

## Software For Your Head Core Protocols For Creating And Maintaining Shared Vision

"1+1=3. That is the equation that summarizes the theme of this book. The book's message is to integrate the developmental principles of Agile with the result-focused approaches integral to performance consulting. Your outcomes in shaping human performance will be significant--and greater than if you only used one of these models. This is a book for anyone who seeks to work collaboratively with leaders to bring about continuously improving and sustainable organizational change." --Dana Gaines Robinson, coauthor of Performance Consulting Agile Performance Improvement demonstrates the mutual benefits that accrue to the worlds of performance consulting and agile software development when the values and principles of both are blended synergistically under the guidance of practitioners skilled in both. The agile performance improvement model blends the principles of human performance technology with the frameworks and practices of Agile. The result is an approach that maximizes the value of interactions among the consultant, the work team, and the customer. Unlike traditional end-to-end waterfall processes, agile performance improvement delivers value continuously and in small increments, relentlessly focusing on outcomes of value to the customer. Building on structures of Agile that are used in software development, such as Scrum, the agile performance improvement model considers the human component of holistic solutions in establishing a continuous stream of value. Bob Winter, a performance consultant, was the product owner for the corporate education scrum supporting an agile transition initiative for hundreds of engineering teams. From this cross-disciplinary experience, he discovered that the two cultures, two languages, and two methodologies of performance consulting and agile software development are—far from being incongruent, incompatible, or irrelevant to each other—in fact ideally suited to complement and support each other. Being agile improves the effectiveness of the performance consultant, and applying the lessons of human performance technology improves the effectiveness of software development teams. In Agile Performance Improvement, Winter teaches performance consultants how to apply agile principles, values, and methods usefully to the tasks of optimizing human performance in areas of practice not only adjoining but also well beyond the realm of software and IT engineering, such as corporate learning solutions, human resources systems, and non-software products. Conversely, he shows engineering teams immersed in an agile environment how to boost their performance using the principles and techniques taught and cultivated by performance consultants. The author, who has worked extensively on both sides of the traditional divide, recounts entertainingly but informatively how both sparks and fur can fly when geeks encounter people people.

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Proven Solutions for the Most Widespread and Frustrating Agile Challenges "This book gives you the answers that a wise mentor would have given you, if you had one. Daniel Gullo shares his insights on the principal questions that everyone coming to the world of Agile will inevitably encounter." --From the foreword by Stephen Denning, author of The Leader's Guide to Radical Management Agile is becoming ubiquitous, but successful Agile implementation remains difficult. Organizations keep getting stuck on the same issues. However, with Real World Agility: Practical Guidance for Agile Practitioners, that need not happen to you. World-renowned Agile coach and consultant Daniel James Gullo identifies and addresses nearly sixty widespread challenges faced by anyone trying to derive value from Agile. Drawing on his vast

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experience guiding Agile teams to success, Gullo helps you accurately diagnose your problems, describes each solution with maximum clarity, and concisely presents the details you need in order to act effectively. This accessible guide is for every project participant and stakeholder: from ScrumMasters and team leads to developers, project managers, product owners, and customers. Gullo addresses methods ranging from Scrum to Kanban, guides you on scaling Agile, and even helps you apply it beyond software development. Coverage includes Making sense of Agile's many "flavors" Overcoming key hurdles in transitioning from waterfall Addressing cultural obstacles Meshing Agile teams with your management hierarchy Engaging executives with Agile practices and values Clarifying relationships among ScrumMasters, product owners, and project managers Smoothly handling key tasks, such as organizing backlogs and defining sprints Taking advantage of continuous integration and test-driven development Bringing Agile to distributed teams and large product portfolios Throughout, vignettes show exactly how Agile problems manifest in the real world—and how Gullo's solutions can help you overcome them. As you learn from others' experiences, you'll quickly begin to see a clear path to success.

