

Ebook Cover Software 20

Jake Knapp

Design a Book Cover Tim Shaker,2019-02-08 Are you sick of outsourcing book covers or investing in expensive designers or artists? Do you want full control, and do you want your cover fast? Then take a look at this book, which will guide you through the steps of designing your own book covers within a small time period. The more you do it, the faster you get at it. However, with this information, you'll learn all the quick keys and tools that are most important for a shining, stunning book cover. You'll read about tips and tricks to enhance your Photoshop book covers to make them look professional. You will learn about the brush, pencil, and selection tools, transforming images, creating text, adding fonts, and much more! Moreover, in the back, I will show you a link where you can get the program for free! So don't wait and start saving yourself money by learning more about how to design your own book covers.

Badass: Making Users Awesome Kathy Sierra,2015-01-29 Note for ebook customers: The design and layout of this book play a key role in conveying the author's message. When creating the ebooks, we've tried to keep the look and feel of the print edition, but this means that not all e-reading devices will support the files. The EPUB format is optimized for iPad. The Mobi files are optimized for Kindle Fire tablets and phones and for Kindle reading apps. Imagine you're in a game with one objective: a bestselling product or service. The rules? No marketing budget, no PR stunts, and it must be sustainably successful. No short-term fads. This is not a game of chance. It is a game of skill and strategy. And it begins with a single question: given competing products of equal pricing, promotion, and perceived quality, why does one outsell the others? The answer doesn't live in the sustainably successful products or services. The answer lives in those who use them. Our goal is to craft a strategy for creating successful users. And that strategy is full of surprising, counter-intuitive, and astonishingly simple techniques that don't depend on a massive marketing or development budget. Techniques typically overlooked by even the most well-funded, well-staffed product teams. Every role is a key player in this game. Product development, engineering, marketing, user experience, support—everyone on the team. Even if that team is a start-up of one. Armed with a surprisingly overlooked science and a unique POV, we can reduce the role of luck. We can build sustainably successful products and services that rely not on unethical persuasive marketing tricks but on helping our users have deeper, richer experiences. Not just in the moments while they're using our product but, more importantly, in the moments when they aren't.

Lightlark (The Lightlark Saga Book 1) Alex Aster,2022-08-23 A gripping, propulsive YA fantasy novel from award-winning author and social media superstar Alex Aster, "Lightlark is an ebullient, fast-paced fantasy with a beautifully rendered world that seethes with intrigue, romance and tension. I couldn't turn the pages fast enough" (#1 New York Times bestselling author Sabaa Tahir) An Instant #1 New York Times Bestseller Welcome to the Centennial. Every hundred years, the island of Lightlark appears for only 100 days to host a deadly game, where the rulers of six realms fight to break their curses and win unparalleled power. Each ruler has something to hide. Each curse is uniquely wicked. To break them—and save themselves and their realms—one ruler must die. To survive, Isla Crown must lie, cheat, and betray. Even as love complicates everything . . . Includes Select Exclusive Excerpts from Nightbane, the Second Book in the Lightlark Saga

Guerrilla Publishing Derek Murphy,2017-01-24 TRAIN THE INTERNET TO SELL BOOKS FOR YOU Book marketing doesn't need to be an exhausting hamster wheel of promotion and publicity. Put your book sales on autopilot... so you can focus on writing your next bestseller. FAST AND EFFECTIVE BOOK MARKETING This book is a crash course on some of the more creative book marketing strategies I've discovered in my first year of publishing fiction. It will provide simple, actionable, measurable steps to publishing a high quality book quickly, doing only as much marketing as is necessary to launch your book like a rock star, and keep it selling enough to support you while you write another. I only mention the things I actually use, that I know work, and ignore options that don't get results. We'll discuss paid advertising, release strategies, pricing and pre-orders, book giveaways, how to target your audience, viral exposure and press coverage, marketing hacks, and how to reach your first \$1000 on Kindle. LAUNCH BIG EVEN IF YOU'RE STARTING SMALL Guerrilla is a style of warfare intended to surprise and harass enemies. It can also mean using unconventional and usually inexpensive means to generate interest or raise concern among the public. That's basically how I'll use it: book marketing strategies from the trenches to help you win the publishing war. However, instead of surprise and harass I will focus on surprise and delight. First you need to show up and get in front of the right people. Then you need to surprise and delight them. You need to be remarkable enough to be noticed. Few authors are using these strategies (yet) so it's relatively easy to outrank your competition, get more visibility and reach new readers.

