

## Module 1 - Supplemental Resources

### Sprint Review Meeting

*A blog post from Mountain Goat Software explaining the Sprint Review Meeting. This is a highly recommended read.*

"Sprint Review Meeting - Mountain Goat Software." 2015. 19 Jan. 2016  
<<https://www.mountaingoatsoftware.com/agile/scrum/sprint-review-meeting>>

### User Studies

*This is the University of Copenhagen study that is mentioned in the video lectures for having the best definition of Usability. Reading at least the Abstract and Introduction is recommended. The study shows many different ways of measuring usability.*

Hornbæk, K. "Current practice in measuring usability: Challenges to ..." 2006.  
<<http://www.cse.chalmers.se/research/group/idc/ituniv/kurser/08/hcd/literatures/Hornbaek%202006%20usability%20measurement%20methods.pdf>>

*Want to sign up to be a part of a Google usability study? Even if you are not interested in participating, this FAQ describes the process of a usability study, so a good resource either way.*

"Google User Experience Research." 2014. 19 Jan. 2016 <<https://www.google.com/usability/faq/>>

*A good article about choosing and finding participants for your user studies.*

"How to find great participants for your user study - GV Library." 2015. 19 Jan. 2016  
<<https://library.gv.com/how-to-find-great-participants-for-your-user-study-da20f98dad9e>>

*Sign up to participate in a user study at Microsoft.*

"Microsoft User Research - FAQ." 2015. 19 Jan. 2016 <<https://www.microsoft.com/en-us/usability/faq.aspx>>

### Industry Examples

*An article that explains how the design process works at Apple. This elaborates on the Pixel Perfect and 10-to-3-to-1 prototyping.*

"How Does Apple's Design Process Work? - Designorate." 2014. 19 Jan. 2016  
<<http://www.designorate.com/how-does-apples-design-process-work/>>

*A blog post that thoroughly explains the Google Design Sprint and it's stages.*

"Introducing Google's Design Sprint Process in Product ..." 2015. 19 Jan. 2016  
<<http://blog.udacity.com/2015/07/introducing-googles-design-sprint-process-in-product-design-new-course.html>>

*Another article about the Google Design Sprint. The previous link does a better job of explaining it, however.*

"The Design Sprint — GV - Google Ventures." 2015. 19 Jan. 2016 <<http://www.gv.com/sprint/>>

*A short article that explains the Follow-Me-Home technique used by Intuit.*

"What Is -Follow Me Home-? - Small Business Magazine." 2013. 19 Jan. 2016  
<<http://www.sbcmag.com/technology/smart-small-business/1511-what-is-follow-me-home>>

*A video that explains IBM's Design Thinking. It's not too long and does an excellent job of explaining the process.*

"How It Works: Design Thinking - YouTube." 2014. 19 Jan. 2016  
<<https://www.youtube.com/watch?v=pXtN4y3O35M>>

## Module 2 - Supplemental Resources

### Peer Reviews

*In this software peer review classic, Daniel Freedman suggests ways in which teams can improve their processes through collaboration in reflection. Check this out to learn more about group dynamics, office politics, and techniques for leading successful reviews.*

"Handbook of Walkthroughs, Inspections, and Technical ..." 2006. 22 Jan. 2016

<<http://www.amazon.com/Handbook-Walkthroughs-Inspections-Technical-Reviews/dp/0932633196>>

### GQM

*The original paper from which the GQM approach was based. Useful for learners interested in a more in-depth description of GQM, its history, and how to implement it.*

Caldiera, VRBG. "the goal question metric approach - Informatik - FB3 - Uni ..." 2003.

<<http://onlinelibrary.wiley.com/doi/10.1002/0471028959.sof142/abstract>>

### Metrics (and desirable properties of metrics)

*The history of software metrics is marked by confusion and a lack of standardization. Capers Jones explores the history of some of the most commonly used and least useful metrics, and suggests an alternative. This resource is good for those seeking more information on the history of software metrics in the software industry before the dot-com bubble.*

Jones, C. "Software metrics: good, bad and missing - IEEE Xplore." 1994.

<<http://ieeexplore.ieee.org/iel1/2/7569/00312055.pdf?arnumber=312055>>

### Defect analysis

*In this article, Barry Boehm and Victor Basili distill the main issues that plague software projects into 10 actionable techniques to help avoid them. A useful read for anyone wanting to improve the quality of their software products from the ground up.*

Boehm, B. "Software Defect Reduction Top 10 List." 2015.

