

Get Agile: Scrum for ux, design development

Pieter Jongerius

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Pieter Jongerius : Get Agile: Scrum for ux, design development before purchasing it in order to gauge whether or not it would be worth my time, and all praised Get Agile: Scrum for ux, design development:

1 of 1 people found the following review helpful. If you want to know more about Agile Scrum...By in5Really interesting book and perspective. More of a how to good for setting up Agile Scrum teams. (Three more words)5 of 5 people found the following review helpful. Agile with Strong Emphasis on UXBy B. GerberAgile software development can be a blessing, but only if the UX (user experience) part of agile is given priority. Without UX, agile becomes a way for development types to dominate the development process, writing user stories and then complaining when users are unhappy with new applications. This book puts the emphasis in the right place. I recommend it to every developer and potential or actual victim of UX-less agile development.3 of 3 people found the following review helpful. Good for beginners, but not much else.By Diogo FreireGood book if you're looking for an intro no Scrum for web projects, with a good few insights. I was looking for more hands on and practical advice and was disappointed. If

you have knowledge of Scrum it is a bit pointless. Also, the pretty photos are definitely undermined by the lime-green on white.

Scrum is a project management method that dissolves boundaries and distributes responsibilities which in other methods have been protected for years. It is a radically different way of working: as many activities as possible take place at the same time, in the same room. Scrum is fast and delivers very high product quality at the same time. The book is a manual. It is aimed at everyone who works on interactive products in a design development environment. It contains all of the basic information required for getting started with Scrum, but also offers a number of in-depth chapters looking at topics which even the most experienced Scrummers have trouble with on a daily basis. If you are experienced, you will find the advanced tips and tricks useful. If you are just considering Scrum, this book will most certainly get you enthusiastic!

About the Author Pieter Jongerius (author and editor-in-chief) is a partner at the Dutch design agency Fabrique. Pieter has been a pioneer of using Scrum in design and development projects. He was involved in the Scrum projects for clients in retail and fashion amongst others and has written a number of leading articles about Scrum. Anna Offermans, Anton Vanhoucke, Patrick Sanwikarja and Jeroen van Geel (co-authors), are all senior Scrum masters at Fabrique and have a professional background as interaction designer or director. They have had many years of Scrum experience doing projects for a wide range of industries such as financial, retail, education, and transport.