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Fifty Quick Ideas To Improve Your Tests, Adzic, Gojko ...

A regular speaker at events and conferences across Europe, David is co-author of the best-selling books 50 Quick Ideas to Improve your User Stories, and 50 Quick Ideas to Improve your Tests. He was a contributor to the book More Agile Testing , and has also had several papers published in international IT journals.

Fifty Quick Ideas to by Gojko Adzic et al. [PDF/iPad/Kindle]

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Fifty Quick Ideas To Improve Your Tests by Gojko Adzic

About the Book Fifty Quick Ideas to Improve your Tests is a follow-up book to Fifty Quick Ideas to Improve your User Stories, focusing on how to get the most out of your investment in testing activities in an agile process.

Fifty Quick Ideas to Improve Your Tests - Leanpub

Fifty quick ideas to improve your user stories Gojko Adzic , David Evans , Nikola Korac This book will help you write better stories, spot and fix common issues, split stories so that they are smaller but still valuable, and deal with difficult stuff like crosscutting concerns, long-term effects and non-functional requirements.

Fifty quick ideas to improve your user stories | Gojko ...

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Fifty Quick Ideas to Improve Your Retrospectives by Tom Roden and Ben Williams -- companion web site. Links, resources, and more information on the book series

Fifty Quick Ideas To Improve Your User Retrospectives ...

About the authors. Gojko Adzic is a strategic software delivery consultant who works with ambitious teams to improve the quality of their software products and processes. Gojko won the 2012 Jolt Award for the best book, was voted by peers as the most influential agile testing professional in 2011, and his blog won the UK Agile Award for the best online publication in 2010.

Fifty Quick Ideas To Improve Your User Stories -- Fifty ...

The 50 ideas are split into four categories, Generating Test Ideas,

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Designing Good Checks, Improving Testability and Managing Large Test Suites.

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Fifty Quick Ideas to Improve Your User Stories by Gojko ...
Fifty Quick Ideas to Improve Your User Stories, Paperback by Adzic, Gojko; Evans, David; Korac, Nikola (ILT), ISBN 0993088104, ISBN-13 9780993088100, Brand New, Free shipping in the US Offers ideas for agile and iterative software delivery through discussions between the delivery team and business stakeholders, including creating a user story map, measuring alignment using feedback exercises, and checking outcomes with real users.

Fifty Quick Ideas to Improve Your User Stories by David ...
Fifty Quick Ideas to Improve your User Stories is structured around five user stories main activities: create, plan, discuss, split and

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manage iterative delivery.

Fifty Quick Ideas to Improve your User Stories

The book Fifty Quick Ideas to Improve Your Tests by Gojko Adzic, David Evans and Tom Roden provides suggestions that cross functional teams that are doing iterative delivery can use to manage and...

Q&A on Fifty Quick Ideas to Improve Your Tests

Buy Fifty Quick Ideas To Improve Your Tests by Adzic, Gojko, Evans, David, Roden, Tom (ISBN: 9780993088117) from Amazon's Book Store. Everyday low prices and free delivery on eligible orders.

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Learn how to improve retrospectives and avoid stagnation, with fifty ideas designed to help you enhance and energise your continuous improvement effort. This book will help you get better outcomes from retrospectives and from any continuous improvement initiative. ... Fifty Quick Ideas to Improve Your User Stories. Neuri Consulting LLP, 2014 ...

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Book: Fifty Quick Ideas To Improve Your Retrospectives Learn how to improve retrospectives and avoid stagnation, with fifty ideas designed to help you enhance and energise your continuous improvement effort.

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Fifty Quick Ideas to Improve Your User Stories: Adzic, Gojko,
Evans, David, Korac, Nikola: 9780993088100: Books - Amazon.ca

Fifty Quick Ideas to Improve Your User Stories: Adzic ...

If you liked the Fifty Quick Ideas To Improve Your User Stories book, but have trouble juggling all fifty ideas in your head, get them as a convenient reference card deck. It's now available under the Creative Commons Attribution-ShareAlike 4.0 International License, so you can print the cards yourself, adapt them, and even use for commercial work.