<<https://www.cs.umd.edu/projects/SoftEng/ESEG/papers/82.78.pdf>>

## Module 3 - Supplemental Resources

### Daily Scrum

*This article not only outlines how to conduct a daily standup but also offers some interesting perspectives to help you identify if you are conducting successful standups. It also describes some methods that you can implement to make your standups more successful.*

Hands, A. "It's Not Just Standing Up - Martin Fowler." 2006.  
<<http://martinfowler.com/articles/itsNotJustStandingUp.html>>

*A brief definition of the Daily Meeting.*

"Daily meeting - Guide to Agile Practices - Agile Alliance." 2012. 20 Jan. 2016  
<<http://guide.agilealliance.org/guide/daily.html>>

*An animation that walks you through a daily standup meeting.*

"Daily Scrum Meeting - Scrum Training Series." 2013. 20 Jan. 2016  
<<http://scrumtrainingseries.com/DailyScrumMeeting/DailyScrumMeeting.htm>>

*A really great overview of a Daily Scrum Meeting.*

"The Daily Scrum Meeting - Mountain Goat Software." 2015. 20 Jan. 2016  
<<https://www.mountaingoatsoftware.com/agile/scrum/daily-scrum>>

*This article talks about making sure that your daily scrum meetings are not just 'status meetings'.*

"Daily Scrum: Not Just for ScrumMasters." 2015. 20 Jan. 2016  
<<https://www.mountaingoatsoftware.com/blog/daily-scrum-not-just-for-scrummasters>>

*This article talks about implementing the weighted exercise ball as the token to be passed to keep meetings on schedule.*

"A Weighty Matter for the Daily Scrum - Mountain Goat Software." 2013. 20 Jan. 2016  
<<https://www.mountaingoatsoftware.com/blog/weighty-matter-daily-scrum>>

### Velocity

*Answers some frequently asked questions about calculating velocity.*

"Agile Scrum Velocity and Calculation | VersionOne." 2015. 20 Jan. 2016

<<https://www.versionone.com/agile-101/agile-project-management-customer-management-best-practices/agile-scrum-velocity/>>

*An Agile definition of Velocity.*

"Velocity - Guide to Agile Practices - Agile Alliance." 2012. 20 Jan. 2016

<<http://guide.agilealliance.org/guide/velocity.html>>

## Burndown Charts

*A very simple explanation of what a Release Burndown Chart is.*

"Release Burndown Chart - Mountain Goat Software." 2015. 20 Jan. 2016

<<https://www.mountaingoatsoftware.com/agile/scrum/release-burndown>>

*An explanation of Iteration Burndown charts. This article elaborates on what the shape of your iteration burndown means.*

"The Burn-Down Chart: An Effective Planning and Tracking ..." 2013. 20 Jan. 2016

<<https://www.scrumalliance.org/community/articles/2013/august/burn-down-chart-%E2%80%93-an-effective-planning-and-tracki>>

*A good explanation of release burndowns. Also offer some sample burndown charts to get your started.*

"Burndown Charts - What is Agile?." 2013. 20 Jan. 2016 <<http://www.agilenutshell.com/burndown>>

*Explains how to read a release burndown chart and elaborates on what different trends on your burndown mean.*

"Understanding the Scrum Burndown Chart - Methods & Tools." 2012. 20 Jan. 2016

<<http://www.methodsandtools.com/archive/scrumburndown.php>>

## Module 4 - Supplemental Resources

### Sprint retrospectives

*A general review of what sprint retrospectives are and why they're important. Useful for students looking for a modern overview of sprint retrospectives.*

"Sprint Retrospective Meeting - Mountain Goat Software." 2015. 22 Jan. 2016

<<https://www.mountaingoatsoftware.com/agile/scrum/sprint-retrospective>>

*A more thorough review of sprint retrospectives. Useful for students looking for a more in-depth analysis of sprint retrospectives and how to run them effectively.*

"Effective Sprint Retrospectives - MSDN - Microsoft." 2015. 22 Jan. 2016 <[https://msdn.microsoft.com/en-us/library/jj620912\(v=vs.120\).aspx](https://msdn.microsoft.com/en-us/library/jj620912(v=vs.120).aspx)>

### Project retrospectives

*Article on the philosophy behind project retrospectives and how to overcome the obstacles that frequently get in the way of their execution. Useful for students seeking practical techniques for implementing retrospectives.*

Glass, RL. "Project retrospectives, and why they never happen - IEEE ..." 2002.

<<http://ieeexplore.ieee.org/iel5/52/22181/01032872.pdf?arnumber=1032872>>