

Design Sprint: A Practical Guidebook For Building Great Digital Products

How many times have you experienced organizational change that is, at best, a rebrand and business as usual at worst? To create real change, real change must occur. The way we work isn't working. Employees wear too many hats and spend all their time putting out fires instead of strategizing a brilliant future. Innovation is just a word in our tagline. We're looking for the Next Big Thing, but we can't afford to take a risk on anything different.It's time to try a new approach to problem-solving using tools already at your disposal. To understand the root cause of problems (and predict the impact of your solution), you must empathize with your user-your customer, your member, your client or even your employee. This book will teach you how to empathize with anyone and run a full-scale empathy study to collect actionable, qualitative data. You'll also learn problem-solving methods and ways to prove ideas early on to avoid costly mistakes down the line.If you find yourself with unsolvable problems and you're open to trying new ways of thinking, Empathy at Scale is the impetus you've been waiting for. Dana Publicover brings knowledge from years in startup business development, product design, user research and design thinking facilitation to show that there is always a creative solution-and it's not going to come out of routine brainstorm. Because if you could sit and think up a solution, you'd have the answer by now. This book is for anyone who knows it's time to change the way they work, who wants to change but isn't sure how, and who believes their work gets in the way of their job. REVIEWS: "Companies are beginning to realize that what is missing from their development process is a real understanding of the audiences they serve. Teams looking to gain that understanding should look to Empathy at Scale for a practical playbook to get people out of their own heads to better see into others'. Publicover has a wide variety of examples and tips to build empathy, a critical skill in the 21st century." - Gretchen Anderson, author of Mastering Collaboration "Dana's understanding of empathy and it's vital role in product and service design is as comprehensive and well-delivered in this book as any place you can find. She has rightfully put the horse in front of the cart which is the opposite of what most design thinkers do. This book is a guide to save time, save money, and create what your customers want and will use." -Cam Marston, President, Generational Insights.

Diversity and Inclusion to build better products from the front lines at Google Establishing diverse and inclusive organizations is an economic imperative for every industry. Any business that isn't reaching a diverse market is missing out on enormous revenue potential and the opportunity to build products that suit their users' core needs. The economic [why] has been firmly established, but what about the [how?] How can business leaders adapt to our ever-more-diverse world by capturing market share AND building more inclusive products for people of color, women and other underrepresented groups? The Product Inclusion Team at Google has developed strategies to do just that and Building For Everyone is the practical guide to following in their footsteps. This book makes publicly available for the first time the same inclusive design process used at Google to create user-centric award-winning and profitable products. Author and Head of Product Inclusion Annie Jean-Baptiste outlines what those practices look like in industries beyond tech with fascinating case studies. Readers will learn the key strategies and step-by-step processes for inclusive product design that limits risk and increases profitability. Discover the questions you should be asking about diversity and inclusion in your products for marketers, user researchers, product managers and more. Understand the research the Product Inclusion team drove to back up their practices Learn the [ABCs of Product Inclusion] to build inclusion into your organization's culture Leverage the product inclusion suite of tools to get your organization building more inclusively and identifying new opportunities. Read case studies to see how product inclusion works across industries and learn what doesn't work. Building For Everyone will show you how to infuse your business processes with inclusive design. You'll learn best practices for inclusion in product design, marketing, management, leadership and beyond, straight from the innovative Google Product Inclusion team.

Digital product research doesn't have to be difficult, take a long time, or cost a lot of money. Nor should it be a job solely for scientists or expert researchers. In this practical book, Aras Bilgen, C. Todd Lombardo, and Michael Connors demonstrate how your entire team can conduct effective product research within a couple of weeks--easily, cheaply, and without compromising quality. Drawing from decades of experience in product development, the authors lay out nine simple rules that combine user research, market research, and product analytics to quickly discover insights and build products customers truly need. Recognize and avoid common research pitfalls Switch to the insight-making mindset that underlies all successful research efforts Find out how to look at data, formulate the right questions, and pick the right research method Learn interview techniques and research skills Analyze for insights collaboratively while avoiding bias Inspire action with your insights through powerful presentations and prototypes Learn how to involve a wide variety of stakeholders in research, from developers to executives Discover how you can make research a habit, not a one-off effort

A collection of best practices and effective implementation recommendations that are proven to work, Secure, Resilient, and Agile Software Development leaves the boring details of software security theory out of the discussion as much as possible to concentrate on practical applied software security for practical people. Written to aid your career as well as your organization, the book shows how to gain skills in secure and resilient software development and related tasks. The book explains how to integrate these development skills into your daily duties, thereby increasing your professional value to your company, your management, your community, and your industry. Secure, Resilient, and Agile Software Development was written for the following professionals: AppSec architects and program managers in information security organizations Enterprise architecture teams with application development focus Scrum teams DevOps teams Product owners and their managers Project managers Application security auditors With a detailed look at Agile and Scrum software development methodologies, this book explains how security controls need to change in light of an entirely new paradigm on how software is developed. It focuses on ways to educate everyone who has a hand in any software development project with appropriate and practical skills to Build Security In. After covering foundational and fundamental principles for secure application design, this book dives into concepts, techniques, and design goals to meet well-understood acceptance criteria on features an application must implement. It also explains how the design sprint is adapted for proper consideration of security as well as defensive programming techniques. The book concludes with a look at white box application analysis and sprint-based activities to improve the security and quality of software under development.