Free card deck for 50 Quick Ideas to Improve User Stories

Fifty Quick Ideas To Improve Your Tests Gojko Adzic. 4.4 out of 5

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stars 37. Kindle Edition. \$11.99. User Story Mapping: Discover the Whole Story, Build the Right Product Jeff Patton. 4.6 out of 5 stars 437. Kindle Edition. \$16.23. Product Roadmaps Relaunch: How to Set Direction while Embracing Uncertainty

Learn how to improve retrospectives and avoid stagnation, with fifty ideas designed to help you enhance and energise your continuous improvement effort. This book will help you get better outcomes from retrospectives and from any continuous improvement initiative. It will help you consider how best to prepare for retrospectives, generate innovative insights, achieve valuable outcomes, improve facilitation techniques, keep things

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fresh and maybe even how to have a bit of fun whilst doing it. This book is for anyone who undertakes continuous improvement of any sort, especially those looking to get better outcomes from retrospectives, either as a participant, facilitator, coach or manager of teams. We include ideas for people with varying levels of experience. So, whether you are just getting started with Scrum and retrospectives, or a veteran of continuous improvement looking to fine-tune or get new ideas, or if your retrospectives have become a bit stale and need re-invigorating, there are ideas in here to support you.

This book will help you write better stories, spot and fix common issues, split stories so that they are smaller but still valuable, and deal with difficult stuff like crosscutting concerns, long-term effects

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and non-functional requirements. Above all, this book will help you achieve the promise of agile and iterative delivery: to ensure that the right stuff gets delivered through productive discussions between delivery team members and business stakeholders. Who is this book for? This is a book for anyone working in an iterative delivery environment, doing planning with user stories. The ideas in this book are useful both to people relatively new to user stories and those who have been working with them for years. People who work in software delivery, regardless of their role, will find plenty of tips for engaging stakeholders better and structuring iterative plans more effectively. Business stakeholders working with software teams will discover how to provide better information to their delivery groups, how to set better priorities and how to outrun the competition by achieving more with less software. What's

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inside? Unsurprisingly, the book contains exactly fifty ideas. They are grouped into five major parts: - Creating stories: This part deals with capturing information about stories before they get accepted into the delivery pipeline. You'll find ideas about what kind of information to note down on story cards and how to quickly spot potential problems. - Planning with stories: This part contains ideas that will help you manage the big-picture view, set milestones and organise long-term work. - Discussing stories: User stories are all about effective conversations, and this part contains ideas to improve discussions between delivery teams and business stakeholders. You'll find out how to discover hidden assumptions and how to facilitate effective conversations to ensure shared understanding. - Splitting stories: The ideas in this part will help you deal with large and difficult stories, offering several strategies

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for dividing them into smaller chunks that will help you learn fast and deliver value quickly. - Managing iterative delivery: This part contains ideas that will help you work with user stories in the short and mid term, manage capacity, prioritise and reduce scope to achieve the most with the least software. About the authors: Gojko Adzic is a strategic software delivery consultant who works with ambitious teams to improve the quality of their software products and processes. Gojko's book Specification by Example was awarded the #2 spot on the top 100 agile books for 2012 and won the Jolt Award for the best book of 2012. In 2011, he was voted by peers as the most influential agile testing professional, and his blog won the UK agile award for the best online publication in 2010. David Evans is a consultant, coach and trainer specialising in the field of Agile Quality. David helps organisations with strategic process

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improvement and coaches teams on effective agile practice. He is regularly in demand as a conference speaker and has had several articles published in international journals.

This book is for cross-functional teams working in an iterative delivery environment, planning with user stories and testing frequently changing software under tough time pressure. This book will help you test your software better, easier and faster. Many of these ideas also help teams engage their business stakeholders better in defining key expectations and improve the quality of their software products.

A practical guide to impact mapping, a simple yet incredibly effective method for collaborative strategic planning that helps

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organizations make an impact with software.

A short, sharp guide to tackling life's biggest challenges: understanding ourselves and making the right choices. Every day offers moments of decision, from what to eat for lunch to how to settle a dispute with a colleague. Still larger questions loom: How can I motivate my team? How can I work more efficiently? What is the long tail anyway? Whether you're a newly minted MBA, a chronic second-guesser, or just someone eager for a new vantage point, *The Decision Book* presents fifty models for better structuring, and subsequently understanding, life's steady challenges. Interactive and thought-provoking, this illustrated workbook offers succinct summaries of popular strategies, including the Rubber Band Model for dilemmas with many

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directions, the Personal Performance Model to test whether to change jobs, and the Black Swan Model to illustrate why experience doesn't guarantee wisdom. Packed with familiar tools like the Pareto Principle, the Prisoner's Dilemma, and an unusual exercise inspired by Warren Buffet, *The Decision Book* is the ideal reference for flexible thinkers.

