

Wireframes Business Ideas Diagrams

Matthew J. Hamm

Stand-ups to Start-ups : A book to help you mind your own Business! Jithin Sunny,2022-10-04

About the Book If you enjoy working only from 9-5, this book isn't the right one for you! This is for people who are willing to work beyond the 9-5 schedule to pursue their passion for entrepreneurship. What's the point in keeping an idea just as an idea? Go ahead and execute it! I value a failed start-up much more than just a start-up idea that will forever remain an idea. Stand-ups to Start-ups is a beginner's guide to launch a start-up from scratch. The book gives you a sound understanding of selecting an idea, preparing a business plan, selecting your team, executing your ideas, debugging the issues that you might encounter, all the way to selling your start-up! About the Author Jithin Sunny is a mentor, motivator, entrepreneur, researcher, hacker/problem solver and a passionate teacher. Academically, he has a background in Electrical Engineering and Business Management, a proud alumni of Manipal University. As a vibrant personality looking for opportunities for self-growth, he began his career as a Web Design and Developer at the age of 14 and took over the position of Zonal Manager at an MNC in Bangalore. Immediately after his Secondary Education, while studying at Manipal University, he also actively took up various positions at reputed companies. Jithin Sunny's entrepreneurial knowledge, skills and personal enthusiasm have helped him find impressive solutions for real-life problems enabling him to win 23+ National and International Hackathons. His belief in himself has immensely helped him unleash his true potential as an entrepreneur right from the age of 14 years. He has never considered failures as failures, instead as paths of improvement. Jithin Sunny's life is a true inspiration to anybody who is looking for motivation to bring their dreams into reality and pursue their passion. A great idea that can definitely become a great reality is the quote that perfectly fits.

Ideas to Inventions James Harris,2024-01-31 A new era of innovation is upon us and with it comes the need for fresh, bold ideas and the ability to turn them into tangible realities. Dr. James Harris has created a guidebook for individuals who want to take their ideas and bring them to life. This book provides a roadmap for developing prototypes and samples, demonstrating the potential of your invention to customers, and turning your vision into a profitable venture.

Wireframing Essentials Matthew J. Hamm,2014-01-24 An easy to follow, example-based guide introducing you to the world of user experience design through the author's real world experiences Whether you are looking to become a professional UX Designer, or just need to get the job done, the principles and processes discussed in this book will help you understand how to craft reliably effective and successful design solutions.

Communicating the User Experience Richard Caddick,Steve Cable,2011-09-19 A clear and focused guide to creating useful user experience documentation As web sites and applications become richer and more complex, the user experience (UX) becomes critical to their success. This indispensable and full-color book provides practical guidance on this growing field and shares valuable UX advice that you can put into practice immediately on your own projects. The authors examine why UX is gaining so much interest from web designers, graduates, and career changers and looks at the new UX tools and ideas that can help you do your job better. In addition, you'll benefit from the unique insight the authors provide from their experiences of working with some of the world's best-known companies, learning how to take ideas from business requirements, user research, and documentation to create and develop your UX vision. Explains how to create documentation that clearly communicates the vision for the UX design and the blueprint for how it's going to be developed Provides practical guidance that you can put to work right away on their own projects Looks at the new UX tools and ideas that are born every day, aimed at helping you do your job better and more efficiently Covers a variety of topics including user journeys, task models, funnel diagrams, content audits, sitemaps, wireframes, interactive prototypes, and more Communicating the User Experience is an ideal resource for getting started with creating UX documentation.

Entrepreneur's Idea Notebook Entrepreneurship Publishers,2020-11 Great ideas can come to us at the most unexpected times. Make sure your entrepreneur's notebook is always close at hand to record your idea in detail. Included are two lined pages to list resources, here you can keep a list of

people, companies, books, websites, or any other resource that could help convert your idea into a thriving business. Size 6 x 9 - small enough to carry with you 2 Lined pages for notes 2 Lined pages to list important resources 115 Square Grid pages for notes and diagrams The right bright idea could earn you a fortune. Keep your notebook handy for those light-bulb moments.

