

MIT850 Reading list for Lecture 2

1. Beck, K. (1999) Embracing change with Extreme Programming, *Computer*, vol. 32, no. 10, pp. 70-77, October 1999.
2. Cao, L & Ramesh, B. (2008) Agile requirements engineering practices: an empirical case study, *IEEE Software*, January/February 2008, pp. 60-67.
3. Fowler, M. (1998) Refactoring: doing design after the program runs, *Distributed Computing*, September 1998.
4. Sommerville, I. (2005) Integrated requirements engineering, *IEEE Software*, Jan/Feb 2005, pp. 16-23.
5. Shore, J. (2004) Continuous design, *IEEE Software*, January-February 2004, pp. 20-22.
6. Schwaber, K. & Sutherland, J. (2013) *The Scrum Guide™, The Definitive Guide to Scrum: The Rules of the Game* (Google the title)
7. Schwaber, K. & Sutherland, J. (2007) The Scrum Papers: Nuts, Bolts, and Origins of an Agile Process (Google the title. For reference purposes)
8. Takeuchi, H. & Nonaka, I. (1986) The new product development game, *Harvard Business Review*, 1986.

Online resources:

1. Agile Manifesto available: <http://www.agilemanifesto.org/> (read the Principles behind the Agile Manifesto)
2. Agile modeling: <http://www.agilemodeling.com/>
3. Extreme Programming: <http://www.extremeprogramming.org>
4. Kent Beck's web site: <http://martinfowler.com>
5. Martin Fowler's web site: <http://martinfowler.com>