

Agile Resources

EBG's Agile Online Readings	<p>"Managing Your Analysis Debt"</p> <p>"A View to Agile Requirements"</p> <p>"Agile Business Analysis in Flow (Part1)--The Work of the Agile Analyst"; "Agile Business Analysis in Flow (Part II)"</p> <p>"Easing the Transition to Agile"</p> <p>"Agile Business Analysis Q&A (Part I)", "Agile Business Analysis Q&A (Part II)", "Agile Business Analysis Q&A (Part III)" "Agile Business Analysis Q&A (Part IV)"</p> <p>"Agile Requirements by Collaboration: Making Smart Choices about What and When to Build"</p> <p>"Agile Requirements, In Context"</p> <p>"How Agile Practices Reduces Requirements Risks"</p> <p>"Requirements Practices on Agile Projects"</p> <p>"The Agile Business Analyst: Eyes for Waste"</p> <p>"What's Going Right Around Here? Using AI to Improve Your Agile Requirements Process"</p> <p>"YAGNI your Requirements Documentation"</p>
EBG's Agile Videos, Podcasts & Webinars	<p>Agile Business Analysis – video</p> <p>Agile Requirements (Not an Oxymoron) – webinar</p> <p>Agile Business Analysis – webinar</p> <p>Agile Requirements (Part I) – podcast</p> <p>Agile Requirements (Part II) – podcast</p> <p>Do the Right Things: Adapting Requirements Practices – webinar</p>
EBG's Agile Solutions	<p>Solutions Matrix with EBG agile-specific offerings</p>
EBG's Agile Jump-start	<ul style="list-style-type: none"> ● Results-oriented approach to helping you getting results, fast ● For agile teams, we combine coaching with real project work ● Leverage EBG's expertise in requirements, agile delivery, and facilitative leadership ● Find out more
EBG's Agile Training	<p>Agile Requirements: Collaborating to Define and Confirm Needs</p> <p>Collaborating for Success: Facilitation Skills for Agile Teams</p> <p>Agile Business Analysis: A Comprehensive Roadmap for Success</p>

EBG's eNewsletter Register for our free monthly eNewsletter, "[Success with Requirements](#)" "[Success with Requirements](#)" [archive issues](#)

Key www.agilealliance.org

Agile Websites <http://www.lean.org/>
www.scrumalliance.org

Agile User Groups <http://groups.yahoo.com/group/scrumdevelopment/>
<http://groups.yahoo.com/group/kanbandev>
<http://tech.groups.yahoo.com/group/agile-usability/>
<http://finance.groups.yahoo.com/group/AgileBusiness/>
<http://tech.groups.yahoo.com/group/agilemodeling/>
<http://tech.groups.yahoo.com/group/leandevlopment/>
<http://finance.groups.yahoo.com/group/retrospectives/>

Twitter Hashtags #agile
#agileba
#agilepm (agile project management)
#baot (business analysis on twitter)
#busanalysis
#businessanalysis
#scrum
#prodmgmt

Agile Online Resources (short list) Ambler, Scott. "[Agile Requirements Modeling](#)"
Brandau, Laura. "[Defining the Scope of an Epic before Listing User Stories in an Agile Product Backlog](#)". April 2009.
Fowler, Martin and Dan North. "[Point Out A Yawning Crevasse of Doom](#)". 2007 presentation.
Miller, Lynn. "[A Case Study of Customer Input for a Successful Product](#)," Proceedings of Agile Conference 2005, IEEE Press.
Milunsky, Jack. "[Top 10 Activities of the Product Owner](#)". February, 2009.
Patton, Jeff. "[The New User Story Backlog is a Map](#)". October, 2008.
Sehlhorst, Scott (Tyner Blain). "[User Stories and Use Cases](#)". February, 2009.
Wake, William. "[20 ways to Split stories](#)". December 2005.

**Recommended
Agile Books**

(short list)

Ambler, Scott. *Agile Modeling: Effective Practices for Extreme Programming and the Unified Process*. Wiley, 2002.

Cohn, Mike. *User Stories Applied: For Agile Software Development*. Addison-Wesley, 2004.

Cohn, Mike. *Agile Estimating and Planning*. Addison-Wesley, 2006.

Crispin, Lisa and Janet Gregory. *Agile Testing: A Practical Guide for Testers and Agile Teams*. Addison-Wesley, 2009.

Derby, Esther and Diana Larsen. *Agile Retrospectives: Making Good Teams Great*. Pragmatic Bookshelf, 2006.

Gottesdiener, Ellen. *Requirements by Collaboration: Workshops for Defining Needs*. Addison-Wesley, 2002.

Larman, Craig. *Agile and Iterative Development: A Manager's Guide*. Addison-Wesley, 2003.

Shore, James and Shane Warden. *The Art of Agile Development*. O'Reilly Media, Inc., 2007.

Tabaka, Jean. *Collaboration Explained: Facilitation Skills for Software Project Leaders*. Addison-Wesley, 2006.