Effective Prototyping for Software Makers Jonathan Arnowitz, Michael Arent, Nevin Berger, 2010-07-19 Effective Prototyping for Software Makers is a practical, informative resource that will help anyone—whether or not one has artistic talent, access to special tools, or programming ability—to use good prototyping style, methods, and tools to build prototypes and manage for effective prototyping. This book features a prototyping process with guidelines, templates, and worksheets; overviews and step-by-step guides for nine common prototyping techniques; an introduction with step-by-step guidelines to a variety of prototyping tools that do not require advanced artistic skills; templates and other resources used in the book available on the Web for reuse; clearly-explained concepts and guidelines; and full-color illustrations and examples from a wide variety of prototyping processes, methods, and tools. This book is an ideal resource for usability professionals and interaction designers; software developers, web application designers, web designers, information architects, information and industrial designers. * A prototyping process with guidelines, templates, and worksheets; * Overviews and step-by-step guides for 9 common prototyping techniques; * An introduction with step-by-step guidelines to a variety of prototyping tools that do not require advanced artistic skills; * Templates and other resources used in the book available on the Web for reuse; * Clearly-explained concepts and guidelines; * Full-color illustrations, and examples from a wide variety of prototyping processes, methods, and tools. *
www.mkp.com/prototyping

iPad in the Enterprise Nathan Clevenger, 2011-07-05 Discover how to plan, design, develop, and deploy iPad apps for the enterprise Having taken the enterprise by storm, iPads are now in the hands of workers in virtually every level of companies in almost every industry. But using iPad apps in the enterprise is more complex than simply clicking an icon from the App Store. It presents unique challenges around software development, system integration, information security, application deployment, and device management. That's where this book comes in. iPhone Life Enterprise Editor and veteran mobile consultant Nathan Clevenger presents a guide for developing a mobile strategy to properly take advantage of this transformative technology. You'll learn about the high-level software architectural options, the importance of design and user experience, application development tools and techniques, and best practices for deploying applications and managing iPads in the enterprise. Explores the requirements of preparation for developing, deploying, and supporting iPad apps for the enterprise Presents strategies for both business and IT to take advantage of the iPad and achieve dramatic ROI Includes case studies of thought-leading organizations that have empowered their workforce with iPads Features companion iPad applications developed by the author, including worksheets, sample apps, training instructor guides iPad in the Enterprise gets you started immediately planning, designing, developing, deploying, and managing iPad apps specifically for the enterprise.

Passive Income Chandler Wright, 2020-02-08 Are you tired of working the same 9 to 5 job you hate? Are you sick of making your boss rich while you get paid pennies on the dollar? Are you tired of living paycheck to paycheck? Or do you just want to create the freedom to work from anywhere, anytime, with anyone you like? If any of these apply to you then this is the book you're looking for. Passive Income Ideas: 35 Best, Proven Business Ideas for Building Financial Freedom in the New Economy is essential beginners guide to start creating a path toward financial freedom. Within this book, you will be introduced to 35 proven business models that you can do to start creating an income stream that allows you to work anytime, anywhere as long as you have a laptop and a stable internet connection. Inside this book, you will discover: 35 of the best ideas for building passive income Quick information on each of these ideas, who is it best for and how much money you can potentially make Step-by-step guide on how you can get started with these ideas Busting the myths about each of the business models And much more.. This book is designed to provide you with the

information on all the different passive income business ideas and possibilities that you can jump in. Make use of the 'Who is it For' section as it can give you an idea if you are a person fit for that type of passive income idea. *Passive Income Ideas 35 Best, Proven Business Ideas for Building Financial Freedom in the New Economy* is a book that endeavors to inspire and motivate your goal in becoming your own boss and providing a second stream of income for yourself which can in the long run, replace your full time job. If you don't want to waste the rest of your life helping someone else get rich, then scroll up, click "Buy Now" and start building your passive income business today!

Building a StoryBrand Donald Miller, 2017-10-10 More than half-a-million business leaders have discovered the power of the StoryBrand Framework, created by New York Times best-selling author and marketing expert Donald Miller. And they are making millions. If you use the wrong words to talk about your product, nobody will buy it. Marketers and business owners struggle to effectively connect with their customers, costing them and their companies millions in lost revenue. In a world filled with constant, on-demand distractions, it has become near-impossible for business owners to effectively cut through the noise to reach their customers, something Donald Miller knows first-hand. In this book, he shares the proven system he has created to help you engage and truly influence customers. The StoryBrand process is a proven solution to the struggle business leaders face when talking about their companies. Without a clear, distinct message, customers will not understand what you can do for them and are unwilling to engage, causing you to lose potential sales, opportunities for customer engagement, and much more. In *Building a StoryBrand*, Donald Miller teaches marketers and business owners to use the seven universal elements of powerful stories to dramatically improve how they connect with customers and grow their businesses. His proven process has helped thousands of companies engage with their existing customers, giving them the ultimate competitive advantage. Building a StoryBrand does this by teaching you: The seven universal story points all humans respond to; The real reason customers make purchases; How to simplify a brand message so people understand it; and How to create the most effective messaging for websites, brochures, and social media. Whether you are the marketing director of a multibillion-dollar company, the owner of a small business, a politician running for office, or the lead singer of a rock band, *Building a StoryBrand* will forever transform the way you talk about who you are, what you do, and the unique value you bring to your customers.