Summary Specification by Example is an emerging practice for creating software based on realistic examples, bridging the communication gap between business stakeholders and the dev teams building the software. In this book, author Gojko Adzic distills interviews with successful teams worldwide, sharing how they specify, develop, and deliver software, without defects, in short iterative delivery cycles. *About the Technology Specification by*

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Example is a collaborative method for specifying requirements and tests. Seven patterns, fully explored in this book, are key to making the method effective. The method has four main benefits: it produces living, reliable documentation; it defines expectations clearly and makes validation efficient; it reduces rework; and, above all, it assures delivery teams and business stakeholders that the software that's built is right for its purpose. About the Book This book distills from the experience of leading teams worldwide effective ways to specify, test, and deliver software in short, iterative delivery cycles. Case studies in this book range from small web startups to large financial institutions, working in many processes including XP, Scrum, and Kanban. This book is written for developers, testers, analysts, and business people working together to build great software. Purchase of the print book comes

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Songkick Concluding thoughts

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2012 Jolt Award finalist! Pioneering the Future of Software Test Do you need to get it right, too? Then, learn from Google. Legendary testing expert James Whittaker, until recently a Google testing leader, and two top Google experts reveal exactly how Google tests software, offering brand-new best practices you can use even if you're not quite Google's size yet! Breakthrough Techniques You Can Actually Use Discover 100% practical, amazingly scalable techniques for analyzing risk and planning tests—thinking like real users—implementing exploratory, black box, white box, and acceptance testing—getting usable feedback—tracking issues—choosing and creating tools—testing [Docs & Mocks,] interfaces, classes, modules, libraries, binaries, services, and infrastructure—reviewing code and refactoring—using test hooks, presubmit scripts, queues, continuous builds, and more. With these techniques, you can

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transform testing from a bottleneck into an accelerator—and make your whole organization more productive!

WHAT IS THIS BOOK ABOUT? This Book Is About the “Card” (User Story: Card, Criteria, Conversation) User Stories are a great method for expressing stakeholder requirements, whether your projects follow an Agile, Iterative, or a Waterfall methodology. They are the basis for developers to deliver a suitable information technology (IT) app or application. Well-structured user stories express a single action to achieve a specific goal from the perspective of a single role. When writing user stories, stakeholders knowledgeable about the role should focus on the business result that the IT solution will enable while leaving technology decisions up to the developers. Good user stories are relevant to the project,

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unambiguous, and understandable to knowledge peers. The best user stories also contain crucial non-functional (quality) requirements, which are the best weapon in the war against unsatisfactory performance in IT solutions. This book presents two common user story structures to help you ensure that your user stories have all the required components and that they express the true business need as succinctly as possible. It offers five simple rules to ensure that your user stories are the best that they can be. That, in turn, will reduce the amount of time needed in user story elaboration and discussion with the development team. This book targets business professionals who are involved with an IT project, Product Owners in charge of managing a backlog, or Business Analysts working with an Agile team. Author's Note The term "User Story" is a relative new addition to our language and its

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definition is evolving. In today's parlance, a complete User Story has three primary components, namely the "Card", the "Conversation", and the "Criteria". Different roles are responsible for creating each component. The "Card" expresses a business need. A representative of the business community is responsible for expressing the business need. Historically (and for practical reasons) the "Card" is the User Story from the perspective of the business community. Since we wrote this book specifically to address that audience, we use the term "User Story" in that context throughout. The "Conversation" is an ongoing discussion between a developer responsible for creating software that meets the business need and the domain expert(s) who defined it (e.g., the original author of the "Card"). The developer initiates the "Conversation" with the domain expert(s) to define the "Criteria" and any additional

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information the developer needs to create the application. There is much to be written about both the **Conversation** and the **Criteria**, but neither component is dealt with in any detail in this publication. A well-written User Story (**Card**) can drastically reduce the time needed for the **Conversation**. It reduces misinterpretations, misunderstandings, and false starts, thereby paving the way for faster delivery of working software. We chose to limit the content of this publication to the **User Story** as understood by the business community to keep the book focused and address the widest possible audience. **WHO WILL BENEFIT FROM READING THIS BOOK?** How organizations develop and deliver working software has changed significantly in recent years. Because the change was greatest in the developer community, many books and courses justifiably target that group. There is, however, an overlooked group

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of people essential to the development of software-as-an-asset that have been neglected. Many distinct roles or job titles in the business community perform business needs analysis for digital solutions. They include: - Product Owners - Business Analysts - Requirements Engineers - Test Developers - Business- and Customer-side Team Members - Agile Team Members - Subject Matter Experts (SME) - Project Leaders and Managers - Systems Analysts and Designers - AND [anyone wearing the business analysis hat], meaning anyone responsible for defining a future IT solution

TOM AND ANGELA'S (the authors) STORY Like all good IT stories, theirs started on a project many years ago. Tom was the super techie, Angela the super SME. They fought their way through the 3-year development of a new policy maintenance system for an insurance company. They vehemently disagreed on many aspects, but in the