Adaptive Code
Biomechanics of Training and Testing
Deliver Great Products That Customers Love
How Top Product Managers Launch Awesome Products and Build Successful Teams
The Revolutionary Approach to Accelerate Success, Inspire Engagement, and Ignite Creativity
OpenStack: Building a Cloud Environment
Experiment-Driven Product Development

Annotation Sound is one of the most commonly overlooked components in product design, even though it's often the first way people interact with many products. When designers don't pay enough attention sound elements, customers are frequently left with annoying and interruptive results. This practical book covers several methods that product designers and managers can use to improve everyday interactions through an understanding and application of sound design. Understand the place of sound in design, and how it can make a difference in your product.

This book presents an account of innovative methods and, for most of them, gives direct and practical insights into how practitioners can benefit from their use in their everyday practice. It also explains how to interpret the data measured, and the underlying neuromechanical and biomechanical factors related to sports performance. Written and edited by the same researchers who proposed and validated these methods, this book not only presents innovative methods for an efficient training and testing process (most of which are based on very simple technology and data processing methods), but also discusses the associated background information. Although it is a young scientific discipline, sport biomechanics has taken on an important role in routine sports training, medicine and rehabilitation. It allows both a better understanding of human locomotion and performance and better design of training and injury prevention. In those processes, the testing of athletes is crucial, and the quality and quantity of the variables analysed directly influences the efficiency of physicians', coaches', physiotherapists' and other practitioners' interventions.

Digital tools have long been a transformative part of academia, enhancing the classroom and changing the way we teach. Yet there is a way that academia may be able to benefit more from the digital revolution: by adopting the project management techniques used by software developers. Agile work strategies are a staple of the software development world, developed out of the need to be flexible and responsive to fast-paced change at times when “business as usual” could not work. These techniques call for breaking projects into phases and short-term goals, managing assignments collectively, and tracking progress openly. Agile Faculty is a comprehensive roadmap for scholars who want to incorporate Agile practices into all aspects of their academic careers, be it research, service, or teaching. Rebecca Pope-Ruark covers the basic principles of Scrum, one of the most widely used models, and then through individual chapters shows how to apply that framework to everything from individual research to running faculty committees to overseeing student class work. Practical and forward-thinking, Agile Faculty will help readers not only manage their time and projects but also foster productivity, balance, and personal and professional growth.

This book reports on research findings and practical lessons featuring advances in: digital and interaction design; graphic design and branding; design strategies and methodologies; design education; society and communication in design practice; and other related areas. Gathering the proceedings of the 4th International Conference on Digital Design and Communication, Digidom 2020, held virtually on November 5–6, 2020, the book describes cutting-edge perspectives on and analysis of and solutions to challenges digital communication is currently presenting to society, institutions and brands. It offers a timely guide and a source of inspiration for designers of all kinds, including graphic, digital and web designers, UI, UX and social media designers, and to researchers, advertisers, artists, and entrepreneurs, as well as brand or corporate communication managers.

Product Research Rules
Agile by Design
Agile coding with design patterns and SOLID principles

7th International Conference, LCT 2020, Held as Part of the 22nd HCI International Conference, HCII 2020, Copenhagen, Denmark, July 19–24, 2020, Proceedings, Part II
Industry 4.0 and Circular Economy

Design Sprint

2020 - the year of the COVID-19 pandemic - changed everything. Its ripple effects will be felt for many years to come. At the same time there have been incredible advances in digitization. We are amid a digital revolution with unprecedented innovations. The pandemic has accelerated the requirements for "Digital Transformation." Organizations need to adopt and transform to survive and hopefully thrive. At the core of digitization there is very much an underlying principle of "debt." It comes originally from what is called "technical debt." Simply, technical debt "reflects the implied cost of additional rework caused by choosing an easy solution now instead of using a better approach that would take longer." Difficult transformative choices need to be made now - especially post-COVID-19. If an organization ignores digital transformation for "easy solutions", the "debt" accumulates and can have disastrous consequences. The pandemic has accelerated the accumulation of digital transformation debt! It has also provided an opportunity to thrive in the post-COVID-19 era. What does Digital Transformation mean? What are the opportunities? What are the core digital technologies? What are the best practices? What are practical recommendations to alleviate the Digital Transformation Debt!? This book addresses Digital Transformation Debt holistically and makes recommendations on how to alleviate the debt.

Achieve greater success by increasing the agility of analytics lifecycle management Agile by Design offers the insight you need to improve analytic lifecycle management while integrating the right analytics projects into different frameworks within your business. You will explore, in-depth, what analytics projects are and why they are set apart from traditional development initiatives. Beyond merely defining analytics projects, Agile by Design equips you with the information you need to apply agile methodologies in a way that tailors your approach to individual initiatives—and the needs of your projects and team. Lifecycle management is a complex subject area, and with the increasingly important integration of analytics into multiple facets of business models, understanding how to use agile tools while managing a product lifecycle is essential to maintaining a competitive edge in today's professional world. Gain an understanding of the principles, processes, and practices associated with effective analytic lifecycle management Discover techniques that will enable you to successfully initiate, plan, and execute analytic development projects with an eye for the opportunity to engage agile methodologies Understand agile development frameworks Identify which agile methodologies are best for different frameworks—and how to apply them throughout the analytic development lifecycle With analytics becoming increasingly important in today's business world, you need to understand and apply agile methodologies in order to meet rising standards of efficiency and effectiveness. Agile by Design is the perfect reference for project managers, CFOs, IT managers, and marketing managers who want to cultivate a relevant, forward-thinking lifecycle management style.

