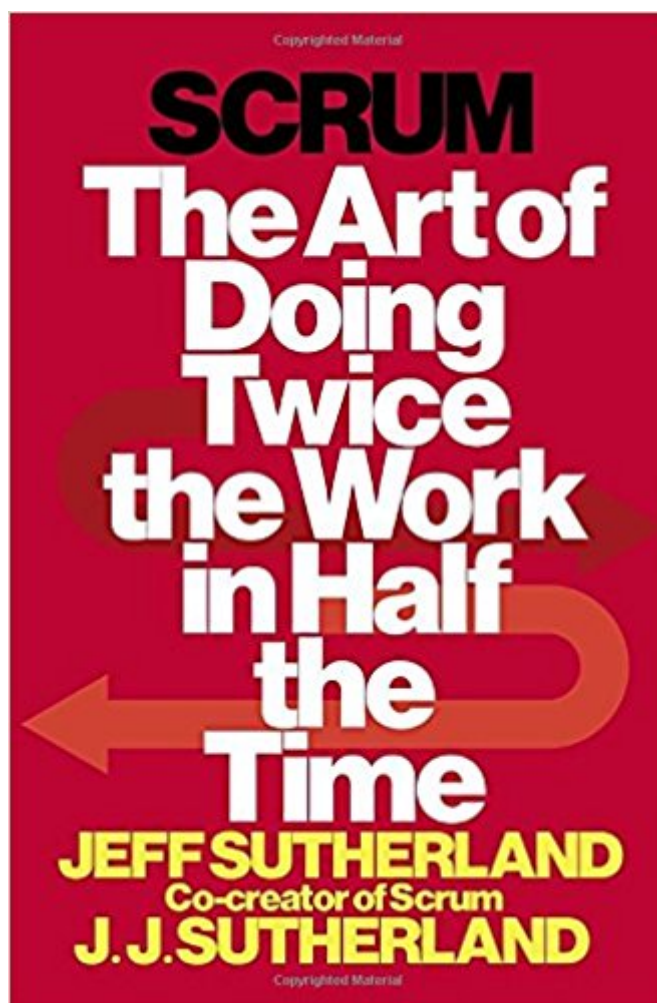


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# Scrum: The Art Of Doing Twice The Work In Half The Time



## Synopsis

We live in a world that is broken. For those who believe that there must be a more agile and efficient way for people to get things done, here from Scrum pioneer Jeff Sutherland is a brilliantly discursive, thought-provoking book about the leadership and management process that is changing the way we live. In the future, historians may look back on human progress and draw a sharp line designating "before Scrum" and "after Scrum." Scrum is that ground-breaking. It already drives most of the world's top technology companies. And now it's starting to spread to every domain where leaders wrestle with complex projects. If you've ever been startled by how fast the world is changing, Scrum is one of the reasons why. Productivity gains of as much as 1200% have been recorded, and there's no more lucid or compelling explainer of Scrum and its bright promise than Jeff Sutherland, the man who put together the first Scrum team more than twenty years ago. The thorny problem Jeff began tackling back then boils down to this: people are spectacularly bad at doing things with agility and efficiency. Best laid plans go up in smoke. Teams often work at cross purposes to each other. And when the pressure rises, unhappiness soars. Drawing on his experience as a West Point-educated fighter pilot, biometrics expert, early innovator of ATM technology, and V.P. of engineering or CTO at eleven different technology companies, Jeff began challenging those dysfunctional realities, looking for solutions that would have global impact. In this book you'll journey to Scrum's front lines where Jeff's system of deep accountability, team interaction, and constant iterative improvement is, among other feats, bringing the FBI into the 21st century, perfecting the design of an affordable 140 mile per hour/100 mile per gallon car, helping NPR report fast-moving action in the Middle East, changing the way pharmacists interact with patients, reducing poverty in the Third World, and even helping people plan their weddings and accomplish weekend chores. Woven with insights from martial arts, judicial decision making, advanced aerial combat, robotics, and many other disciplines, Scrum is consistently riveting. But the most important reason to read this book is that it may just help you achieve what others consider unachievable – whether it be inventing a trailblazing technology, devising a new system of education, pioneering a way to feed the hungry, or, closer to home, a building a foundation for your family to thrive and prosper.

## Book Information

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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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