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Agile Game Development with Scrum gives them that—and brings the profitability, creativity, and fun back to game development. About the Author Clinton Keith is an independent agile coach and Certified Scrum Trainer who helps game developers and nongame developers alike adopt Scrum, Extreme Programming, kanban, and other agile practices to greatly improve their productivity, workplace, and product quality.

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interested in using scrum techniques.” —CJ Connoy, Game Producer, Treyarch “ By the time you wake up and realize that you really need this book, your project will probably be too far gone. Dive into agile before it’s too late and let Clinton be your guide.

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Agile Game Development with Scrum (Addison-Wesley Signature Series (Cohn))

Deliver Better Games Faster, On Budget—And Make Game Development Fun

Again! Game development is in crisis—facing bloated budgets, impossible schedules, unmanageable complexity, and death march overtime. It’s no wonder

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so many development studios are struggling to survive.

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Getting started: overcoming inertia and integrating Scrum into your studio's current processes; Increasingly, game developers and managers are recognizing that things can't go on the way they have in the past. Game development organizations need a far better way to work. Agile Game Development with Scrum gives them that—and brings the profitability, creativity, and fun back to game development.

Agile Game Development with Scrum - Just a Designer

[For its latest feature, Gamasutra presents an extracted chapter from Clinton Keith's book Agile Game Development with Scrum, in which the veteran developer and Scrum consultant explains the nuts...

Gamasutra - Agile Game Development With Scrum: Teams

The game development process with scrum. With scrum, publishers identify and kill the nonfun stuff more quickly and have greater control over quality, because they participate regularly in sprint reviews and pay studios incrementally, in line with the delivery of working game increments.

Video Game Development with Scrum - dummies

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The SCRUM process (agile game development) SCRUM facilitates feature iteration, allowing teams to deliver polished, tuned and integrated features which can be used to test the creative quality of the game throughout its development, allowing the team to incorporate audience feedback as early as possible in the development process.

Agile Game Development - A Quick Overview - Marionette Studio

I am planning a training session for the management team of customer care group. So I would like to make them play 2 games to better understand Agile principles and Scrum framework. Can you recommend games for Agile and Scrum?

Games for Agile and Scrum | Scrum.org

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Agile Game Development - Clinton Keith

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Agile Game Development with SCRUM is a one stop shop for game teams interested in using scrum techniques." —CJ Connoy, Game Producer, Treyarch " By the time you wake up and realize that you really need this book, your project will probably be too far gone. Dive into agile before it's too late and let Clinton be your guide.

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Deliver Better Games Faster, On Budget—And Make Game Development Fun Again! Game development is in crisis—facing bloated budgets, impossible schedules, unmanageable complexity, and death march overtime. It's no wonder so many development studios are struggling to survive. Fortunately, there is a solution. Scrum and Agile methods are already revolutionizing development outside the game industry. Now, long-time game developer Clinton Keith shows exactly how to successfully apply these methods to the unique challenges of game development. Keith has spent more than fifteen years developing games, seven of them with Scrum and agile methods. Drawing on this unparalleled expertise, he shows how teams can use Scrum to deliver games more efficiently, rapidly, and cost-effectively; craft games that offer more entertainment value; and make life more fulfilling for development teams at the same time. You'll learn to form successful agile teams that incorporate programmers, producers, artists, testers, and designers—and promote effective collaboration within and beyond those teams, throughout the entire process. From long-range planning to progress tracking and continuous integration, Keith offers dozens of tips, tricks, and solutions—all based firmly in reality and hard-won experience. Coverage includes Understanding Scrum's goals, roles, and practices in the context of game

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development Communicating and planning your game's vision, features, and progress Using iterative techniques to put your game into a playable state every two to four weeks— even daily Helping all team participants succeed in their roles Restoring stability and predictability to the development process Managing ambiguous requirements in a fluid marketplace Scaling Scrum to large, geographically distributed development teams Getting started: overcoming inertia and integrating Scrum into your studio's current processes Increasingly, game developers and managers are recognizing that things can't go on the way they have in the past. Game development organizations need a far better way to work. Agile Game Development with Scrum gives them that—and brings the profitability, creativity, and fun back to game development.

In Agile Game Development , Clinton Keith offered game development team members the first complete blueprint for leveraging the power of Scrum and Agile methods to deliver games more efficiently, rapidly, and cost-effectively; create games that offer more entertainment value; and make life more fulfilling for every development team member. Now, reflecting his unsurpassed experience helping more than 150 game development studios succeed, Keith has thoroughly revamped his classic guide for today's radically transformed industry. The only Certified Scrum Trainer to help build 20 AAA-level games, Keith is singularly well-

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placed to help game developers solve the problems they actually face. In this edition, he:

- Addresses the modern challenges of mobile, free-to-play, and Massively Agile games
- Adds a completely new section on large-scale Agile game development, and new chapters on managing the first release, forming and leading Agile teams, game pipelines, and more
- Presents many new data stories about the experiences of actual game development teams, with actionable takeaways
- Illuminates advanced Agile projects through new "Things to Try" sidebars
- Covers Kanban and other Agile methodologies as well as Scrum

Around the world, thousands of professional game developers have already used Agile Game Development to dramatically improve their effectiveness -- and enjoy their work more. This 2nd Edition offers today's professionals even more value -- no matter what types of games they're developing, what development roles they play, or what environments they're working in.