Learn how you can put the features of OpenStack to work in the real world in this comprehensive path About This Book Harness the abilities of experienced OpenStack administrators and architects, and run your own private cloud successfully Learn how to install, configure, and manage all of the OpenStack core projects including topics on Object Storage, Block Storage, and Neutron Networking services such as LBaaS and FWaaS Get better equipped to troubleshoot and solve common problems in performance, availability, and automation that confront production-ready OpenStack environments Who This Book Is For This course is for those who are new to OpenStack who want to learn the cloud networking fundamentals and get started with OpenStack networking. Basic understanding of Linux Operating System, Virtualization, and Networking, and Storage principles will come in handy. What You Will Learn Get an introduction to OpenStack and its components Store and retrieve data and images using storage components, such as Cinder, Swift, and Glance Install and configure Swift, the OpenStack Object Storage service, including configuring Container Replication between datacenters Gain hands on experience and familiarity with Horizon, the OpenStack Dashboard user interface Learn how to automate OpenStack installations using Ansible and Foreman Follow practical advice and examples for running OpenStack in production Fix common issues with images served through Glance and master the art of troubleshooting Neutron networking In Detail OpenStack is a collection of software projects that work together to provide a cloud fabric. Learning OpenStack Cloud Computing course is an exquisite guide that you will need to build cloud environments proficiently. This course will help you gain a clearer understanding of OpenStack's components and their interaction with each other to build a cloud environment. The first module, Learning OpenStack, starts with a brief look into the need for authentication and authorization, the different aspects of dashboards, cloud computing fabric controllers, along with 'Networking as a Service' and 'Software defined Networking'. Then, you will focus on installing, configuring, and troubleshooting different architectures such as Keystone, Horizon, Nova, Neutron, Cinder, Swift, and Glance. After getting familiar with the fundamentals and application of OpenStack, let's move deeper into the realm of OpenStack. In the second module, OpenStack Cloud Computing Cookbook, preview how to build and operate OpenStack cloud computing, storage, networking, and automation. Dive into Neutron, the OpenStack Networking service, and get your hands dirty with configuring ML2, networks, routers, and distributed virtual routers. Further, you'll learn practical examples of Block Storage, LBaaS, and FBaaS. The final module, Troubleshooting OpenStack, will help you quickly diagnose, troubleshoot, and correct problems in your OpenStack. We will diagnose and remediate issues in Keystone, Glance, Neutron networking, Nova, Cinder block storage, Swift object storage, and issues caused by Heat orchestration. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Learning OpenStack by Alok Shrivastwa, Sunil Sarat OpenStack Cloud Computing Cookbook - Third Edition by Kevin Jackson , Cody Bunch, Egle Sigler Troubleshooting OpenStack by Tony Campbell Style and approach This course aims to create a smooth learning path that will teach you how to get started with setting up private and public clouds using a free and open source cloud computing platform—OpenStack. Through this comprehensive course, you'll learn OpenStack Cloud computing from scratch to finish and more!

Creative Technologies represent the forefront of the interaction between advances in computing and other technologies, and the products and applications used throughout modern society. This book provides an introduction to this field, introducing creativity strategies and the ways in which these are applied, as well as providing opportunities to engage with a range of the technologies that are impacting our lives. No prior experience with creative technologies is required and this book is accessible to both interested layperson and student embarking on studies in this area.The presentation style is informal and conversational, encouraging reflection on key issues involved. References to further resources are included, particularly to opportunities to engage more deeply with the material through interactive applications.Desired outcomes from working through the chapters of the book include: - Awareness of key issues related to each of the technologies, and an appreciation of fundamental concepts in each area. Creative technologists need to keep up to date with advances in technology and this introduction is the prelude to actively following news feeds specializing in each of the technology areas.- Opportunities to creatively apply multiple technologies towards prototyping applications that solve urgent problems or achieve ambitious goals. Further study of each technology is required before mastery can be truly achieved, but proof-of-concept and feasibility demonstrators are possible by applying the outlines suggested.Each chapter concludes with practical opportunities to start utilizing the technologies and ideas introduced in that chapter. These could be used as the basis for running a design sprint to develop a creative technology based product, or for activities related to demonstrating and building elements of a creative technology artefact. No prior background is required to complete these examples but they do represent a taste for what is possible with further exploration of that area. The examples used avoid assuming any prior programming experience so that this book can be used to support introductory course offerings in creative technologies.

Tools and Techniques for Large Scale Solutions

How to Innovate with Minimum Viable Products and Rapid Customer Feedback

Proceedings of the AHFE 2017 International Conference on Affective and Pleasurable Design, July 17-21, 2017, The Westin Bonaventure Hotel, Los Angeles, California, USA

Innovative Concepts and Simple Field Methods

Advances in Interdisciplinary Practice in Industrial Design

10 Ways to Free Your Creative Spirit and Find Your Great Ideas

Agile Faculty

This book discusses the latest advances in affective and pleasurable design. It reports on important theoretical and practical issues, covering a wealth of topics including aesthetics in product and system design, design-driven innovation, affective computing, evaluation tools for emotion, Kansei engineering for products and services, and many more. This timely survey addresses experts and industry practitioners with different backgrounds, such as industrial designers, emotion designers, ethnographers, human-computer interaction researchers, human factors engineers, interaction designers, mobile product designers, and vehicle system designers. Based on the AHFE 2017 International Conference on Affective and Pleasurable Design, held on July 17–21, 2017, in Los Angeles, California, USA, the book provides an inspiring guide for all researchers and professionals in the field of design.