Looking to study up for the new J2EE 1.5 Sun Certified Web Component Developer (SCWCD) exam? This book will get you way up to speed on the technology you'll know it so well, in fact, that you can pass the brand new J2EE 1.5 exam. If that's what you want to do, that is. Maybe you don't care about the exam, but need to use servlets and JSPs in your next project. You're working on a deadline. You're over the legal limit for caffeine. You can't waste your time with a book that makes sense only AFTER you're an expert (or worse, one that puts you to sleep). Learn how to write servlets and JSPs, what makes a web container tick (and what ticks it off), how to use JSP's Expression Language (EL for short), and how to write deployment descriptors for your web applications. Master the `c:out` tag, and get a handle on exactly what's changed since the older J2EE 1.4 exam. You don't just pass the new J2EE 1.5 SCWCD exam, you'll understand this stuff and put it to work immediately. *Head First Servlets and JSP* doesn't just give you a bunch of facts to memorize; it drives knowledge straight into your brain. You'll interact with servlets and JSPs in ways that help you learn quickly and deeply. And when you're through with the book, you can take a brand-new mock exam, created specifically to simulate the real test-taking experience.

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

*Dreamweaver in a Nutshell* distills all Dreamweaver features, commands, and shortcuts into an indispensable desktop reference for users of all levels. It covers everything from the basics to advanced topics in Dreamweaver, including document creation, site management, templates, libraries, navigation bars, frames, layers, table, image maps, CSS and HTML styles, XML, HTML cleanup tools, and extending Dreamweaver functions and functionality. You'll benefit from the power user tips and tricks, many useful examples, and the authors' real-world experience. *Dreamweaver in a Nutshell* focuses on Dreamweaver but also applies to Dreamweaver UltraDev. Rather than teach HTML and web design from scratch, the book helps you leverage your existing knowledge inside Dreamweaver. It is the perfect companion to O'Reilly's *Web Design in a Nutshell* and the O'Reilly HTML, JavaScript, and CSS books included in Dreamweaver's Reference panel.

**Lean Development and Agile Methods for Large-Scale Products: Key Thinking and Organizational Tools for Sustainable Competitive Success** Increasingly, large product-development organizations are turning to lean thinking, agile

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principles and practices, and large-scale Scrum to sustainably and quickly deliver value and innovation. However, many groups have floundered in their practice-oriented adoptions. Why? Because without a deeper understanding of the thinking tools and profound organizational redesign needed, it is as though casting seeds on to an infertile field. Now, drawing on their long experience leading and guiding large-scale lean and agile adoptions for large, multisite, and offshore product development, and drawing on the best research for great team-based agile organizations, internationally recognized consultant and best-selling author Craig Larman and former leader of the agile transformation at Nokia Networks Bas Vodde share the key thinking and organizational tools needed to plant the seeds of product development success in a fertile lean and agile enterprise. Coverage includes Lean thinking and development combined with agile practices and methods Systems thinking Queuing theory and large-scale development processes Moving from single-function and component teams to stable cross-functional cross-component Scrum feature teams with end-to-end responsibility for features Organizational redesign to a lean and agile enterprise that delivers value fast Large-scale Scrum for multi-hundred-person product groups In a competitive environment that demands ever-faster cycle times and greater innovation, applied lean thinking and agile principles are becoming an urgent priority. Scaling Lean & Agile Development will help leaders create the foundation for their lean enterprise—and deliver on the significant benefits of agility. In addition to the foundation tools in this text, see the companion book Practices for Scaling Lean & Agile Development: Large, Multisite, and Offshore Product Development with Large-Scale Scrum for complementary action tools. This book gives an introduction to the various types of Cloud that are available today and provides real-world case studies of agencies within the public sector that are using each of the various types of Cloud to better deliver services to their users. If you want to understand Cloud Computing and it's benefits, this is the book for you!

Catalog of publications, videotapes, and services designed to provide resources for Head Start grantees and delegates to use in the planning, management, and operations of their programs.

An industry insider explains why there is so much bad software—and why academia doesn't teach programmers what industry wants them to know. Why is software so prone to bugs? So vulnerable to viruses? Why are software products so often delayed, or even canceled? Is software development really hard, or are software developers just not that good at it? In *The Problem with Software*, Adam Barr examines the proliferation of bad software, explains what causes it, and offers some suggestions on how to improve the situation. For one thing, Barr points out, academia doesn't teach programmers what they actually need to know to do their jobs: how to work in a team to create code that works reliably and can be maintained by somebody other than the original authors. As the size and complexity of commercial software have grown, the gap between academic