Roman Ice Dave Bartell,2018-11-16 His rich discovery will make history if someone doesn't steal it first.Darwin Lacroix wants to rewrite the story of the past. The archaeologist knows that a \$10 million discovery of diamonds in Iceland is just a fraction of Emperor Nero's fortune. He's read the ancient scrolls buried beneath Mt. Vesuvius, and he's about to prove that Nero lined the lava tubes with impossible amounts of gold. But when a powerful cartel seizes control of the hunt, Darwin's quest becomes a race against time to reveal the mother lode first.With a volcanologist and an unsavory diamond expert on board, the academic's search for riches meets lethal obstacles at every turn. Deep underground, the choices Darwin makes could determine who in his party makes it out alive.Roman Ice is a thrilling suspense novel in the tradition of Sahara, The Lost World, and Treasure Island. If you like alternate history, archaeological adventures, and complex characters, then you'll love Dave Bartell's action-packed tale

Fragrant Heart Daily Meditations Elisabeth Blaikie,2015-04-10

Using Free Scribus Software to Create Professional Presentations: Book Covers, Magazine Covers, Graphic Designs, Posters, Newsletters, Renderings, and Alice Chen,Gang Chen,2010-12-12 About 80% of people have the desire to write a book at some point. With the advance of computer and printing technology, this dream can become a reality. One important factor of publishing a book is to create a professional looking book cover. This book uses book cover design as a case study to teach you how to use FREE Scribus software (instead of expensive professional software like InDesign, Photoshop, and QuarkXpress) to create professional presentations. With fewer words and many full color screenshots, we walk you step by step through the entire process. No prior experience is needed. You will learn how to: 1. Download all the FREE software needed. 2. Put the cover template in correct formats. 3. Set up the sheet correctly using units, colors (RGB or CMYK), layers, the imported cover template, sizes, guides, bleed area, and safety margin. 4. Add the background color for the cover with a shape or image frame. 5. Add the cover image and author's photo, as well as how to handle a fully bleed image. 6. Add the titles and text accurately, including information on selecting or changing the text color, using the text box, centering the text, aligning different text boxes, and rotating the text. 7. Add the barcode by extracting the barcode from an EPS file and moving all the barcode elements together or by adding the barcode as a JPEG image file. 8. Use Scribus software to create professional presentations such as book covers, magazine covers, graphic designs, posters, newsletters, renderings, and more. About the authors Alice Chen is an avid Scribus user. She has extensive interest in presentation software, and resides in California. Gang Chen holds a master's degree from the School of Architecture, University of Southern California (USC), Los Angeles, and a bachelor's degree from the School of Architecture, South China University of Technology. He has over 20 years of professional experience. Many of the projects he was in charge of or participated in have been published extensively in Architecture, Architectural Record, The Los Angeles Times, The Orange County Register, etc. He has worked on a variety of unusual projects, including well-known, large-scale healthcare and hospitality projects with over one billion dollars in construction costs, award-winning school designs, highly-acclaimed urban design and streetscape projects, multifamily housing, high-end custom homes, and regional and neighborhood shopping centers. Gang Chen is a LEED AP and a licensed architect in California. He is also the internationally

acclaimed author for other fascinating books, including Building Construction, Planting Design Illustrated, and the LEED Exam Guide series, which includes one guidebook for each of the LEED exams.