Information Architecture for the World Wide Web Louis Rosenfeld, Peter Morville, 2002 Today's web sites and intranets are larger, more valuable, and more complex than ever before, and their users are busier and less forgiving. Designers, information architects, and web site managers are required to juggle vast amounts of information, frequent changes, new technologies, and corporate politics, making some web sites look like a fast-growing but poorly planned city -roads everywhere, but impossible to navigate. A well-planned information architecture has never been as essential as it is now. *Information Architecture for the World Wide Web, Second Edition*, shows how to use both aesthetics and mechanics to create distinctive, cohesive web sites that work. Most books on web development concentrate either on the graphics or on the technical issues of a site. This book focuses on the framework that holds the two together. By applying the principles outlined in this completely updated classic, you'll build scalable and maintainable web sites that are easier to navigate and more appealing to your users. Using examples and case studies, *Information Architecture for the World Wide Web* will help you: Develop a strong, cohesive vision for your site that makes it both distinctive and usable; Organize your site's hierarchy in ways that are meaningful to its users and that minimize the need to re-engineer the site; Create navigation systems that allow users to move through the site without getting lost or frustrated; Accurately label your site's content; Organize your site in a way that supports both searching for specific items and casual browsing; Configure search systems so that users' queries actually retrieve meaningful results; Manage the process of developing an information architecture, from selling the concept to research and conceptual design to planning and production. The world will be a better place when web designers read this book. It's smart, funny, and artfully distills years of the authors' hard-won experience. *Information Architecture for the World Wide Web* tackles political/organizational

challenges as well as content, structure, and user interface. This is not design-lite, but a deep treatment of fundamental issues of information presentation that advances the state of the art. It's light years ahead of the competition. -Bonnie Nardi, Co-author of *Information Ecologies- Using Technology with Heart*

Technological and Business Fundamentals for Mobile App Development Tamie Salter, 2022-10-19 This book is an essential introductory guide to the knowledge required to develop apps. Chapter by chapter it provides the core principles any person must understand in order to develop mobile applications. It outlines the fundamental skills and knowledge that business and computer science students need to either oversee the development of a mobile app or themselves undertake to develop a mobile app. This workbook will give a holistic overview of the initial stages that must be considered when endeavoring to develop a mobile app. This workbook breaks topics down into core, technical and non-technical. Looking at each topic from all three angles, the core knowledge required for UI, UI for the technical person and UI for the non-technical person. The workbook guides the student through the key components or core of mobile app development and shows all students both the technical requirements and the non-technical requirements of each topic. It will allow all students to pick and choose how deep they wish to delve into the different topics.

Software for People Alexander Maedche, Achim Botzenhardt, Ludwig Neer, 2012-09-15 The highly competitive and globalized software market is creating pressure on software companies. Given the current boundary conditions, it is critical to continuously increase time-to-market and reduce development costs. In parallel, driven by private life experiences with mobile computing devices, the World Wide Web and software-based services, peoples' general expectations with regards to software are growing. They expect software that is simple and joyful to use. In the light of the changes that have taken place in recent years, software companies need to fundamentally reconsider the way they develop and deliver software to their customers. This book introduces fundamentals, trends and best practices in the software industry from a threefold perspective which equally takes into account design, management, and development of software. It demonstrates how cross-functional integration can be leveraged by software companies to successfully build software for people. Professionals from business and academia give an overview on state-of-the-art knowledge and report on key insights from their real-life experience. They provide guidance and hands-on recommendation on how to create winning products. This combined perspective fosters the transfer of knowledge between research and practice and offers a high practical value for both sides. The book targets both, practitioners and academics looking for successfully building software in the future. It is directed at Managing Directors of software companies, Software Project Managers, Product Managers and Designers, Software Developers as well as academics and students in the area of Software and Information Systems Engineering, Human Computer Interaction (HCI), and Innovation Management.