[more...](#)

Additional Agile References

Adzic, Gojko. *Bridging the Communication Gap: Specification by Example and Agile Acceptance Testing*. Neuri Limited, 2009. <http://www.acceptancetesting.info/the-book/>

Appelo, Jurgen. "The Zen of Scrum". <http://www.noop.nl/2009/02/the-zen-of-scrum.html>

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Barbacci, M, R. Ellison, A. Lattanze, J. Stafford, C. Weinstock, W. Wood. "Quality Attribute Workshops", 3rd Edition. Pittsburgh, PA: Software Engineering Institute, Carnegie Mellon University, 2003 (CMU/SEI-2003-TR-016).

Boehm, Barry and Richard Turner. *Balancing Agility with Discipline: A Guide for the Perplexed*. Addison-Wesley, 2004.

Cleland-Huang, Jane and Mark Dean. *Software by Number: Low-Risk, High-Return Development*. Prentice Hall, 2003.

Cohn, Mike. *Succeeding with Agile: Software Development Using Scrum*. Addison-Wesley, 2009.

Cockburn, Alistair. *Writing Effective Use Cases*. Addison-Wesley, 2000.

Cockburn, Alistair. *Agile Software Development: The Cooperative Game (2nd Edition)*. Addison-Wesley, 2006.

Elssamadisy, Amr. *Agile Adoption Patterns: A Roadmap to Organizational Success*. Pearson Education, Inc., 2009.

Galen, Robert. *Scrum Product Ownership: Balancing Value from the Inside Out*. RGCG, LLC, 2009.

Gilb, Tom. *Competitive Engineering: A Handbook for Systems Engineering, Requirements Engineering, and Software Engineering Using Planguage*. Addison-Wesley, 2005.

Gottesdiener, Ellen. *Software Requirements Memory Jogger: A Pocket Guide to Help Software and Business Teams Develop and Manage Requirements*. GOAL/QPC, 2005.

Highsmith, Jim. *Agile Project Management*. Second Edition. Addison-Wesley, 2009.

Hohmann, Luke. *Innovation Games: Creating Breakthrough Products Through Collaborative Play*. Addison-Wesley, 2006.

Hohmann, Luke. *Beyond Software Architecture: Creating and Sustaining Winning Solutions*. Addison-Wesley, 2003.

Kerth, Norm. *Project Retrospectives: A Handbook for Team Reviews*. Dorset House, 2001.

Kulak, Daryl and Eamonn Guiney. *Use Cases: Requirements in Context*. Addison-Wesley, 2000.

Ladas, Corey. *Scrumban: Essays on Kanban Systems for Lean Software Development*. Modus Cooperandi Press, 2008.

Larman, Craig, and Bas Bodde. *Scaling Lean & Agile Development*. Addison-Wesley, 2009.

Lawley, Brian. *Expert Product Management: Advanced Techniques, Tips & Strategies for Product Marketing & Product Management*. Happy About, 2007.

Leffingwell, Dean. *Scaling Software Agility: Best Practices for Large Enterprises*. Addison-Wesley, 2007.

Lencioni, Patrick M. *The Five Dysfunctions of a Team: A Leadership Fable*. Jossey-Bass, 2002.

Miller, Lynn. "A Case Study of Customer Input for a Successful Product," Proceedings of Agile Conference 2005, IEEE Press, pp. 225-234.

Poppendieck, Mary and Tom. *Lean Software Development: An Agile Toolkit for Software Development Managers*. Addison-Wesley, 2003.

Poppendieck, Mary and Tom. *Implementing Lean Software Development: From Concept to Cash*. Addison-Wesley, 2006.

Poppendieck, Mary and Tom. *Leading Lean Software Development: Results Are Not the Point*. Addison-Wesley, 2009.

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<http://www.sei.cmu.edu/library/abstracts/presentations/archempowermenteldo.cfm>

SEI. "Quality Attribute Workshops: Third Edition. Technical Report CMU/SEI-2003-TR-016:
<http://www.sei.cmu.edu/pub/documents/03.reports/pdf/03tr016.pdf>

Shalloway, Alan and James R. Trott. *Lean-Agile Pocket Guide for Scrum Teams*. Lean-Agile Press, 2009.

Smits, Hubert. "Five Levels of Agile Planning: From Enterprise Vision to Team Stand-Up", Rally Software Whitepaper, October 2006. <http://www.rallydev.com/kportal.jsp?doc=wp17>

Takeuchi and Nonaka. "The New New Product Development Game" by. *Harvard Business Review*, January 1986.

Version One: 3rd Annual "State of Agile" Version One survey, published August 2008.
www.versionone.com

Wake, William. "20 ways to Split stories", <http://xp123.com/xplor/xp0512/index.shtml>

Wiegers, Karl E. *More About Software Requirements: Thorny Issues and Practical Advice*. Microsoft Press, 2005.