10 PRINT CHR\$(205.5+RND(1)); : GOTO 10 Nick Montfort, Patsy Baudoin, John Bell, Ian Bogost, Jeremy Douglass, 2012-11-23 A single line of code offers a way to understand the cultural context of computing. This book takes a single line of code—the extremely concise BASIC program for the Commodore 64 inscribed in the title—and uses it as a lens through which to consider the phenomenon of creative computing and the way computer programs exist in culture. The authors of this collaboratively written book treat code not as merely functional but as a text—in the case of 10 PRINT, a text that appeared in many different printed sources—that yields a story about its making, its purpose, its assumptions, and more. They consider randomness and regularity in computing and art, the maze in culture, the popular BASIC programming language, and the highly influential Commodore 64 computer.

Domain-driven Design Eric Evans, 2004 Domain-Driven Design incorporates numerous examples in Java-case studies taken from actual projects that illustrate the application of domain-driven design to real-world software development.

The Software Architect Elevator Gregor Hohpe, 2020-04-08 As the digital economy changes the rules of the game for enterprises, the role of software and IT architects is also transforming. Rather than focus on technical decisions alone, architects and senior technologists need to combine organizational and technical knowledge to effect change in their company's structure and processes. To accomplish that, they need to connect the IT engine room to the penthouse, where the business strategy is defined. In this guide, author Gregor Hohpe shares real-world advice and hard-learned lessons from actual IT transformations. His anecdotes help architects, senior developers, and other IT professionals prepare for a more complex but rewarding role in the enterprise. This book is ideal for: Software architects and senior developers looking to shape the company's technology direction or assist in an organizational transformation Enterprise architects and senior technologists searching for practical advice on how to navigate technical and organizational topics CTOs and senior technical architects who are devising an IT strategy that impacts the way the organization works IT managers who want to learn what's worked and what hasn't in large-scale transformation

Indies Unlimited: Authors' Snarkopaedia K. S. Brooks, Stephen Hise, Laurie Boris, 2013-01-17 In Volume One of the Authors' Snarkopaedia, sentences have been painstakingly crafted together using nouns, verbs and other words, bringing you paragraphs of text. These paragraphs flow into pages of expert tips, advice and insight for authors at all levels of the publication food chain. Any book can claim to offer this type of information, but they can't give you what sets the Indies Unlimited Authors' Snarkopaedia above the rest: the je ne sais squat of the high decorated staff of the Snarkology Department at the Indies Unlimited Online Academy. Their groundbreaking and empirical research over the years sheds new and snarkified light on subjects ranging from book publishing and marketing to the nuts and bolts of writing and technology. If you like information to grab you by the throat and smack you in the face, the Indies Unlimited Authors' Snarkopaedia is the reference book for you.

The Total Money Makeover Dave Ramsey, 2009-12-29 The success stories speak for themselves in this book from money maestro Dave Ramsey. Instead of promising the normal dose of quick fixes, Ramsey offers a bold, no-nonsense approach to money matters, providing not only the how-to but also a grounded and uplifting hope for getting out of debt and achieving total financial health. Ramsey debunks the many myths of money (exposing the dangers of cash advance, rent-to-own, debt consolidation) and attacks the illusions and downright deceptions of the American dream, which encourages nothing but overspending and massive amounts of debt. Don't even consider keeping up with the Joneses, Ramsey declares in his typically candid style. They're broke! The Total Money Makeover isn't theory. It works every single time. It works because it is simple. It works because it gets to the heart of the money problems: you. This 3rd edition of The Total Money Makeover includes a fresh cover design, all new personal success stories, and naysayers, and more.