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process discovered a fundamental truth about IT projects. The business community (Angela) should decide on the business needs while the technical team's (Tom)'s job was to make the technology deliver what the business needed. Talk about a revolutionary idea! All that was left was learning how to communicate with each other without bloodshed to make the project a resounding success. Mission accomplished. They decided this epiphany was so important that the world needed to know about it. As a result, they made it their mission (and their passion) to share this groundbreaking concept with the rest of the world. To achieve that lofty goal, they married and began the mission that still defines their life. After over 30 years of living and working together 24x7x365, they are still wildly enthusiastic about helping the victims of technology learn how to ask for and get the digital (IT) solutions they need to

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do their jobs better. More importantly, they are more enthusiastically in love with each other than ever before!

Satisfy Stakeholders by Solving the Right Problems, in the Right Ways In Beyond Requirements , Kent J. McDonald shows how applying analysis techniques with an agile mindset can radically transform analysis from merely [gathering and documenting requirements] to an important activity teams use to build shared understanding. First, McDonald discusses the unique agile mindset, reviews the key principles underlying it, and shows how these principles link to effective analysis. Next, he puts these principles to work in four wide-ranging and thought-provoking case studies. Finally, he drills down on a full set of techniques for effective agile analysis, using examples to show how, why, and when they work.

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McDonald's strategies will teach you how to understand stakeholders' needs, identify the best solution for satisfying those needs, and build a shared understanding of your solution that persists throughout the product lifecycle. He also demonstrates how to iterate your analysis, taking advantage of what you learn throughout development, testing, and deployment so that you can continuously adapt, refine, and improve. Whether you're an analysis practitioner or you perform analysis tasks as a developer, manager, or tester, McDonald's techniques will help your team consistently find and deliver better solutions. Coverage includes Core concepts for analysis: needs/ solutions, outcome/output, discovery/delivery Adapting Lean Startup ideas for IT projects: customer delivery, build-measure-learn, and metrics Structuring decisions, recognizing differences between options and

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commitments, and overcoming cognitive biases Focusing on value: feature injection, minimum viable products, and minimum marketable features Understanding how analysis flows alongside your project's lifecycle Analyzing users: mapping stakeholders, gauging commitment, and creating personas Understanding context: performing strategy (enterprise) analysis Clarifying needs: applying decision filters, assessing project opportunities, stating problems Investigating solutions: impact and story mapping, collaborative modeling, and acceptance criteria definition Kent J. McDonald uncovers better ways of delivering value. His experience includes work in business analysis, strategic planning, project management, and product development in the financial services, health insurance, performance marketing, human services, nonprofit, and automotive industries. He has a BS in industrial engineering from Iowa State

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University and an MBA from Kent State University. He is coauthor of *Stand Back and Deliver: Accelerating Business Agility* (Addison-Wesley, 2009).

A WALL STREET JOURNAL BESTSELLER Do you know the best way to drive your company's growth? If not, it's time to boost your Growth IQ. Trying to find the one right move that will improve your business's performance can feel overwhelming. But, as you'll discover in *Growth IQ*, there are just ten simple--but easily misunderstood--paths to growth, and every successful growth strategy can be boiled down to picking the right combination and sequence of these paths for your current context. Tiffani Bova travels around the world helping companies solve their most vexing problem: how to keep growing in the face of stiff competition and a

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fast-changing business environment. Whether she's presenting to a Fortune 500 board of directors or brainstorming over coffee with a startup founder, Bova cuts through the clutter and confusion that surround growth. Now, she draws on her decades of experience and more than thirty fascinating, in-depth business stories to demonstrate the opportunities--and pitfalls--of each of the ten growth paths, how they work together, and how they apply to business today. You'll see how, for instance: * Red Bull broke Coca-Cola and PepsiCo's stranglehold on the soft drink market by taking the Customer Base Penetration path to establish a foothold with adventure sports junkies and expand into the mainstream. * Marvel transformed itself from a struggling comic book publisher into a global entertainment behemoth by using a Customer and Product Diversification strategy and shifting their focus from comic books

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to comic book characters in movies. * Starbucks suffered a brand crisis when they overwhelmed their customers with a Product Expansion strategy, and brought back CEO Howard Schultz to course-correct by returning to the Customer Experience path. Through Bova's insightful analyses of these and many other case studies, you'll see why it can be a mistake to imitate strategies that worked for your competitors, or rely on strategies that worked for you in the past. To grow your company with confidence, you first need to grow your Growth IQ.

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