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Controlling Software Projects 5starcooks
 "Enterprise software product management is one of the most sought-after skills in technology today. This tutorial provides an insider's tip sheet on how to do this work with clarity and confidence. Whether you're coming into PM from another business function, another field of software (like the consumer web), or from outside of the technology industry entirely, this course shows you exactly what you need to know to build, scale, and manage software products for the enterprise. You'll explore how PMs discover customer needs and pain points, gather market intelligence, and determine what needs to be built. You'll pick up the keys to working with your development and executive teams, and see why great product managers are not an organization's sheepdogs, but their truth-tellers. You'll learn what success means for your product and how product managers should think about their future career plans."--Resource description page.
[Product Management in Practice](#) IET

Software Product Management (SPM) is a key success factor for software products and software-intensive products. This book gives a comprehensive overview on SPM for beginners as well as best practices, methodology and in-depth discussions for experienced product managers. This includes product strategy, product planning, participation in strategic management activities and orchestration of the functional units of the company. The book is based on the results of the International Software Product Management Association (ISPMA®, SPM Body of Knowledge V.2) which is led by a group of SPM experts from industry and research with the goal to foster software product management excellence across industries. This book can be used as textbook for ISPMA®-based education and as guide for anybody interested in SPM as one of the most exciting and challenging disciplines in the business of software.
[Agile Project Management](#) Springer Science & Business Media
 Die Anwendung von Project-Management-Techniken zur Planung, Terminierung und Steuerung von Software-Entwicklungsprojekten hat in den letzten zehn Jahren enorm an Bedeutung gewonnen. Im Unterschied zu vielen anderen Büchern, die sich mit diesem Thema befassen, bietet Ihnen dieser Band eine gut verständliche,

leicht lesbare Einführung in das Gebiet. So verbessern Sie die Qualität Ihrer Produkte, steigern Ihren Marktanteil und können den Wünschen Ihrer Kunden besser gerecht werden!

Software Product Management Springer

"Great teams are comprised of ordinary people that are empowered and inspired. They are empowered to solve hard problems in ways their customers love yet work for their business. They are inspired with ideas and techniques for quickly evaluating those ideas to discover solutions that work: they are valuable, usable, feasible and viable. This book is about the idea and reality of "achieving extraordinary results from ordinary people". Empowered is the companion to Inspired. It addresses the other half of the problem of building tech products?how to get the absolute best work from your product teams. However, the book's message applies much more broadly than just to product teams. Inspired was aimed at product managers. Empowered is aimed at all levels of technology-powered organizations: founders and CEO's, leaders of product, technology and design, and the countless product managers, product designers and engineers that comprise the teams. This book will not just inspire companies to empower their employees but will teach them how. This book will help readers achieve the benefits of truly empowered teams"--

Software Product Management John Wiley & Sons

Requirements engineering is the process by which the requirements for software systems are gathered, analyzed, documented, and managed throughout their complete lifecycle. Traditionally it has been concerned with technical goals for, functions of, and constraints on software systems. Aurum and Wohlin, however, argue that it is no longer appropriate for software systems professionals to focus only on functional and non-functional aspects of the intended system and to somehow assume that organizational context and needs are outside their remit. Instead, they call for a broader perspective in order to gain a better understanding of the interdependencies between enterprise stakeholders, processes, and software systems, which would in turn give rise to more appropriate techniques and higher-quality systems. Following an introductory chapter that provides an exploration of key issues in requirements engineering, the book is organized in three parts. Part 1 presents surveys of state-of-the-art requirements engineering process research along with critical assessments of existing models, frameworks and techniques. Part 2 addresses key areas in requirements engineering, such as market-driven requirements engineering, goal modeling, requirements ambiguity, and others. Part 3 concludes the book with articles that present empirical evidence and experiences from practices in industrial projects. Its broader perspective gives this book its distinct appeal and makes it of interest to both researchers and practitioners, not only in software engineering but also in other disciplines such as business process engineering and management science.

Managing Software Development Projects John Wiley & Sons

This thoroughly updated edition of the bestselling original is short on theory and long on practical, hands-on advice. Packed with realistic scenarios and case studies, this book shows readers how to avoid most of the problems encountered in the software development process.