“For software developers of all experience levels looking to improve their results, and design and implement domain-driven enterprise applications consistently with the best current state of professional practice, Implementing Domain-Driven Design will impart a treasure trove of knowledge hard won within the DDD and enterprise application architecture communities over the last couple decades.” –Randy Stafford, Architect At-Large, Oracle Coherence Product Development “This book is a must-read for anybody looking to put DDD into practice.” –Udi Dahan, Founder of NServiceBus Implementing Domain-Driven Design presents a top-down approach to understanding domain-driven design (DDD) in a way that fluently connects strategic patterns to fundamental tactical programming tools. Vaughn Vernon couples guided approaches to implementation with modern architectures, highlighting the importance and value of focusing on the business domain while balancing technical considerations. Building on Eric Evans' seminal book, Domain-Driven Design, the author presents practical DDD techniques through examples from familiar domains. Each principle is backed up by realistic Java examples—all applicable to C# developers—and all content is tied together by a single case study: the delivery of a large-scale Scrum-based SaaS system for a multitenant environment. The author takes you far beyond “DDD-lite” approaches that embrace DDD solely as a technical toolset, and shows you how to fully leverage DDD's “strategic design patterns” using Bounded Context, Context Maps, and the Ubiquitous Language. Using these techniques and examples, you can reduce time to market and improve quality, as you build software that is more flexible, more scalable, and more tightly aligned to business goals. Coverage includes Getting started the right way with DDD, so you can rapidly gain value from it Using DDD within diverse architectures, including Hexagonal, SOA, REST, CORS, Event-Driven, and Fabric/Grid-Based Appropriately designing and applying

Entities—and learning when to use Value Objects instead Mastering DDD's powerful new Domain Events technique Designing Repositories for ORM, NoSQL, and other databases

Lean UX is synonymous with modern product design and development. By combining human-centric design, agile ways of working, and a strong business sense, designers, product managers, developers, and scrum masters around the world are making Lean UX the leading approach for digital product teams

today. In the third edition of this award-winning book, authors Jeff Gothelf and Josh Seiden help you focus on the product experience rather than deliverables. You'll learn tactics for integrating user experience design, product discovery, agile methods, and product management. And you'll discover how to drive your design in short, iterative cycles to assess what works best for businesses and users. Lean UX guides you through this change--for the better. Facilitate the Lean UX process with your team with the Lean UX Canvas Ensure every project starts with clear customer-centric success criteria Understand the role of designer on a agile team Write and contribute design and experiment stories to the backlog Ensure that design work takes place in every sprint Build product discovery into your team's “velocity”

This book focuses on the interplay between pedagogy and technology, and their fusion for the advancement of smart learning environments. It discusses various components of this interplay, including learning and assessment paradigms, social factors and policies, emerging technologies, innovative application of mature technologies, transformation of curriculum and teaching behavior, transformation of administration, best infusion practices, and piloting of new ideas. The book provides an archival forum for researchers, academics, practitioners and industry professionals interested and/or engaged in reforming teaching and learning methods by promoting smart learning environments. It also facilitates discussions and constructive dialogue among various stakeholders on the limitations of existing learning environments, the need for reform, innovative uses of

emerging pedagogical approaches and technologies, and sharing and promoting best practices, leading to the evolution, design and implementation of smart learning environments.

Fantastic Tales of Bold Creative Technologies

Building APIs That Developers Love

Foundation Rails 2

Foundations and Trends in Smart Learning

post-COVID-19

Implementing Domain-Driven Design

Sprint

Over 110 effective recipes to help you build and operate OpenStack cloud computing, storage, networking, and automation About This Book Explore many new features of OpenStack's Juno and Kilo releases Install, configure, and administer core projects with the help of OpenStack Object Storage, Block Storage, and Neutron Networking services Harness the abilities of experienced OpenStack administrators and architects, and run your own private cloud successfully Practical, real-world examples of each service and an accompanying Vagrant environment that helps you learn quickly In Detail OpenStack Open Source software is one of the most used cloud infrastructures to support software development and big data analysis. It is developed by a thriving community of individual developers from around the globe and backed by most of the leading players in the cloud space today. It is simple to implement, massively scalable, and can store a large pool of data and networking resources. OpenStack has a strong ecosystem that helps you provision your cloud storage needs. Add OpenStack's enterprise features to reduce the cost of your business. This book will show you the steps to build up a private cloud environment. At the beginning, you'll discover the uses of cloud services such as the identity service, image service, and compute service. You'll dive into Neutron, the OpenStack Networking service, and get your hands dirty with configuring ML2, networks, routers, and Distributed Virtual Routers. You'll then gather more expert knowledge on OpenStack cloud computing by managing your cloud's security and migration. After that, we delve in to OpenStack Object storage and how to manage servers and how to manage objects, cluster, and storage functionalities. Also, as you go deeper into the realm of OpenStack, you'll learn practical examples of Block storage, LBaaS, and FWaaS: installation and configuration covered ground up. Finally, you will learn OpenStack dashboard, Ansible and Foreman, Keystone, and other interesting topics. What You Will Learn Understand, install, configure, and manage Nova—the OpenStack Cloud Compute resource Configure ML2, networks, routers, and Distributed Virtual Routers with Neutron Use and secure Keystone, the OpenStack Authentication service Install and set up Swift and Container Replication between datacenters Gain hands-on experience and familiarity with Horizon, the OpenStack Dashboard user interface Automate complete solutions with our recipes on Heat, the OpenStack Orchestration service Use Ansible and Foreman to automate OpenStack installations successfully Follow practical advice and examples to run OpenStack in production Who This Book Is For This book is aimed at cloud system engineers, system administrators, and technical architects who are moving from a virtualized environment to cloud environments. This book assumes that you are familiar with cloud computing platforms, and have knowledge of virtualization, networking, and managing Linux environments. Style and approach Clear, step-by-step instructions coupled with practical and applicable recipes that'll enable you to use and implement the latest features of OpenStack.

