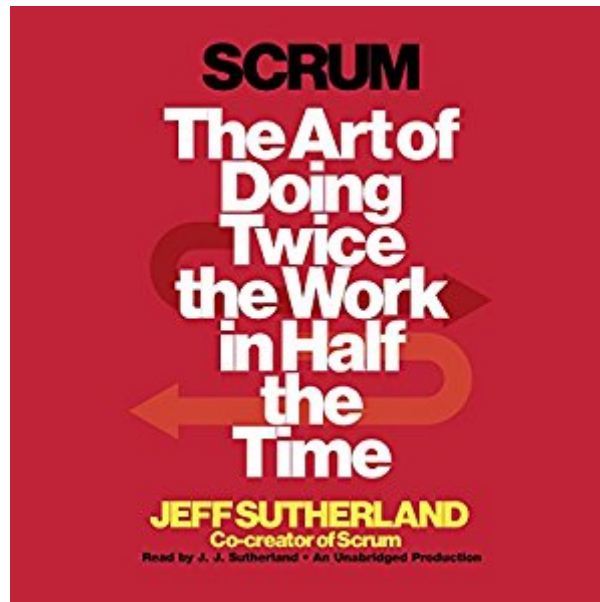


The book was found

# Scrum



## Synopsis

By the man who helped invent the red-hot management process known as "Scrum", Scrum unveils what is wrong with the way we currently do work, and how a simple set of principles, applied in exactly the right sequence, can accelerate productivity and quality as much as 1,200 percent. Scrum (which gets its name from the formation in rugby in which the whole team locks its arms to gain control of the ball) is the reason that can launch a new feature on its website every day. It's why the Red River Army Depot in Texas was able to roll out armored Humvees 39 times faster than before. It's how the FBI finally created a massive terrorist-tracking database. The reason for the rapid embrace of Scrum across so many disciplines is simple: organizations that implement Scrum typically double productivity and quality - and sometimes the increase can be as much as 12-fold. But the promise of Scrum as a project management tool extends far beyond business. Much as Atul Gawande did in *The Checklist Manifesto*, Sutherland shows how this unique approach to problem solving and team optimization has nearly universal application. At bottom, Scrum is about coming together with your team, looking at what you're doing, and course correcting. It may be the key to solving some of this era's most intractable problems. Please note: The author has intentionally omitted three consecutive pages of the 256-page print edition from this audiobook.

## Book Information

Audible Audio Edition

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## Customer Reviews

I had mixed feeling when I saw this book. On one hand, I was excited about a Scrum book by Jeff Sutherland, one of the co-creators of Scrum. On the other hand, the title of the book actually bothered me. "The Art of Doing Twice the Work in Half the Time" felt wrong as a title for a

Scrum book. Scrum and Agile development are about focusing on delivering value and being able to respond to changes and not so much about improving productivity. The title suggests a focus on (hyper) productivity rather than the focus on agility and value delivery. For me, Scrum is about maximizing the work not done | instead of maximizing the work done. This initial mixed feelings turned out to be spot on and I wouldn't recommend this book to anyone who would like a Scrum introduction. The minimum I would expect a book about Scrum to cover is |, well | Scrum. It doesn't. It doesn't explain Scrum except for the Appendix and even that does a poor job of it (Backlog Refinement? Anyone?). Instead, the book shared stories, mostly the hero kind of stories where someone comes in, introduces Scrum and saves the day. Some of the stories are nice and insightful. For me though, a bit too much of the stories had military backgrounds. The book is vague on what is Scrum. You almost get away with the feeling that Scrum is whatever happened to work in whatever place actually did something. An example of the latter is the discussion about Valve and Scrum. Valve (a Games company) has done interesting things related to how they organize their organization | it is good and probably not Scrum. I am not sure whether Scrum isn't actually used (much) in Valve, but the story of Valve and Scrum is intertwined in a wonderful way so that you get away with | ah Scrum!

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