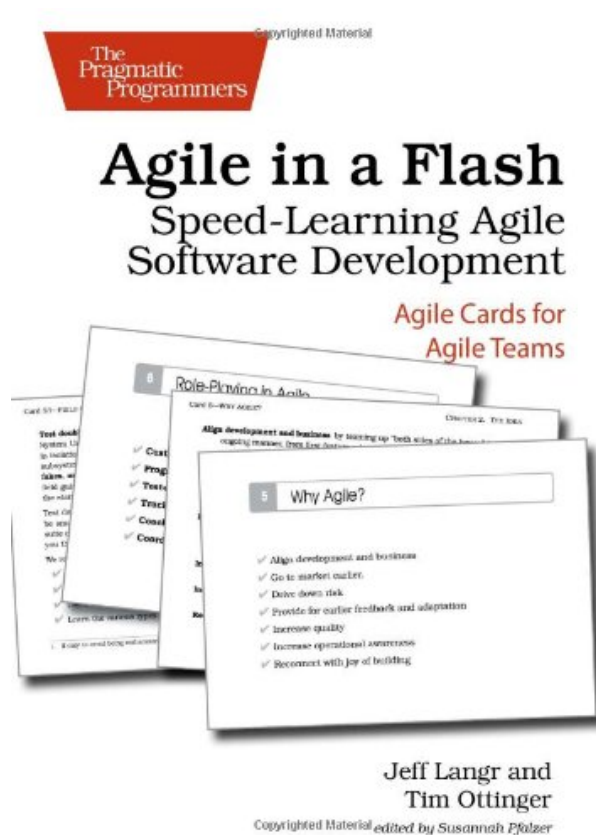# AGILE IN A FLASH: SPEED-LEARNING AGILE SOFTWARE DEVELOPMENT (PRAGMATIC PROGRAMMERS) BY JEFF LANGR, TIM OTTINGER

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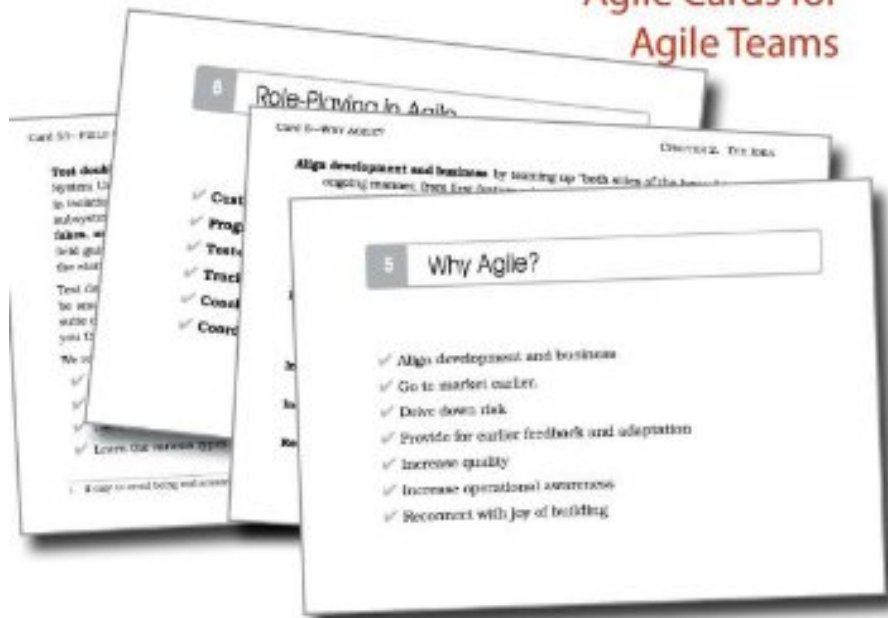
Agile in a Flash
Speed-Learning Agile Software Development

Agile Cards for Agile Teams

8 Role-Playing in Agile

Card 5—WHY AGILE?

Align development and business by teaming up "both sides of the brain"

CHAPTER 2. THE IDEA

Card 57—FIELD

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✓ Coord

5 | Why Agile?

✓ Align development and business
✓ Go to market earlier.
✓ Drive down risk.
✓ Provide for earlier feedback and adaptation
✓ Increase quality
✓ Increase operational awareness
✓ Reconnect with joy of building

Jeff Langr and
Tim Ottinger

edited by Susannah Pfalzer

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Review
I have only one major issue with your cards, which is that I didn't think of them and do them first. That wouldn't be so bad if you were screwing them up, but unfortunately they're great.Ron JeffriesCoauthor, The Agile Manifesto, XProgramming.com
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About the Author
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Real agilists don't weigh themselves down with libraries of books, they keep their important information handy with them at all times. Jeff and Tim pack over two decades of experience coaching and doing agile into Agile in a Flash, a unique deck of index cards that fit neatly in your pocket and tack easily onto the wall. Agile in a Flash cards run the gamut of agile, covering customer, planning, team, and developer concepts to help you succeed on agile projects. You can use cards from the deck in many ways: as references, reminders, teaching tools, and conversation pieces. Why not get sets for your entire team or organization?

