
Agile Resources

EBG's Agile

["It's the Goal, Not the Role: The Value of Business Analysis in Scrum"](#)

Online

["Agile Planning and Analysis: Synergizing to Deliver Value"](#)

Readings

["Agile Requirements: Not an Oxymoron"](#)

["Harvesting Stakeholder Perspective to Organize Your Backlog"](#)

["Slicing Requirements for Agile Success"](#)

["Playing at Work: Games that Delivery Value"](#)

["Managing Your Analysis Debt"](#)

["A View to Agile Requirements"](#)

["Agile Business Analysis in Flow \(Part1\)--The Work of the Agile Analyst"; "Agile Business Analysis in Flow \(Part II\)"](#)

["Easing the Transition to Agile"](#)

["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 \(Part IV\)"](#)

["Agile Requirements by Collaboration: Making Smart Choices about What and When to Build"](#)

["Agile Requirements, In Context"](#)

["How Agile Practices Reduces Requirements Risks"](#)

["Requirements Practices on Agile Projects"](#)

["The Agile Business Analyst: Eyes for Waste"](#)

["What's Going Right Around Here? Using AI to Improve Your Agile Requirements Process"](#)

["YAGNI your Requirements Documentation"](#)

EBG's Agile

[Agile Analysis Interview – video](#) | [Agile Business Analysis – Fun YouTube video](#)

Videos,

[Agile Analysis – podcast](#) | [Agile Requirements \(Part I\) \(Part II\) – podcast](#)

Podcasts &

[Proud's & Sorry's: Agile Project Management & Business Analysis – webinar](#)

Webinars

[Agile Requirements: Not an Oxymoron – webinar](#)

[Agile Business Analysis – webinar](#)

EBG's Agile

Solutions

- [Agile Jump-Start](#)
 - [Product Backlog Grooming Facilitation and Coaching](#)
 - [Collaborating for Success: Facilitation Skills for Agile Teams Training](#)
 - [Agile Business Analysis: A Comprehensive Roadmap for Success Training](#)
 - [Solutions Matrix](#) with EBG agile-specific offerings
-

eNewsletter &

Free monthly eNewsletter, ["Success with Requirements"](#); [archives issues](#)

Blog

www.ebgconsulting.com/blog

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 (agile business analysis)
#agilepm (agile project management)	#baot (business analysis on twitter)
#pmiagile	#iiba
#scrum	#prodmgmt
#lean	#kanban

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.

Heap, Tony. "[A Case Study: A Business Analyst on an Agile Project](#)". January, 2011.

Jain, Naresh. [Acceptance Test Driven Development](#).

Michelson, Curtis. "[Agile and the New Business Analysis Manifesto](#)". July, 2011

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)

Adzic, Gojko. *Specification by Example: How Successful Teams Deliver the Right Software*. Manning Publications, 2011.

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 and Mary Gorman. *Discover to Deliver: Agile Product Planning and Analysis*. EBG Consulting, 2012.

Larman, Craig and Business analysis Vodde. *Practices for Scaling Lean & Agile Development: Large, Multisite, and Offshored Product Development with Large-Scale Scrum*. Addison-Wesley, 2010.

Leffingwell, Dean. *Agile Software Requirements: Lean Requirements Practices for Teams, Programs, and the Enterprise*. Addison-Wesley, 2011.

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/>

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Anderson, David. *Kanban: Successful Evolutionary Change For Your Technology Business*. Blue Hole Press, 2010 .

Ballou, Melinda. "Key Disruptive Trends Driving Agile Adoption". IDC report, May 2008, commissioned by Rally Software Development Corporation. www.rallydev.com

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.

Brown, Roger. "Multitasking Gets You There Later", InfoQ, June, 2010. <http://www.infoq.com/articles/multitasking-problems>

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

Cohen, Greg. *Agile Excellence: Creating Winning Products with Agile Development Teams*. Super Star Press. 2010.

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. *Agile and Iterative Development: A Manager's Guide*. Addison-Wesley, 2003.
- 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.
- Pichler, Roman. *Agile Product Management with Scrum: Creating Products that Customers Love*. Addison-Wesley, 2010.
- Pixton, Pollyanna, Niel Nickolaisen, Todd Little, and Kent McDonald. *Stand Back and Deliver: Accelerating Business Agility*. Addison-Wesley, 2009.
- 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/pub/documents/03.reports/pdf/03tr016.pdf>

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

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<http://pm.versionone.com/StateOfAgileSurvey.html>

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.

Weinberg, G.M. *Quality Software Management: Vol. 1 System Thinking*. Dorset House, 1991.