http://www.martinfowler.com/articles/agileOffshore.html. Retrieved 2010-06-06.

33. [The Art of Agile Development James Shore & Shane Warden pg 47]

34. [1] (http://www.logigear.com/in-the-news/973-agile.html) LogiGear, PC World Viet Nam, Jan 2011

35. 2000 (http://ciclamino.dibe.unige.it/xp2000/)

36. "2006". Virtual.vtt.fi. http://virtual.vtt.fi/virtual/xp2006/. Retrieved 2010-06-06.

37. "2010". Xp2010.org. http://www.xp2010.org/. Retrieved 2010-06-06.

38. 2001 (http://www.xpuniverse.com/2001/xpuPapers.htm)

39. 2002 (http://www.xpuniverse.com/2002/schedule/schedule)

40. 2003 (http://www.xpuniverse.com/2003/schedule/index)

41. 2004 (http://www.xpuniverse.com/2004/schedule/index)

42. "Agile Development Conference". Agile200x.org. http://www.agile200x.org/. Retrieved 2010-06-06.

Further reading

■ Abrahamsson, P., Salo, O., Ronkainen, J., & Warsta, J. (2002). Agile Software Development Methods: Review and Analysis. *VTT Publications 478.*

■ Cohen, D., Lindvall, M., & Costa, P. (2004). An introduction to agile methods. In *Advances in Computers* (pp. 1–66). New York: Elsevier Science.

■ Dingsøyr, Torgeir, Dybå, Tore and Moe, Nils Brede (ed.): *Agile Software Develoment: Current Research and Future Directions* (http://www.amazon.co.uk/Agile-Software-Development-Research-Directions/dp/364212574 3), Springer, Berlin Heidelberg, 2010.

■ Fowler, Martin. *Is Design Dead?* (http://www.martinfowler.com/articles/designDead.html). Appeared in *Extreme Programming Explained*, G. Succi and M. Marchesi, ed., Addison-Wesley, Boston. 2001.

■ Larman, Craig and Basili, Victor R. *Iterative and Incremental Development: A Brief History* IEEE Computer, June 2003 (http://www.highproductivity.org/r6047.pdf)

■ Riehle, Dirk. *A Comparison of the Value Systems of Adaptive Software Development and Extreme Programming: How Methodologies May Learn From Each Other* (http://www.riehle.org/computer-science/rese arch/2000/xp-2000.html). Appeared in *Extreme Programming Explained*, G. Succi and M. Marchesi, ed., Addison-Wesley, Boston. 2001.

■ Rother, Mike (2009). *Toyota Kata*. McGraw-Hill. ISBN 0071635238. http://books.google.com/? id=_1lhPgAACAAJ&dq=toyota+kata

■ M. Stephens, D. Rosenberg. *Extreme Programming Refactored: The Case Against XP*. Apress L.P., Berkeley, California. 2003. ISBN 1-59059-096-1

External links

■ Manifesto for Agile Software Development (http://www.agileManifesto.org/)

■ The Agile Alliance (http://www.agilealliance.org/)

■ The Agile Executive (http://theagileexecutive.com/)

■ Article Two Ways to Build a Pyramid by John Mayo-Smith (http://www.informationweek.com/news/software /development/showArticle.jhtml?articleID=6507351)

■ Agile Software Development: A gentle introduction (http://www.agile-process.org/)

■ The New Methodology (http://martinfowler.com/articles/newMethodology.html) Martin Fowler's description of the background to agile methods

■ Agile Journal (http://www.agilejournal.com/) - Largest online community focused specifically on agile development

■ [9] (http://www.dmoz.org%7CComputers/Programming/Methodologies/Agile%7CAgile)]

■ Agile Cookbook (http://agilecookbook.com/)

■ Ten Authors of The Agile Manifesto Celebrate its Tenth Anniversary (http://www.pragprog.com/magazines/2 011-02/agile--)

Standards