The Pragmatic Programmer Andrew Hunt, David Thomas, 1999-10-20 What others in the trenches say about The Pragmatic Programmer... “The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there.” — Kent Beck, author of Extreme Programming Explained: Embrace Change “I found this book to be a great mix of solid advice and wonderful analogies!” — Martin Fowler, author of Refactoring and UML Distilled “I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost.” — Kevin Ruland, Management Science, MSG-Logistics “The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike.” — John Lakos, author of Large-Scale C++ Software Design “This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients.” — Eric Vought, Software Engineer “Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book.” — Pete McBreen, Independent Consultant “Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living.” — Jared Richardson, Senior Software Developer, iRenaissance, Inc. “I would like to see this issued to every new employee at my company....” — Chris Cleeland, Senior Software Engineer, Object Computing, Inc. “If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book.” — Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process—taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

Software Design X-Rays Adam Tornhill, 2018-03-08 Are you working on a codebase where cost overruns, death marches, and heroic fights with legacy code monsters are the norm? Battle these adversaries with novel ways to identify and prioritize technical debt, based on behavioral data from how developers work with code. And that's just for starters. Because good code involves social design, as well as technical design, you can find surprising dependencies between people and code to resolve coordination bottlenecks among teams. Best of all, the techniques build on behavioral data that you already have: your version-control system. Join the fight for better code! Use statistics and data science to uncover both problematic code and the behavioral patterns of the developers who build

your software. This combination gives you insights you can't get from the code alone. Use these insights to prioritize refactoring needs, measure their effect, find implicit dependencies between different modules, and automatically create knowledge maps of your system based on actual code contributions. In a radical, much-needed change from common practice, guide organizational decisions with objective data by measuring how well your development teams align with the software architecture. Discover a comprehensive set of practical analysis techniques based on version-control data, where each point is illustrated with a case study from a real-world codebase. Because the techniques are language neutral, you can apply them to your own code no matter what programming language you use. Guide organizational decisions with objective data by measuring how well your development teams align with the software architecture. Apply research findings from social psychology to software development, ensuring you get the tools you need to coach your organization towards better code. If you're an experienced programmer, software architect, or technical manager, you'll get a new perspective that will change how you work with code. What You Need: You don't have to install anything to follow along in the book. The case studies in the book use well-known open source projects hosted on GitHub. You'll use CodeScene, a free software analysis tool for open source projects, for the case studies. We also discuss alternative tooling options where they exist.

The Undomestic Goddess Sophie Kinsella, 2007 After making a mistake that will ruin any chance of a partnership, workaholic attorney Samantha Sweeting suffers a breakdown, gets on a train, and ends up in the middle of nowhere, where she is mistaken for someone looking for a job and is hired as a housekeeper, but her new employers are unaware that she is an attorney with no housekeeping skills at all. Reprint.

The Effect Nick Huntington-Klein, 2021-12-20 Extensive code examples in R, Stata, and Python Chapters on overlooked topics in econometrics classes: heterogeneous treatment effects, simulation and power analysis, new cutting-edge methods, and uncomfortable ignored assumptions An easy-to-read conversational tone Up-to-date coverage of methods with fast-moving literatures like difference-in-differences

The World Book Encyclopedia, 2002 An encyclopedia designed especially to meet the needs of elementary, junior high, and senior high school students.

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 pengekskusian 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

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Blood Mark JP McLean,2021-10-19 What if your lifelong curse is the only thing keeping you alive? Abandoned at birth, life has always been a battle for Jane Walker. She and her best friend, Sadie, spent years fighting to survive Vancouver’s cutthroat underbelly. That would have been tough enough without Jane’s mysterious afflictions: an intricate pattern of blood-red birthmarks that snake around her body and vivid, heart-wrenching nightmares that feel so real she wakes up screaming. After she meets the first man who isn’t repulsed by her birthmarks, Jane thinks she might finally have a chance at happiness. Her belief seems confirmed as the birthmarks she’s spent her life so ashamed of magically begin to disappear. Yet, the quicker her scarlet marks vanish, the more lucid and disturbing Jane’s nightmares become—until it’s impossible to discern her dreams from reality, and Jane comes to a horrifying realization: The nightmares that have plagued her since childhood are actually visions of real people being stalked by a deadly killer. And all this time, her birthmarks have been the only things protecting her from becoming his next victim. Blood Mark is the first in a brand-new paranormal thriller series by JP McLean, author of The Gift Legacy series and whose writing has been described as “. . . deftly crafted, impressively original, and inherently compelling from first page to last.”

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