## **Digital Academy Premium Design - Resources**

## **Week 1 - Accessibility & Inclusive Design**

### **Required:**

* Article: [Inclusive Design: 12 Ways to Design for Everyone](https://hyp.is/J3vvGD9iEem6EsfK5lwOxQ/www.shopify.com/partners/blog/inclusive-design)
* Guidance: [W3C - Web Accessibility Initiative, Resources for Designers](https://hyp.is/S9191j9iEemH3j8PuoxzOg/www.w3.org/WAI/roles/designers/)
* Video: [Why design should include everyone | Sinéad Burke](https://www.youtube.com/watch?v=RD_SLJG7oi8)
* Video: [When we design for disability, we all benefit | Elise Roy](https://www.youtube.com/watch?v=g2m97gPI70I)

## **Week 2 - Agile Design Methods**

### **Supplementary:**

#### **Links:**

* Document: [Manifesto for Agile Software Development](https://hyp.is/nNvDyj9vEemOgneMSYMviw/agilemanifesto.org/iso/en/manifesto.html)
* Document: [Manifesto for Agile Software Development - Principles](https://hyp.is/jxH_rD9vEemWVYtkShV8Dw/agilemanifesto.org/principles.html)
* Guidance: [Scrum guide (BIL)](https://hyp.is/govJwD9vEem88-MqOfvFvQ/www.scrumguides.org/)
* Article: [The Evolution of UX Process Methodology](https://hyp.is/SdyyID9uEemja7NB2lP9WQ/uxplanet.org/the-evolution-of-ux-process-methodology-47f52557178b)
* Article: [The five keys to a successful Google team](https://hyp.is/QJJxHj9uEem_M5PlH78wyg/rework.withgoogle.com/blog/five-keys-to-a-successful-google-team/)
* Guidance: [How to select and develop individuals for successful agile teams: A practical guide](https://hyp.is/Mf2lJD9uEemH8cNZmjmKRA/www.mckinsey.com/business-functions/organization/our-insights/how-to-select-and-develop-individuals-for-successful-agile-teams-a-practical-guide)

#### **Books:**

##### Scrum master specific:

* Scrum By Jeff Sutherland (great general overview)
* Scrum Mastery: From Good To Great Servant-Leadership by Geoff Watts (a situational guide on how to be a great scrum master)

##### Reasons for using Agile:

* The Goal: A Process of Ongoing Improvement By Eliyahu M Goldratt
* The Phoenix Project - Devops
* The Fifth Discipline: The art and practice of the learning organization By Peter M. Senge
* The Culture Code: The Secrets of Highly Successful Groups By Daniel Coyle

##### Kanban specific:

* Making Work Visible: Exposing Time Theft to Optimize Work & Flow By Dominica Degrandis
* Agile Project Management with Kanban by Eric Brechner
* Fit for Purpose: How Modern Businesses Find, Satisfy, & Keep Customers By David J Anderson

##### Product Owner specific:

* Scrum Mastery: From Good To Great Servant-Leadership by Geoff Watts
* Product Leadership: How Top Product Managers Launch Awesome Products and Build Successful Teams By Richard Banfield
* The Lean Product Playbook: How to Innovate with Minimum Viable Products and Rapid Customer Feedback by Dan Olson
* User Story Mapping by Jeff Patton
* Delivering Happiness: A Path to Profits, Passion, and Purpose by Tony Hsieh

##### Agile and UX:

* Sense & Respond by Jeff Gothelf

##### Certification groups:

* Scrum.org
* Scrum alliance
* Project Management Institute (PMI)
* LeanUniversity

## **Week 3 - Introduction to Service Design**

### **Required:**

* Toolkit**:** [IDEO & Nesta: Designing for Public Services](https://hypothes.is/groups/p1a6ZdXP/digital-academy-design) (Section 1: Pages 1-24)

### **Supplementary:**

* Guide: [What is Lean Coffee?](http://agilecoffee.com/leancoffee/)
* Guide: [Lean Coffee Facilitator Guide](https://medium.com/agile-outside-the-box/lean-coffee-facilitator-s-guide-d79d9f13d0a9)