This comprehensive set of cards is an indispensable resource for agile teams. The deck of Agile in a Flash cards teaches leadership, teamwork, clean programming, agile approaches to problem solving, and tips for coaching agile teams. Team members can use the cards as reference material, ice breakers for conversations, reminders (taped to a wall or monitor), and sources of useful tips and hard-won wisdom. The cards are:

Bite-sized! Read one practice or aspect at a time in a couple of minutes.

Smart! Each card has years of practical experience behind it.

Portable! Cards fit easily in your pocket or backpack.

An indispensable tool for any agile team, and a must-have for every agile coach or Scrum Master.

The Agile in a Flash deck is broken into four areas: planning, team, coding, and agile concepts. The front of each card is a quick list - a summary of the things you want to know and remember. The back provides further detail on each of the bullet points, and offers sage nuggets of knowledge based on extensive professional experience. Tape the cards to your wall, stick them on your monitor, and get agile fast.

- Sales Rank: #449604 in Books
- Brand: Brand: Pragmatic Bookshelf
- Published on: 2011-02-04
- Original language: English
- Number of items: 1
- Dimensions: 7.00" h x .61" w x 5.00" l, .60 pounds
- Binding: Paperback
- 110 pages

Features

- Used Book in Good Condition

Review

I have only one major issue with your cards, which is that I didn't think of them and do them first. That wouldn't be so bad if you were screwing them up, but unfortunately they're great.Ron JeffriesCoauthor, The Agile Manifesto, XProgramming.com

Agile in a Flash is the only place to find a concise summary of all things agile. I recommend my customers buy it for all their programmers.Mike CohnAuthor of Succeeding with Agile, Agile Estimating and Planning, and User Stories Applied

About the Author

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Most helpful customer reviews

11 of 11 people found the following review helpful.
Super resource for teams of all skill levels
By Lisa Crispin
I've worked on agile teams for more than ten years. I'm amazed at the quality and quantity of information in this concise little deck of cards. You really could learn how to implement agile principles and values from these cards. My current team has been doing Scrum, XP and Lean practices since 2003, so I thought there wouldn't be anything new for us in these cards, but I was wrong. There are nuggets of information to drive new discussion and improvement, such as the Toyota Production System Principles.

The first day we had the cards, one of our programmers refactored some code to reflect a change in business terminology and got rid of the old code. Lesser programmers might have just hacked in the terminology change, but he did it the right way - harder in the short term, but keeping our technical debt low for the long term. Our ScrumMaster pulled out card #6, Courage, which includes "To always deliver quality work" and "To throw away unneeded code and tests". It was nice affirmation that we did the right thing.

We put cards that interest us up on the task board to think about, and we plan to read and discuss a card at each team retrospective. They're a great learning tool for everyone from agile newbies to high-functioning, experienced teams.

5 of 5 people found the following review helpful.
There's more in here than you might think.
By George Dinwiddie
When Jeff and Tim first asked my opinion on turning their Agile in a Flash blog posts into physical cards for sale, I was pretty lukewarm. What was the value in cards with short pithy lists about various aspects about Agile? Some of these lists were not even new, but things in common use on the email discussion groups. I regretfully told them I didn't think there was much market for them.

But I continued to read their blog--not regularly, but dipping in and out either on a whim or triggered by some comment made on the discussion groups. And I found myself shifting focus from the pithy lists that are now on the front of the cards, to the thoughtful and nuanced interpretation that is now condensed to fit the

back of the cards. I found descriptions that were some of the best treatments of the /heart/ of Agile (rather than just the theory or mechanism) that I have ever heard. And I found insights that were valuable to me, an experienced Agile coach, yet still accessible to those new to Agile.

Jeff and Tim bring an uncommon clarity of expression to this work. They demonstrate an uncommon simultaneous depth and breadth of understanding. I have often, since they first asked, wished their cards were available so I could hand one to a client.

And now I can.

4 of 4 people found the following review helpful.
Excellent tool for any Agile team
By Brandon Carlson
I love this format. A set of 50 cards covering nearly every aspect of Agile Software Development, one focused topic per card. The diversity of the topics included in the deck make it relevant to pretty much anyone from the CEO to the engineering team. I like being able to discuss an idea with someone and have a physical card that I have annotated during the conversation to leave as a reminder. It really helps drive the information home. I would be interested in seeing the authors put together a similar deck around development topics like TDD/Refactoring patterns for when I teach courses around development practices. If they had one, I'd certainly be a customer of that as well.

See all 11 customer reviews...

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