Improving your craft is a key skill for product and user experience professionals working in the digital era. There are many established methods of product development to inspire and focus teams—Sprint, Lean, Agile, Kanban—all of which focus on solutions to customer and business problems. Enter XDPD, or Experiment-Driven Product Development—a new approach that turns the spotlight on questions to be answered, rather than on solutions. Within XDPD, discovery is a mindset, not a project phase. In Experiment-Driven Product Development, author Paul Rissen introduces a philosophy of product development that will hone your skills in discovery, research and learning. By guiding you through a practical, immediately applicable framework, you can learn to ask, and answer, questions which will supercharge your product development, making teams smarter and better at developing products and services that deliver for users and businesses alike. When applying the XDPD framework within your organization, the concept of an experiment—a structured way of asking, and answering, questions—becomes the foundation of almost everything you do, instilling a constant sense of discovery that keeps your team inspired. All types of activities, from data analysis to writing software, are seen through the lens of research. Rather than treating research as a separate task from the rest of product development, this book approaches the entire practice as one of research and continuous discovery. Designing successful experiments takes practice. That's where Rissen's years of industry expertise come in. In this book, you are given step-by-step tools to ensure that meaningful, efficient progress is made with each experiment. This approach will prove beneficial to your team, your users, and most importantly, to your product's lasting success. Experiment-Driven Product Development offers a greater appreciation of the craft of experimentation and helps you adapt it in your own context. In our modern age of innovation, XDPD can put you ahead. Go forth and experiment! What You Will Learn Know how to approach product development in a leaner, more efficient way Understand where and when experiments can be useful, and how they fit into pre-existing organization environments and processes Realize why you should be thinking about the simplest, useful thing rather than the minimum, viable product Discover how to break down feature and design ideas into the assumptions and the premises that lie behind them Appreciate the importance of designing your experiments, and the statistical concepts that underpin their success Master the art of communicating the results of experiments back to stakeholders, and help the results guide what happens next Who This Book is For Professionals working in digital product design and development, user experience, and service design. This book is best suited for those who work on digital products every day and want to adopt better approaches to gaining knowledge about their users, what works, and what does not work.

Design SprintA Practical Guidebook for Building Great Digital Products"O'Reilly Media, Inc."

This two-volume set LNCS 12205 and LNCS 12206 constitutes the proceedings of the 7th International Conference on Learning and Collaboration Technologies, LCT 2020, held as part of the 22nd International Conference, HCI International 2020, which took place in Copenhagen, Denmark, in July 2020. The total of 1439 papers and 238 posters included in the 37 HCII 2020 proceedings volumes was carefully reviewed and selected from 6326 submissions. The papers in this volume are organized in the following topical sections: communication and conversation in learning; cognition, emotions and learning; games and gamification in learning; VR, robot and IoT in learning; and collaboration technology and collaborative learning. As a result of the Danish Government's announcement, dated April 21, 2020, to ban all large events (above 500 participants) until September 1, 2020, the HCII 2020 conference was held virtually.

Empathy at Scale

How to Use a Data-Informed Approach to Learn, Iterate, and Succeed Faster

Learning and Collaboration Technologies. Human and Technology Ecosystems

An Implementation Guide to Analytic Lifecycle Management

Unlocking Creativity

Practical Enterprise Software Development Techniques

Proceedings of 2019 International Conference on Smart Learning Environments

Collaboration is key for organizations in the 21st century, yet few business people have been trained to teach this skill. How do you advance ideas in a collaborative way and then communicate them throughout your company? In this practical book, author Gretchen Anderson shows you how to generate ideas with others while gaining buy-in from all levels of your organization. Product managers, designers, marketers, technical leaders, and executives will obtain better insight into how team members work together to make decisions. Through tangible exercises and techniques, you'll learn how to turn promising ideas into products, services, and solutions that make a real difference in the market. Use a framework to develop ideas into hypotheses to be tested and refined Avoid common pitfalls in the collaboration process Align communication approaches to ensure that collaboration is effective and inclusive Structure events or meetings for different types of collaboration depending on the people involved Practice giving and receiving critiques to foster inclusion without resorting to consensus-based decisions

Tear down the obstacles to creative innovation in your organization Unlocking Creativity is an exploration of the creative process and how organizations can clear the way for innovation. In many organizations, creative individuals face stubborn resistance to new ideas. Managers and executives oftentimes reject innovation and unconventional approaches due to misplaced allegiance to the status quo. Questioning established practices or challenging prevailing sentiments is frequently met with stiff resistance. In this climate of stifled creativity and inflexible adherence to conventional wisdom, potentially game-changing ideas are dismissed outright. Senior leaders claim to value creativity, yet often lack the knowledge to provide a creative framework. Unlocking Creativity offers effective methods and real-world examples of how the most successful organizations create cultures of innovation and experimentation. Best-selling author and scholar Michael Roberto presents a thorough investigation of organizational obstacles to creative thought. Highly relevant to the growth crises many enterprises face in today's economic landscape, this book examines how to break barriers to spark creativity and foster new ideas. This insightful and informative work allows business executives, senior managers, and organization leaders to: Recognize the six organizational mindsets that impede creativity and innovation Learn how to tear down the barriers that obstruct the creative process Create an environment that allows talented people to thrive Encourage creative collaboration in teams throughout an organization Leaders do not have to conceive innovative ideas, but rather open the path for curious and creative employees within their organization. Unlocking Creativity: How to Solve Any Problem and Make the Best Decisions aids organizations in removing obstacles to the creative process and helps to form an atmosphere of imagination and innovation.