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computer science and industry has widened. It's an open secret that there is little engineering in software engineering, which continues to rely not on codified scientific knowledge but on intuition and experience. Barr, who worked as a programmer for more than twenty years, describes how the industry has evolved, from the era of mainframes and Fortran to today's embrace of the cloud. He explains bugs and why software has so many of them, and why today's interconnected computers offer fertile ground for viruses and worms. The difference between good and bad software can be a single line of code, and Barr includes code to illustrate the consequences of seemingly inconsequential choices by programmers. Looking to the future, Barr writes that the best prospect for improving software engineering is the move to the cloud. When software is a service and not a product, companies will have more incentive to make it good rather than "good enough to ship."

The strategy team have technology ideas and frameworks that represent the best body of knowledge for creating real business value from technology, but only other teams not the strategy team can create the value, by broadly completing the strategy team's ideas. The delivery teams often ignore the ideas. Sometimes real conflict emerges. It feels like the other teams think differently in a deeply rooted way. Could differences in organisational culture be to blame? This dissertation examines the organisational culture perceived within BP's energy trading technology team known as Integrated Supply and Trading Digital Business (ISTDB). The focus is on the Strategy and Architecture team (S&A) who are responsible for assuring the long-term viability of technology delivered to the business by setting and enforcing technology standards with the technology delivery teams (Regional Businesses or RBs). S&A relies on influence and persuasion to build compliance with the standards as it does not have line management responsibility for the other teams. This research concludes the perception of organisational culture is different between S&A and the RBs, and that it is a cause of conflict. The research also identifies that perceived organisational culture in ISTDB technology team as a whole is non-cohesive and not well aligned with the BP business strategy. This is a suboptimal arrangement for value creation. The author recommends both short-term and long-term shifts in working practices to correct this imbalance. The changes include a new emphasis on communications, new personnel hiring procedures and cross-cultural awareness training.

Second expanded edition. DEEP Clearing builds on the age-old model of head, heart and hand: we have a mental side, an emotional side and a body- and action side. A basic principle in DEEP is that emotional charge, stress and trauma persists when there is a conflict between diverging forces and views. That a collision can result in emotional charge is of course well-known. That the same 'collision' in session can be re-experienced from own point of view as well as from the opponent's is new. The client in a DEEP session will be enabled to see the 'collision' in detail from both sides. You are enabled to see the three elements

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of thought, emotion and body on each side and thus fully dissolve the original resistive recordings. The scars from the painful experiences disappear. The book is a step-by-step manual in putting these theories to the test. DEEP Clearing contains all the instructions needed to perform a DEEP Clearing session.

Traditional banks are facing unprecedented disruption from challenger banks today. So why aren't more of them launching challenger banks of their own? Well, two high-profile examples – JP Morgan's Finn and RBS's Bo – were launched with much fanfare, but both shuttered after less than a year. In light of this, the success of TMRW digital bank by UOB, launched in Thailand in 2019 and Indonesia in 2020, is astonishing. Dr Dennis Khoo, who created TMRW, shares with us the thinking behind the design of this revolutionary undertaking. At every step of the way, he and his team went against established paradigms and bucked conventional wisdom to build ASEAN's first digital bank. Filled with visionary analysis and on-the-ground guidance, *Driving Digital Transformation* demonstrates how this success can be replicated across all industries. For any leader or organisation starting on a major digital initiative, this book is a must-read. "What makes this playbook particularly valuable is that it is written by Dennis Khoo, one of the sharpest minds in the industry." – Mary Huen, CEO, Standard Chartered Hong Kong

A student facing supernatural threat. A psychotic AI. A man defending his family or perhaps even the world from dark forces. An abused wife seduced for the prospect of vengeance. A woman on the brink of suicide. A guy displaced of time and space. Ancient species continuing crisis in the realm of men. All of these tales are among the collection of short stories and writings for your consumption in the comfort and safety of your home, albeit it may be a dark reflection of your daily reality.

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Teachers know things that parents, policy makers, education professors, and boards of education don't. They know how hard the job can be. They know how students react to a grade. They know how family dynamics and home life impact academic performance. They know how misguided policies impact the other teachers that they work with. "All the techniques you learn in your teacher prep classes work well with the compliant student." In their own words, seventeen teachers and administrators from the Northeast describe their work among their students. From teacher preparatory programs to dealing with national education reform, classroom technology, and boards of education, teachers reflect with brutal honesty the incredible things that they see and hear every day and every year in their classrooms and schools.