Managing Agile Projects Springer

Gain all of the techniques, teachings, tools, and methodologies required to be an effective first-time product manager. The overarching goal of this book is to help you understand the product manager role, give you concrete examples of what a product manager does, and build the foundational skill-set that will gear you towards a career in product management. To be an effective PM in the tech industry, you need to have a basic

understanding of technology. In this book you'll get your feet wet by exploring the skills a PM needs in their toolset and cover enough ground to make you feel comfortable in a technical discussion. A PM is not expected to have the same level of depth or knowledge as a software engineer, but knowing enough to continue the conversation can be a benefit in your career in product management. A complete product manager will have a 360-degree understanding of user experience and how to craft beautiful products that are easy-to-use, with the end user in mind. You'll continue your journey with a walk through basic UX principles and even go through the process of building a simple set of UI frames for a mock app. Aside from the technical and design expertise, a PM needs to master the social aspects of the role. Acting as a bridge between engineering, marketing, and other teams can be difficult, and this book will dive into the business and soft skills of product management. After reading *Product Management Essentials* you will be one of a select few technically-capable PMs who can interface with management, stakeholders, customers, and the engineering team. What You Will Learn Gain the traits of a successful PM from industry PMs, VCs, and other professionals See the day-to-day responsibilities of a PM and how the role differs across tech companies Absorb the technical knowledge necessary to interface with engineers and estimate timelines Design basic mocks, high-fidelity wireframes, and fully polished user interfaces Create core documents and handle business interactions Who This Book Is For Individuals who are eyeing a transition into a PM role or have just entered a PM role at a new organization for the first time. They currently hold positions as a software engineer, marketing manager, UX designer, or data analyst and want to move away from a feature-focused view to a high-level strategic view of the product vision.

Software Product Management Booksurge Publishing

"Companies have been implementing large agile projects for a number of years, but the 'stigma' of 'agile only works for small projects' continues to be a frequent barrier for newcomers and a rallying cry for agile critics. What has been missing from the agile literature is a solid, practical book on the specifics of developing large projects in an agile way. Dean Leffingwell's book *Scaling Software Agility* fills this gap admirably. It offers a practical guide to large project issues such as architecture, requirements development, multi-level release planning, and team organization. Leffingwell's book is a necessary guide for large projects and large organizations making the transition to agile development." —Jim Highsmith, director, Agile Practice, Cutter Consortium, author of *Agile Project Management* "There's tension between building software fast and delivering software that lasts, between being ultra-responsive to changes in the market and maintaining a degree of stability. In his latest work, *Scaling Software Agility*, Dean Leffingwell shows how to achieve a pragmatic balance among these forces. Leffingwell's observations of the problem, his advice on the solution, and his description of the resulting best practices come from experience: he's been there, done that, and has seen what's worked."

—Grady Booch, IBM Fellow Agile development practices, while still controversial in some circles, offer undeniable benefits: faster time to market, better responsiveness to changing customer requirements, and higher quality. However, agile practices have been defined and recommended primarily to small teams. In *Scaling Software Agility*, Dean Leffingwell describes how agile methods can be applied to enterprise-class development. Part I provides an overview of the most common and effective agile methods. Part II describes seven best practices of agility that natively scale to the enterprise level. Part III describes an additional set of seven organizational capabilities that companies

can master to achieve the full benefits of software agility on an enterprise scale. This book is invaluable to software developers, testers and QA personnel, managers and team leads, as well as to executives of software organizations whose objective is to increase the quality and productivity of the software development process but who are faced with all the challenges of developing software on an enterprise scale.

Explain the Cloud Like I'm 10 "O'Reilly Media, Inc."

Matthias Bertram aims to develop a deeper understanding of software customization and its strategic role for software product management. Drawing on the conceptual foundation of the resource-based view of the firm, such as resources, capabilities, and dynamic capabilities, the author conducts two qualitative investigations: the first within vendor and customer firms to develop an in-depth understanding of the value of software customization as well as the vendor resources and capabilities necessary to successfully provide software customization and the second on the vendor's dynamic capabilities necessary to generate temporary competitive advantage from software customization in product management activities.