Find your company's unique innovation style, and nurture it into a powerful competitive advantage Praised by business leaders worldwide, Agile Innovation is the authoritative guide to survival and success in today's "innovate-or-die" business world. This revolutionary approach combines the best of Agile with the world's leading methods of Innovation to present a crisp, articulate, and proven system for developing the breakthrough capabilities every organization must master to thrive today and tomorrow. You already know that effective innovation doesn't happen by accident—it is achieved by careful design. Agile Innovation addresses the three critical drivers of innovation success: accelerating the innovation process; reducing the risks inherent in innovation; and engaging your entire organization and your broader ecosystem in the innovation effort. The key frameworks described here build on the proven success of Agile to provide a comprehensive and customizable Innovation Master Plan approach to sustained innovation improvement in the five critical performance areas: strategy, portfolio, process, culture and infrastructure. Major topics include: the power of Agile in the innovation process, how to overcome innovation risk, the best tools to evoke engagement and collaboration, branding as an integral element of innovation, and the best leadership skills and practices that create the special environment that enables transformative growth. Readers will learn specifically how to create better ideas, develop them more efficiently, and work together more profitably and effectively to achieve breakthroughs. The insights offered in this book are highlighted in 11 detailed case studies illustrating the world's best innovation practices at Wells Fargo, Nike, Volvo, Netflix, Southwest Airlines, NASA, The New York Times, and others, in dozens of specific business examples, in two dozen powerful and unique techniques and methods, and a full set of implementation guidelines to put these insights into practice. Key Insights: Understand how to implement the many ways that innovation efforts can be accelerated to achieve even greater competitive advantage Learn to create a culture of innovation, greater engagement, and rich collaboration throughout your organization Discover how to reduce risk and accelerate learning Implement your own unique plan to enhance collaborative innovation, from leadership through operations Integrate key agility principles into your strategic planning decisions for sustained improvement Explore dramatic new approaches to open innovation that optimize large scale innovation Apply the latest and best technology tools to enhance innovation, reduce risk, and promote broad participation. This is a must read book, a practical guide for fostering a culture of innovation, nurturing creativity, and efficiently developing the ideas that drive strategic growth. And since innovation is not imitation, you know that copying the ideas and strategies of other successful organizations will not produce the desired outcomes. Hence, all leaders must develop their own way of innovating and nurture the right style of collaborating for their own organization. This book will guide you to find your own unique pathways to success. Blaze your own trail to the high levels of innovativeness and organizational agility by learning from the expert guidance and practical, actionable advice offered throughout this important book.

NEW YORK TIMES BESTSELLER WALL STREET JOURNAL BESTSELLER "Sprint offers a transformative formula for testing ideas that works whether you're at a startup or a large organization. Within five days, you'll move from idea to prototype to decision, saving you and your team countless hours and countless dollars. A must read for entrepreneurs of all stripes." --Eric Ries, author of The Lean Startup From three partners at Google Ventures, a unique five-day process for solving tough problems, proven at more than a hundred companies. Entrepreneurs and leaders face big questions every day: What's the most important place to focus your effort, and how do you start? What will your idea look like in real life? How many meetings and discussions does it take before you can be sure you have the right solution? Now there's a surefire way to answer these important questions: the sprint. Designer Jake Knapp created the five-day process at Google, where sprints were used on everything from Google Search to Google X. He joined Braden Kowitz, and John Zeratsky at Google Ventures, and together they have completed more than a hundred sprints with companies in mobile, e-commerce, healthcare, finance, and more. A practical guide to answering critical business questions, Sprint is a book for teams of any size, from small startups to Fortune 100s, from teachers to nonprofits. It's for anyone with a big opportunity, problem, or idea who needs to get answers today.

Aha!

Building For Everyone

Advances in Design and Digital Communication

Secure, Resilient, and Agile Software Development

Proceedings of the 4th International Conference on Design and Digital Communication, DigiCom 2020, November 5–7, 2020, Barcelos, Portugal

Agile Innovation

A Practical Guidebook for Building Great Digital Products

You've heard about this amazing web framework called Ruby on Rails that's taken the world by storm, but thought it was way too complex for you? Think again. Foundation Rails 2 takes you through your first steps in Rails, explaining in plain English how to start building dynamic web applications. And there's never been a better time to jump in to the Rails world, as the release of Rails 2 was a major evolutionary leap forward from previous versions. Unlike other Rails books, this book doesn't throw you into the deep end right away in the hopes that you'll learn to swim. Instead, we'll start out with the basics and continually expand your knowledge until, by the end of the book, we're building a Rails application with dynamic features such as user registration, geocoding, filtering results with AJAX, RSS feeds, and an XML interface. Meanwhile, we'll talk about the important issues that other books often leave out such as testing your application's code, securing your application from hackers, optimizing your code for the best performance, and of course, deploying your application. This book takes a focused approach to guiding you through understanding how the pieces of Rails work individually and how they fit together. Instead of emphasizing boring theoretical discussions, Foundation Rails 2 lets you get your hands dirty with the framework and learn the hows and whys of Rails faster than ever. We start with a tour of what makes Rails special and why you need to learn it, move into a gentle introduction to the high points of programming in Ruby, and then take a tour of a sample Rails application. Next, we dig deeper into the core components of Rails before building a complete Rails application together. By the end of this book, not only will you know how to build Rails applications but you'll understand the reasons behind what you do.