Discover the essential design and architectural patterns with ASP.NET Core to solve common software design problems. With this book, you'll learn how to use a combination of design patterns and build fault-tolerant and robust full-stack apps and microservices with ASP.NET Core and C#.

Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? *Head First Programming* introduces the core concepts of writing computer programs -- variables, decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts. Learn the basic tools to start writing the programs that interest you, and get a better understanding of what software can (and cannot) do. When you're finished, you'll have the necessary foundation to learn any programming language or tackle any software project you choose. With a focus on programming concepts, this book teaches you how to: Understand the core features of all programming languages, including: variables, statements, decisions, loops,

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expressions, and operators Reuse code with functions Use library code to save time and effort Select the best data structure to manage complex data Write programs that talk to the Web Share your data with other programs Write programs that test themselves and help you avoid embarrassing coding errors We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

This book presents the generative rules for formal written communication, in an engineering context, through the lens of mathematics. Aimed at engineering students headed for careers in industry and professionals needing a “just in time” writing resource, this pragmatic text covers all that engineers need to become successful workplace writers, and leaves out all pedagogical piffle they do not. Organized into three levels of skill-specific instruction, A Math-Based Writing System for Engineers: Sentence Algebra & Document Algorithms guides readers through the process of building accurate, precise sentences to structuring efficient, effective reports. The book’s indexed design provides convenient access for both selective and comprehensive readers, and is ideal for university students; professionals seeking a thorough, “left-brained” treatment of English grammar and “go to” document structures; and ESL engineers at all levels.

This book gives a good start and complete introduction for C# Programming for Beginner’s. While reading this book it is fun and easy to read it. This book is best suitable for first time C# readers, Covers all fast track topics of C# for all Computer Science students and Professionals. This book is targeted toward those who have little or no programming experience or who might be picking up C# as a second language. The book has been structured and written with a purpose: to get you productive as quickly as possible. I’ve used my experiences in writing applications with C# and teaching C# to create a book that I hope cuts through the fluff and teaches you what you need to know. All too often, authors fall into the trap of focusing on the technology rather than on the practical application of the technology. I’ve worked hard to keep this book focused on teaching you practical skills that you can apply immediately toward a development project. This book is divided into ten Chapters, each of which focuses on a different aspect of developing applications with C#. These parts generally follow the flow of tasks you’ll perform as you begin creating your own programs with C#. I recommend that you read them in the order in which they appear. Using C#, this book develops the concepts and theory of Building the Program Logic and Interfaces analysis, Exceptions, Delegates and Events and other important things in a gradual, step-by-step manner, proceeding from concrete examples to abstract principles. Standish covers a wide range of both traditional and contemporary software engineering topics. This is a handy guide of sorts for any computer science engineering Students, Thinking In C# Programming is a solution bank for various complex problems related to C# and .NET. It can be used as a reference manual by Computer Science Engineering students. This Book also covers all aspects of B.TECH CS, IT, and BCA and MCA, BSC IT. Preview introduced programmers to a new era called functional programming. C# focused on bridging the gap between programming languages and databases. This book covers all the language features from the first version through C# . It also provides you with the essentials of using Visual Studio 2005 to let you enjoy its capabilities and save you time by using features such as IntelliSense. Learning a new programming language can be intimidating. If you’ve never programmed before, the act of typing seemingly cryptic text to produce sleek and powerful applications probably seems like a black art, and you might wonder how you’ll ever learn everything you need to know. The answer is, of course, one step at a time. The first step to learning a language is the same as that of any other activity: building confidence. Programming is part art and part science. Although it might seem like magic, it’s more akin to illusion: After you know how things work a