The Strategic Role of Software Customization Jones & Bartlett Learning

A developer's guide to successfully managing teams, customers, and software projects
Key Features
A complete guide to managing developer teams, software projects, customers, and users
Transition successfully from a technical role to management
Develop crucial skills to enhance your performance and advance your career
Book Description
The Successful Software Manager is a comprehensive and practical guide to managing software developers, software customers, and the process of deciding what software needs to be built. It explains in detail how to develop a management mindset, lead a high-performing developer team, and meet all the expectations of a good manager. The book will help you whether you've chosen to pursue a career in management or have been asked to "act up" as a manager. Whether you're a Development Manager, Product Manager, Team Leader, Solution Architect, or IT Director, this is your indispensable guide to all aspects of running your team and working within an organization and dealing with colleagues, customers, potential customers, and technologists, to ensure you build the product your organization needs. This book is the must-have authoritative guide to managing projects, managing people, and preparing yourself to be an effective manager. The intuitive real-life examples will act as a desk companion for any day-to-day challenge, and beyond that, Herman will show you how to prepare for the next stages and how to achieve career success. What you will learn
Decide if moving to management is right for you
Develop the skills required for management
Lead and manage successful software development projects
Understand the various roles in a technical team and how to manage them
Motivate and mentor your team
Deliver successful training and presentations
Lead the design process with storyboards and personas, and validate your solution
Who this book is for
Development Managers, Product Managers, Team Leaders, Solution Architects, or IT Directors who want to effectively manage colleagues, customers, potential customers, and technologists.

Inside the Minds Addison-Wesley Professional

Software product management is a difficult task that juggles deadlines, differing customer needs, vague user requirements, and tight resources. This book, based on real-world experiences from an industry insider, provides step-by-step guidelines on how a team can work together smoothly to achieve the common goal of releasing a great software product on time.

The Successful Software Manager Wiley-IEEE Computer

Society Press

This book gives a comprehensive overview on Software Product Management (SPM) for beginners as well as best practices, methodology and in-depth discussions for experienced product managers. This includes product strategy, product planning, participation in strategic management activities and orchestration of the functional units of the company. The book is based on the results of the International Software Product Management Association (ISPMA) which is led by a group of SPM experts from industry and research with the goal to foster software product management excellence across industries. This book can be used as textbook for ISPMA-based education and as guide for anybody interested in SPM as one of the most exciting and challenging disciplines in the business of software. Hans-Bernd Kittlaus is the Chairman of ISPMA and owner and managing director of InnoTivum Consulting, Germany. Samuel Fricker is Board Member of ISPMA and Professor at FHNW, Switzerland.

Managing Complexity in Software Engineering Springer Nature

What is the cloud? Discover the secrets of the cloud through simple explanations that use lots of pictures and lots of examples. Why learn about the cloud? It's the future. The cloud is the future of software, the future of computing, and the future of business. If you're not up on the cloud the future will move on without you. Don't miss out. Not a geek? Don't worry. I wrote this book for you! After reading *Explain Cloud Like I'm 10*, you will understand the cloud. That's a promise. How do I deliver on that promise? I'll let you in on a little secret: the cloud is not that hard to understand. It's just that nobody has taken the time to explain it properly. take the time. I go slow. You'll learn step-by-step; one idea at a time. You'll learn something new no matter if you're a beginner, someone who knows a little and wants to know more, or someone thinking about a career change. In *Explain Cloud Like I'm 10*, you'll discover:

- How the cloud got its name. A more interesting story than you might think.
- An intuitive picture based definition of the cloud.
- What it means when someone says a service is in the cloud.
- If stormy weather affects cloud computing.
- How the internet really works. Most people don't know. You will.
- The real genius of cloud computing. Hint: it's not the technology.
- The good, the bad, and the ugly of cloud computing.
- How cloud computing changed how software is made—forever.
- Why Amazon AWS became so popular. Hint: it's not the technology.
- What happens when you press play on Netflix.
- Why Kindle is the perfect example of a cloud service.
- The radically different approaches Apple and Google take to the cloud.
- How Google Maps and Facebook Messenger excel as cloud applications.
- Cloud providers are engaging in a winner-take-all war to addict you to their ecosystems.
- Key ideas like: VM, serverless, container, IaaS, PaaS, SaaS, virtualization, caching, ISP, OpEx, CapEx, network, AMI, EC2, S3, CDN, elastic computing, datacenter, and cloud-native.

And so much more. Sound like gobbledygook? Don't worry! It will all make sense. I've been a programmer and a writer for over 30 years. I've been in cloud computing since the beginning, and I'm here to help you on your journey to understand the cloud. Consider me your guide. I'll be with you every step of the way. Sound fun? Buy *Explain Cloud Like I'm 10* and let's get started learning about the cloud today!