With more than 500 new apps entering the market every day, what does it take to build a successful digital product? You can greatly reduce your risk of failure with design sprints, a process that enables your team to prototype and test a digital product idea within a week. This practical guide shows you exactly what a design sprint involves and how you can incorporate the process into your organization. Design sprints not only let you test digital product ideas before you pour too many resources into a project, they also help everyone get on board—whether they're team members, decision makers, or potential users. You'll know within days whether a particular product idea is worth pursuing. Design sprints enable you to: Clarify the problem at hand, and identify the needs of potential users Explore solutions through brainstorming and sketching exercises Distill your ideas into one or two solutions that you can test Prototype your solution and bring it to life Test the prototype with people who would use it

Annotation In the world of digital products, the future is difficult to predict and success requires reducing the risk of failure. This book codifies and captures a common language and process for design sprints, making them accessible to anyone, and enabling businesses and teams to build products that are successful. The missing manual on how to apply Lean Startup to build products that customers love The Lean Product Playbook is a practical guide to building products that customers love. Whether you work at a startup or a large, established company, we all know that building great products is hard. Most new products fail. This book helps improve your chances of building successful products through clear, step-by-step guidance and advice. The Lean Startup movement has contributed new and valuable ideas about product development and has generated lots of excitement. However, many companies have yet to successfully adopt Lean thinking. Despite their enthusiasm and familiarity with the high-level concepts, many teams run into challenges trying to adopt Lean because they feel like they lack specific guidance on what exactly they should be doing. If you are interested in Lean Startup principles and want to apply them to develop winning products, this book is for you. This book describes the Lean Product Process: a repeatable, easy-to-follow methodology for iterating your way to product-market fit. It walks you through how to: Determine your target customers Identify underserved customer needs Create a winning product strategy Decide on your Minimum Viable Product (MVP) Design your MVP prototype Test your MVP with customers Iterate rapidly to achieve product-market fit This book was written by entrepreneur and Lean product expert Dan Olsen whose experience spans product management, UX design, coding, analytics, and marketing across a variety of products. As a hands-on consultant, he refined and applied the advice in this book as he helped many companies improve their product process and build great products. His clients include Facebook, Box, Hightail, Epocrates, and Medallia. Entrepreneurs, executives, product managers, designers, developers, marketers, analysts and anyone who is passionate about building great products will find The Lean Product Playbook an indispensable, hands-on resource.

The Guide to Product Management for Innovators, Leaders, and Entrepreneurs

Make Working Together Less Painful and More Productive

Beach & Pool and Swimming

How to Solve Any Problem and Make the Best Decisions by Shifting Creative Mindsets

Proceedings of the AHFE 2018 International Conference on Interdisciplinary Practice in Industrial Design, July 21-25, 2018, Loews Sapphire Falls Resort at Universal Studios, Orlando, Florida, USA

How to Alleviate Digital Transformation Debt

Mastering Collaboration

Great products are built upon the three pillars of strong customer focus, a culture of agility, and team empowerment. This book explains how to drive product innovation and deliver products that customers love. It's a guide for innovators, leaders, and entrepreneurs, and it includes several interviews with startup CEOs and more. The transformative system that shows leaders how to rethink their strategies, retool their capabilities, and revitalize their businesses for stronger, longer-lasting success. There's a learning curve to running any successful business. But once you begin to rely on past achievements or get stuck in outdated thinking and practicing old habits, you can lose your competitive edge. This book shows you how to break the cycle of behaviors that were effective in the past but are no longer relevant in the current business climate, and now limit or may even stand in the way of your success. With this simple but powerful three-step system, you and your businesses from moving forward. 2. Relearn new skills, strategies, and innovations that are transforming the world every day. 3. Break through old habits and thinking by opening up to new ideas and perspectives to achieve extraordinary results. Packed with relatable anecdotes and real-world examples, this unique book will help you discover new ways of thinking and leading in every industry. You'll identify what you need to unlearn, what to stop, what to keep, and what to change. By intentionally and routinely applying the system of unlearning, you'll be able to adapt your mindset, adopt new behaviors, acquire new skills, and explore new options to lead. This book will help you let go of the past, and encourage your teams and organization to do the same. When you think big but start small, choose courage over comfort, and become curious to tackle uncertainty, you can achieve new levels of success you never dreamed possible. Good leaders know they need to continually learn and grow. This book shows you the way.

Write code that can adapt to changes. By applying this book's principles, you can create code that accommodates new requirements and unforeseen scenarios without significant rewrites. Gary McLean Hall describes Agile best practices, principles, and patterns for designing and writing code that can evolve more quickly and be revised, updated, and expanded, Adaptive Code, Second Edition adds indispensable practical insights on Kanban, dependency inversion, and creating reusable abstractions. Drawing on over a decade of Agile consulting and development experience, McLean Hall has updated his best-seller with deeper coverage of unit testing, refactoring, and design patterns. • Write code that enables and complements Scrum, Kanban, or any other Agile framework • Develop code that can survive major changes in requirements • Plan for adaptability by using dependencies, layering, interfaces, and design patterns • Perform unit testing and refactoring in tandem, gaining more value from your code • Build SOLID code with single-responsibility, open/closed, and Liskov substitution principles • Create smaller interfaces to support more-diverse client and architectural needs • Leverage dependency injection best practices to improve code adaptability • Apply dependency inversion with the Stairway pattern, and avoid the pitfall of skill levels seeking more-practical insight into design patterns, SOLID principles, unit testing, refactoring, and related topics. Most readers will have programmed in C#, Java, C++, or similar object-oriented languages, and will be familiar with core procedural programming techniques.