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lot of the mysticism goes away, freeing you to focus on the mechanics necessary to produce any given desired result. Chapter 1 (Introduction To C# AND .NET) Chapter 2 (Your First Go at C# Programming) Chapter 3 (C# Data Types) Chapter 4 (Building the Program Logic) Chapter 5 (Using Classes) Chapter 6 (Function Members) Chapter 7 (Structs, Enums, and Attributes) Chapter 8 (Interfaces) Chapter 9 (Exceptions) Chapter 10 (Delegates and Events) Designing Software Synthesizer Plugins in C++ provides everything you need to know to start designing and writing your own synthesizer plugins, including theory and practical examples for all of the major synthesizer building blocks, from LFOs and EGs to PCM samples and morphing wavetables, along with complete synthesizer example projects. The book and accompanying SynthLab projects include scores of C++ objects and functions that implement the synthesizer building blocks as well as six synthesizer projects, ranging from virtual analog and physical modelling to wavetable morphing and wave-sequencing that demonstrate their use. You can start using the book immediately with the SynthLab-DM product, which allows you to compile and load mini-modules that resemble modular synth components without needing to maintain the complete synth project code. The C++ objects all run in a stand-alone mode, so you can incorporate them into your current projects or whip up a quick experiment. All six synth projects are fully documented, from the tiny SynthClock to the SynthEngine objects, allowing you to get the most from the book while working at a level that you feel comfortable with. This book is intended for music technology and engineering students, along with DIY audio programmers and anyone wanting to understand how synthesizers may be implemented in C++.

Provides a variety of ideas, techniques, and strategies for effective software development.

Do you have a grip on your business, or does your business have a grip on you? All entrepreneurs and business leaders face similar frustrations—personnel conflict, profit woes, and inadequate growth. Decisions never seem to get made, or, once made, fail to be properly implemented. But there is a solution. It's not complicated or theoretical. The Entrepreneurial Operating System® is a practical method for achieving the business success you have always envisioned. More than 80,000 companies have discovered what EOS can do. In Traction, you'll learn the secrets of strengthening the six key components of your business. You'll discover simple yet powerful ways to run your company that will give you and your leadership team more focus, more growth, and more enjoyment. Successful companies are applying Traction every day to run profitable, frustration-free businesses—and you can too. For an illustrative, real-world lesson on how to apply Traction to your business, check out its companion book, Get A Grip.

How to trade the markets by integrating Chaos Theory with market sentiment In the first edition of Trading Chaos, seasoned trader and psychologist Bill Williams detailed the potential of Chaos Theory—which seeks to make the unpredictable understandable—in trading and it revolutionized financial decision-making. The Second Edition of Trading Chaos is a cutting edge book that combines trading psychology and Chaos Theory and its particular effect on the markets. By examining both of these facets in relation to the current market, readers will have the best of all possible worlds when trading. Bill Williams, PhD, CTA (Solana Beach, CA), is President of Profitunity.com, a leader in the field of education for traders and investors. Justine Gregory-Williams (Solana Beach, CA) is President of the Profitunity Trading Group and a full-time trader.

Discover the secrets of one of the world's leading talent acquisition experts In the newly revised Fourth Edition of Hire With Your Head: Using Performance-Based Hiring to Build Great Teams, influential recruiting and hiring expert Lou Adler delivers a practical guide to consistently identifying and hiring the best people and scaling that process throughout your company. This book will help you address your hiring and

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recruitment issues, not just by making you more efficient, but also by reforming your entire process to align with how top talent actually look for new jobs, compare offers, and select opportunities. You'll discover: Discover what it takes to ensure more Win-Win Hiring outcomes by hiring for the anniversary date rather than the start date How to use a "High Tech, High Touch" approach to raise the talent bar Expand the talent pool to include more outstanding, high potential and diverse talent by defining work as a series of key performance objectives Perfect for hiring managers, recruiters, and HR and business leaders, Hire with Your Head is a must-read resource for anyone seeking to improve their ability to find, attract, and retain the top talent the world has to offer. Foster a Culture of Innovation inside Your Organization Introducing a new approach that blends the practical applications of engineering with innovative concepts and techniques, Infusing Innovation into Organizations: A Systems Engineering Approach illustrates how a company's culture influences innovation results and demonstrates how organizations c