Responsive Design Workflow Stephen Hay, 2013 Provides information on responsive solutions to Web site design, covering such topics as wireframes, text, breakpoints, screenshots, browsers, and design manuals.

WordPress 3 for Business Bloggers Paul Thewlis, 2011-12-08 This is a practical hands-on book with clear instructions and lot of code examples. It takes a simple approach, guiding you through different architectural topics using realistic sample projects.

How We Make Stuff Now: Turn Ideas into Products That Build Successful Businesses Jules Pieri, 2019-04-19 This step-by-step DIY guide shows today's entrepreneurs how to create and launch new products, package and market them to consumers, and build a thriving business. Thanks to high-speed Internet, game-changing technology, and innovative new platforms, individuals with vision and heart can go from idea to marketplace on a shoestring budget. In *How We Make Stuff Now*, Jules Pieri—cofounder and CEO of The Grommet, a product launch platform that helps innovative products reach a community of millions—takes readers through the entire consumer product creation process, showing how individual Makers, inventors, and entrepreneurs have utilized technology, the Maker Movement, and perseverance to turn ideas for innovative consumer

goods into thriving businesses, breaking the rules of traditional retailing in the process. Jules details what goes into each of the steps they take: ideation, education, research, design and documentation, prototyping, funding, manufacturing, packaging, marketing, distribution, logistics, payments, customer service, financial and inventory management, and growth. Using case studies of successful startups, she reveals how entrepreneurs overcome obstacles, solve challenges, and rise above them to deliver innovations. If you're an aspiring entrepreneur, Maker, or inventor, the first crucial step in your journey to turning your ideas into products that build thriving businesses is learning How We Make Stuff Now.

The Future of Innovation Henri Swan, 2024-02-05 This book is everything you need to know and the most comprehensive ever published covering startup, innovation, and venture capital lifecycle in one volume of over 400 pages loaded with color graphs and illustration with actionable insights from over 100 experts at leading institution, including Stanford, Harvard, MIT, Google, Apple, NASA, and other scientific and academic research institution.

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 seharian 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 pengekskusan 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 menggunakannya. (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 kaus 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-ulang menyatukan 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 seharian 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

Enterprise Design, Operations, and Computing. EDOC 2022 Workshops Tiago Prince Sales, Henderik A. Proper, Giancarlo Guizzardi, Marco Montali, Fabrizio Maria Maggi, Claudenir M. Fonseca, 2023-02-23 This book constitutes revised selected papers from the international workshops, the EDOC Forum and the Demonstration and Doctoral Consortium track, that were held at the 26th International Conference on Enterprise Design, Operations, and Computing, EDOC 2022. The conference took place in Bozen-Bolzano, Italy, during October 3-7, 2022. The conference focuses on the area of enterprise computing, this year with the special emphasis on the theme of designing and operating “Flexible Enterprises”. Workshops within EDOC cover more focused topics and allow for the presentation and discussion of work that is in the earlier development stages. The 18 full and 8 short papers included in this volume were carefully reviewed and selected from 82 submissions. They stem from the following satellite events: – Workshop on Intelligent Digital Architecture, Methods, and Services for Industry 4.0 and Society 5.0 (IDAMS) – 14th Workshop on Service-oriented Enterprise Architecture for Enterprise Engineering (SoEA4EE) – 17th Workshop on Trends in Enterprise Architecture Research (TEAR) – EDOC Forum – Demonstrations Track – Doctoral Consortium

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Lean UX Jeff Gothelf, Josh Seiden, 2016-09-12 UX design has traditionally been deliverables-based. Wireframes, site maps, flow diagrams, content inventories, taxonomies, mockups helped define the practice in its infancy. Over time, however, this deliverables-heavy process has put UX designers in the deliverables business. Many are now measured and compensated for the depth and breadth of their deliverables instead of the quality and success of the experiences they design. Designers have become documentation subject matter experts, known for the quality of the documents they create instead of the end-state experiences being designed and developed. So what's to be done? This practical book provides a roadmap and set of practices and principles that will help you keep your focus on the the experience back, rather than the deliverables. Get a tactical understanding of how to successfully integrate Lean and UX/Design; Find new material on business modeling and outcomes to help teams work more strategically; Delve into the new chapter on experiment design and Take advantage of updated examples and case studies.

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