles. Make Time isn't about productivity, or checking off more to-dos. Nor does it propose unrealistic solutions like throwing out your smartphone or swearing off social media. Making time isn't about radically overhauling your lifestyle; it's about making small shifts in your environment to liberate yourself from constant

busyness and distraction. A must-read for anyone who has ever thought, If only there were more hours in the day..., Make Time will help you stop passively reacting to the demands of the modern world and start intentionally making time for the things that matter.

California. Supreme Court. Records and Briefs California (State)., Court of Appeal Case(s): B031175

Sprint Instaread,2016-04-15 Sprint by Jake Knapp with John Zeratsky and Braden Kowitz | Summary & Analysis

Preview: A sprint is a lightning-speed process to isolate a company's most pressing problem and find its solution within a week. This speedy process was developed by author Jake Knapp and his co-authors in their work with Google Ventures, which invested in startups and other companies and needed to bring them to success expediently and efficiently. While the Google Ventures team became experts in this process, Sprint was written to share the practice with other companies that typically rely on the traditional brainstorm to generate new ideas quickly. Instead, the authors view the brainstorm as a failed concept for effecting meaningful change. No longer does a company need the experts from Google Ventures to come in. The process is simple enough that any company or team within a company can conduct its own sprint... PLEASE NOTE: This is key takeaways and analysis of the book and NOT the original book. Inside this Instaread Summary of Sprint · Overview of the book · Important People · Key Takeaways · Analysis of Key Takeaways About the Author With Instaread, you can get the key takeaways, summary and analysis of a book in 15 minutes. We read every chapter, identify the key takeaways and analyze them for your convenience.

Palm Pre For Dummies Chris Ziegler,2009-10-19 Provides information on the features of the Palm Pre, covering such topics as phone features, using the Web browser, setting up email, importing photographs, and adding media.

Design Sprint Richard Banfield,C. Todd Lombardo,Trace Wax,2015-09-28 Annotation In the world of digital products, the future is difficult to predict and success requires reducing the risk of failure. This book codifies and captures a common language and process for design sprints, making them accessible to anyone, and enabling businesses and teams to build products that are successful.

PRINCE2 Agile® Foundation Courseware – English Douwe Brolsma,Mark Kouwenhoven, Besides the PRINCE2 Agile® Foundation Courseware – English publication you are advised to obtain the official publication from TSO. PRINCE2 Agile® Foundation is applicable to anyone who delivers projects, large or small, in an agile context. This certification is for professionals who work within a project that includes key staff and integrating project management with product delivery. This requires an understanding of the agile concepts detailed in PRINCE2 Agile. And will also be beneficial to those with project management governance responsibilities Peoplecert, states 'PRINCE2 Agile® is the world's most complete agile project management solution, combining the flexibility and responsiveness of agile with the clearly-defined framework of PRINCE2®. It is an extension module tailored for forward-thinking organizations and individuals already benefiting from PRINCE2 and provides further guidance on how to apply agile methods to the world's most recognized project management method. PRINCE2 Agile is supported by an exam and formal certification and delivered by our accredited training providers. As with PRINCE2, PRINCE2

Agile can be applied to any type of project within any industry sector.' PRINCE2 Agile® is a registered trademark of AXELOS Limited, used under permission of AXELOS Limited. All rights reserved.

Information Technology - New Generations Shahram Latifi,2017-07-15 This volume presents a collection of peer-reviewed, scientific articles from the 14th International Conference on Information Technology – New Generations, held at the University of Nevada at Las Vegas on April 10–12, at Tuscany Suites Hotel in Las Vegas. The Book of Chapters addresses critical areas of information technology including web technology, communications, computing architectures, software engineering, security, and data mining.

Multidirectional Speed in Sport Paul A. Jones,Thomas Dos'Santos,2023-06-30 During field- and court-based sports, players are continually required to perceive their environment within a match and select and perform the most appropriate action to achieve their immediate goal within that match instance. This ability is commonly known as agility, considered a vital quality in such sports and may incorporate a variety of locomotion and instantaneous actions. Multidirectional speed is a global term to describe the competency and capacity to perform such actions: accelerate, decelerate, change direction, and ultimately maintain speed in multiple directions and movements within the context of sports-specific scenarios, encompassing agility, speed, and many other related qualities. Multidirectional speed in sport depends on a multitude of factors, including perceptual-cognitive abilities, physical qualities, and the technical ability to perform the previously mentioned actions. *Multidirectional Speed in Sport: Research to Application* reviews the science of multidirectional speed and translates this information into real-world application in order to provide a resource for practitioners to develop multidirectional speed with athletes, bringing together knowledge from a wealth of world-leading researchers and applied practitioners in the area of speed and agility to provide a complete resource to assist practitioners in designing effective multidirectional speed development programmes. This text is critical reading for undergraduate and graduate sports science students, all individuals involved in training athletes (e.g. coaches, physiotherapists, athletic trainers), and researchers in the field of sports science and sports medicine.

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