The Art of Product Management Packt Publishing Ltd

The book is organized around basic principles of software project management: planning and estimating, measuring and controlling, leading and communicating, and managing risk. Introduces software development methods, from traditional (hacking, requirements to code, and waterfall) to iterative (incremental build, evolutionary, agile, and spiral). Illustrates and emphasizes tailoring the development process to each project,

with a foundation in the fundamentals that are true for all development methods. Topics such as the WBS, estimation, schedule networks, organizing the project team, and performance reporting are integrated, rather than being relegated to appendices. Each chapter in the book includes an appendix that covers the relevant topics from CMMI-DEV-v1.2, IEEE/ISO Standards 12207, IEEE Standard 1058, and the PMI® Body of Knowledge. (PMI is a registered mark of Project Management Institute, Inc.)

Managing Software Requirements Elsevier

The highly competitive and globalized software market is creating pressure on software companies. Given the current boundary conditions, it is critical to continuously increase time-to-market and reduce development costs. In parallel, driven by private life experiences with mobile computing devices, the World Wide Web and software-based services, peoples' general expectations with regards to software are growing. They expect software that is simple and joyful to use. In the light of the changes that have taken place in recent years, software companies need to fundamentally reconsider the way they develop and deliver software to their customers. This book introduces fundamentals, trends and best practices in the software industry from a threefold perspective which equally takes into account design, management, and development of software. It demonstrates how cross-functional integration can be leveraged by software companies to successfully build software for people. Professionals from business and academia give an overview on state-of-the-art knowledge and report on key insights from their real-life experience. They provide guidance and hands-on recommendation on how to create winning products. This combined perspective fosters the transfer of knowledge between research and practice and offers a high practical value for both sides. The book targets both, practitioners and academics looking for successfully building software in the future. It is directed at Managing Directors of software companies, Software Project Managers, Product Managers and Designers, Software Developers as well as academics and students in the area of Software and Information Systems Engineering, Human Computer Interaction (HCI), and Innovation Management.

Product Leadership Apress

This book covers complex software engineering projects, new paradigms for system development, object-orientated design and formal methods, project management and automation perspectives.

Software Product Management "O'Reilly Media, Inc."

Best practices for managing projects in agile environments—now updated with new techniques for larger projects Today, the pace of project management moves faster. Project management needs to become more flexible and far more responsive to customers. Using Agile Project Management (APM), project managers can achieve all these goals without compromising value, quality, or business discipline. In *Agile Project Management, Second Edition*, renowned agile pioneer Jim Highsmith thoroughly updates his classic guide to APM, extending and refining it to support even the largest projects and organizations. Writing for project leaders, managers, and executives at all levels, Highsmith integrates the

best project management, product management, and software development practices into an overall framework designed to support unprecedented speed and mobility. The many topics added in this new edition include incorporating agile values, scaling agile projects, release planning, portfolio governance, and enhancing organizational agility. Project and business leaders will especially appreciate Highsmith's new coverage of promoting agility through performance measurements based on value, quality, and constraints. This edition's coverage includes: Understanding the agile revolution's impact on product development Recognizing when agile methods will work in project management, and when they won't Setting realistic business objectives for Agile Project Management Promoting agile values and principles across the organization Utilizing a proven Agile Enterprise Framework that encompasses governance, project and iteration management, and technical practices Optimizing all five stages of the agile project: Envision, Speculate, Explore, Adapt, and Close Organizational and product-related processes for scaling agile to the largest projects and teams Agile project governance solutions for executives and management The "Agile Triangle": measuring performance in ways that encourage agility instead of discouraging it The changing role of the agile project leader

Software Engineering Risk Management John Wiley & Sons

"Agile Excellence for Product Managers" is a plain-speaking guide on how to work with Agile development teams to achieve phenomenal product success. It covers the why and how of agile development (including Scrum, XP, and Lean,) the role of product management, release planning, and more.

Managing the Unmanageable Packt Publishing Ltd

Controlling Software Projects shows managers how to organize software projects so they are objectively measurable, and prescribes techniques for making early and accurate projections of time and cost to deliver.

Managing Software Requirements the Agile Way Addison-Wesley Professional

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