Carefully researched over ten years and eagerly anticipated by the agile community, Crystal Clear: A Human-Powered Methodology for Small Teams is a lucid and practical introduction to running a successful agile project in your organization. Each chapter illuminates a different important aspect of orchestrating agile projects. Highlights include Attention to the essential human and communication aspects of successful projects Case studies, examples, principles, strategies, techniques, and guiding properties Samples of work products from real-world projects instead of blank templates and toy problems Top strategies used by software teams that excel in delivering quality code in a timely fashion Detailed introduction to emerging best-practice techniques, such as Blitz Planning, Project 360°, and the essential Reflection Workshop Question-and-answer with the author about how he arrived at these recommendations, including where they fit with CMMI, ISO, RUP, XP, and other methodologies A detailed case study, including an ISO auditor's analysis of the project Perhaps the most important contribution this book offers is the Seven Properties of Successful Projects. The author has studied successful agile projects and identified common traits they share. These properties lead your project to success; conversely, their absence endangers your project.

"Reading Hyper-Productive Knowledge Work Performance has influenced my thinking more than any other recent book I have read about how to transform my company's culture to achieve higher levels of productivity. It's like the perfect mix of Fred Brooks, W. Edwards Deming, Donald Reinertsen, David Anderson, and Jeff Sutherland all rolled into one approachable and pragmatic book. I recognized a lot of what I already knew and then was pleasantly surprised with how the authors used hyper-productivity to show how it all interconnected. All in all, it is an eye opening book that provides a concrete path to hyper-productivity." —Curt Hibbs, Chief Agile Evangelist, Boeing This unique reference shows how to lead knowledge workers, manage knowledge work and build a hyper-productive knowledge work organization, by taming and managing the four flows of organizational performance (psychology, information, work and finance) to produce spectacular operational and financial throughput results. Inspired by his experience and knowledge gained at Borland International, where a hyper-productive level of performance was achieved resulting in the most productive software project ever documented, author Steve Tendon devised TameFlow. TameFlow is an approach

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that can be superimposed on any preexisting process, method, and practice to enable performance improvement by several orders of magnitude and a state of hyper-productivity. It is adaptable to nearly every industry, and can be applied to any knowledge work domain or organization that generates business value through knowledge. TameFlow blends and merges different ideas from a variety of schools of thought. It is founded in pattern theory and organizational performance patterns which are used to analyze and decompose processes, methodologies, and management practices into constituent parts to observe productivity patterns, and then they are recombined in new configurations to enable hyper-productive levels of performance. In this volume of The TameFlow Hyper-Productivity Series, the TameFlow approach is explained within the context of knowledge work performed in a software development organization. Mr. Tendon teams up with author, Wolfram Müller, a thought-leader and expert in Critical Chain and Advanced Agile Project Management to illustrate its application to Scrum, the most widely used Agile software project management framework, and to Kanban, a method used for knowledge work with an emphasis on just-in-time delivery and change management. The authors demonstrate how constraints management (TOC) can improve Scrum and Kanban in powerful ways, bringing more predictability of behavior of the system as a whole, as well as to the individuals involved. Their combination becomes a breeding ground for the development of Unity of Purpose and Community of Trust. Both Scrum and Kanban can be extended with features of the TOC, and help create a hyper-productive organization. PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology. Most people have experienced--at least once in their lives--the incomparable thrill of being part of a great team effort. They can remember the unity of purpose they experienced, the powerful passion that inspired them, and the incredible results they achieved. People who have been on a great team can attest that the difference between being on a team with a shared vision and being on a team without one is the difference between joy and misery. In 1996, Jim and Michele McCarthy, after successful careers leading software development teams at Microsoft and elsewhere, set out to discover a set of repeatable group behaviors that would always lead to the formation of a state of shared vision for any team. They hoped for a practical, communicable, and reliable process that could be used to create the best possible teams every time it was applied. They established a hands-on laboratory for the study and teaching of high-performance teamwork. In a controlled simulation environment, their principle research and teaching effort--the McCarthy Software Development BootCamp--challenged dozens of real-world, high-tech teams to produce and deliver a product. Teams were given a product development assignment, and instructed to form a team, envision the product, agree on how to make it, then design, build, and ship it on time. By repeating these simulations time after time, with the new teams building on the learning from previous teams, core practices emerged that were repeatedly successful. These were encoded as patterns and protocols. Software for Your Head is the first publication of the most significant results of the authors' unprecedented five-year investigation into the dynamics of contemporary teams. The information in this book will provide a means for any team to create for itself a compelling state of shared vision.

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