Building a successful product usually involves teams of people, and many choose the Scrum approach to aid in creating products that deliver the highest possible value. Implementing Scrum gives teams a collection of powerful ideas they can assemble to fit their needs and meet their goals. The ninety-four patterns contained within are elaborated nuggets of insight into Scrum's building blocks, how they work, and how to use them. They offer novices a roadmap for starting from scratch, yet they help intermediate practitioners fine-tune or fortify their Scrum implementations. Experienced practitioners can use the patterns and

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supporting explanations to get a better understanding of how the parts of Scrum complement each other to solve common problems in product development. The patterns are written in the well-known Alexandrian form, whose roots in architecture and design have enjoyed broad application in the software world. The form organizes each pattern so you can navigate directly to organizational design tradeoffs or jump to the solution or rationale that makes the solution work. The patterns flow together naturally through the context sections at their beginning and end. Learn everything you need to know to master and implement Scrum one step at a time—the agile way.

Provides recommendations and case studies to help with the implementation of Scrum.

Thoroughly reviewed and eagerly anticipated by the agile community, *User Stories Applied* offers a requirements process that saves time, eliminates rework, and leads directly to better software. The best way to build software that meets users' needs is to begin with "user stories": simple, clear, brief descriptions of functionality that will be valuable to real users. In *User Stories Applied*, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled

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your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. User role modeling: understanding what users have in common, and where they differ Gathering stories: user interviewing, questionnaires, observation, and workshops Working with managers, trainers, salespeople and other "proxies" Writing user stories for acceptance testing Using stories to prioritize, set schedules, and estimate release costs Includes end-of-chapter practice questions and exercises User Stories Applied will be invaluable to every software developer, tester, analyst, and manager working with any agile method: XP, Scrum... or even your own home-grown approach.

Great teams make great games. While process can help or hinder, great games require talent, creativity and teamwork of developers. This book helps them reach their potential by sharing practices that other developers have used to: - Improve how teams execute on a day-to day basis - Overcome barriers to becoming great teams - Facilitate change and engagement though improved coaching and leadership - Respect and aide the personal growth of developers - Stream-line iterations - Guide projects and manage risk - Raise the quality bar throughout a studio - Enhance your studio's environment for developers Authors Clinton Keith and Grant Shonkwiler have combined decades of game development experience on dozens of shipped games. Now they've collaborated with other veterans across the game development industry to bring this collection of advanced practices to you.

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Discover a role-based simulation game designed to introduce DevOps in a very unusual way. Working with LEGO and chocolate, using avatars, personas, and role cards, you will gain an understanding of the Dev and Ops roles as well as their interdependencies. Throughout the game, players go through a range of emotions and learn to expand the boundaries of individual roles, acquire T-shaped skills, and grow the Scrum-team circle to include Operations. The game combines ideas from "The Phoenix Project" with the experience gained from real-life challenges, encountered by development and operations teams in many organizations. Security vulnerabilities, environments patching, deployment code freeze, development and operations silos - the game helps simulate an end-to-end product delivery process and visualize the bottlenecks in the value delivery flow. Introduction to DevOps with Chocolate, LEGO and Scrum Game engages all five senses to maximize learning effectiveness and in three sprints takes players through a gamified DevOps transformation journey. What You Will Learn Play the Chocolate, LEGO and Scrum role-simulation game Gain knowledge of DevOps and how to apply the game to it See how this game illustrates the DevOps cycle as a case study Who This Book Is For Programmers or system admins/project managers who are new to DevOps. DevOps trainers and Agile Coaches who are interested in offering a collaborative and engaging learning experience to their teams.

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The Agile Self-Assessment Game is used by teams and organizations to self-assess their agility. Playing the game enables teams to reflect on their own team interworking, discover how agile they are and decide what they can do to increase their agility to deliver more value to their customers and stakeholders. This is the first book specifically about Agile Self-assessments. In this book, Ben Linders explains what self-assessments are and why you would do them, and explores how to do them using the Agile Self-assessment Game. He's also sharing experience stories from people who played the game. This book is based on his experience as a developer, tester, team leader, project manager, quality manager, process manager, consultant, coach, trainer, and adviser in Agile, Lean, Quality and Continuous Improvement. It takes a deep dive into self-assessments, viewing them from different perspectives and provides ideas, suggestions, practices, and experiences that will help you to do effective agile self-assessments with your teams. The book is aimed at Scrum masters, agile coaches, consultants leading agile transformations, developers and testers, project managers, line managers, and CxOs; basically for anyone who is looking for an effective way to help their agile teams improve and to increase the agility of their organization. With plenty of ideas, suggestions, and practical cases on Agile Self-assessments, this book will help you to apply assessments and help teams to improve. Note: The agile coaching cards needed to play the games described in the book can be downloaded for a nominal fee at benlinders.com/downloads.

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