How the marriage of Industry 4.0 and the Circular Economy can radically transform waste management—and our world Do we really have to make a choice between a wasteless and nonproductive world or a wasteful and ultimately self-destructive one? Futurist and world-renowned waste management scientist Antonis Mavridis and Nilsen respond with a ringing and optimistic “No!” They explore the Earth-changing potential of a happy (and wasteless) marriage between Industry 4.0 and a Circular Economy that could—with properly reshaped waste management practices—deliver transformative environmental, health, and societal benefits. This book is about

it. The fourth industrial revolution has given us innovations including robotics, artificial intelligence, 3D-printing, and biotech. By using these technologies to advance the Circular Economy—where industry produces more durable materials and runs on its own byproducts—the waste management industry will become a central beyond business as usual, future. Mavropoulos and Nilsen look at how this can be achieved—a wasteless world will require more waste management—and examine obstacles and opportunities such as demographics, urbanization, global warming, and the environmental strain caused by the rise of the global middle class. · Explore transforming waste management · Comprehend and capitalize on the business implications for the sector · Understand the theory via practical examples and case studies · Appreciate the social benefits of the new approach Waste-management has always been vital for the protection of health and the environment. Now it ca

Circular Economy can converge to ensure flourishing, sustainable—and much brighter—future.
Unlearn: Let Go of Past Success to Achieve Extraordinary Results
Expand Your Market With Design Practices From Google's Product Inclusion Team
Towards a Wasteless Future or a Wasteful Planet?

Scientific American

Advances in Affective and Pleasurable Design

How to Solve Big Problems and Test New Ideas in Just Five Days

Product Leadership

This book provides readers with a snapshot of cutting-edge methods and procedures in industrial design, with a particular focus on human-centered and user-experience design, service design, sustainable design and applications of virtual & augmented reality. Reporting on both theoretical and practical investigations aimed at improving industrial design through interdisciplinary collaboration, it covers a wide range of topics - from design strategies to product research and planning, exhibit design, as well as new materials and color research. Based on the AHFE 2018 International Conference on Interdisciplinary Practice in Industrial Design, held on July 21-25, 2018, in Orlando, Florida, USA, the book offers a timely guide for industrial designers, production engineers and computer scientists.

This expanded and updated edition of "Practical Enterprise Software Development Techniques" includes a new chapter which explains what makes enterprise scale software development different from other development endeavors. Chapter 4 has been expanded with additional coverage of code review, bug tracker systems and agile software applications. The chapter order has been changed in response to feedback from readers and instructors who have taught classes using the previous version (which was also published by Apress). This book provides an overview of tools and techniques used in enterprise software development, many of which are not taught in academic programs or learned on the job. This is an ideal resource containing lots of practical information and code examples that you need to master as a member of an enterprise development team. This book aggregates many of these "on the job" tools and techniques into a concise format and presents them as both discussion topics and with code examples. The reader will not only get an overview of these tools and techniques, but also several discussions concerning operational aspects of enterprise software development and how it differs from smaller development efforts. For example, in the chapter on Design Patterns and Architecture, the author describes the basics of design patterns but only highlights those that are more important in enterprise applications due to separation of duties, enterprise security, etc. The architecture discussion revolves has a similar emphasis - different teams may manage different aspects of the application 's components with little or no access to the developer. This aspect of restricted access is also mentioned in the section on logging. Theory of logging and discussions of what to log are briefly mentioned, the configuration of the logging tools is demonstrated along with a discussion of why it 's very important in an enterprise environment.

Offers ten strategies for finding and harnessing inspiration, including connecting with people, taking up the arts, and plugging into technology

In today 's lightning-fast technology world, good product management is critical to maintaining a competitive advantage. Yet, managing human beings and navigating complex product roadmaps is no easy task, and it 's rare to find a product leader who can steward a digital product from concept to launch without a couple of major hiccups. Why do some product leaders succeed while others don 't? This insightful book presents interviews with nearly 100 leading product managers from all over the world. Authors Richard Banfield, Martin Eriksson, and Nate Walkingshaw draw on decades of experience in product design and development to capture the approaches, styles, insights, and techniques of successful product managers. If you want to understand what drives good product leaders, this book is an irreplaceable resource. In three parts, Product Leadership helps you explore: Themes and patterns of successful teams and their leaders, and ways to attain those characteristics Best approaches for guiding your product team through the startup, emerging, and enterprise stages of a company 's evolution Strategies and tactics for working with customers, agencies, partners, and external stakeholders

Designing with Sound

OpenStack Cloud Computing Cookbook

Fundamentals for Products and Services

Practical Strategies for Managing Research, Service, and Teaching

Lean UX

The Lean Product Playbook

Designing Web APIs

Monthly magazine devoted to topics of general scientific interest.

Using a web API to provide services to application developers is one of the more satisfying endeavors that software engineers undertake. But building a popular API with a thriving developer ecosystem is also one of the most challenging. With this practical guide, developers, architects, and tech leads will learn how to navigate complex decisions for designing, scaling, marketing, and evolving interoperable APIs. Authors Brenda Jin, Saurabh Sahni, and Amir Shevat explain API design theory and provide hands-on exercises for building your web API and managing its operation in production. You'll also learn how to build and maintain a following of app developers. This book includes expert advice, worksheets, checklists, and case studies from companies including Slack, Stripe, Facebook, Microsoft, Cloudinary, Oracle, and GitHub. Get an overview of request-response and event-driven API design paradigms Learn best practices for designing an API that meets the needs of your users Use a template to create an API design process Scale your web API to support a growing number of API calls and use cases Regularly adapt the API to reflect changes to your product or business Provide developer resources that include API documentation, samples, and tools