*Minimum Viable Product: 21 Tips For Getting A MVP, Early Learning And Return On Investment (scrum, Scrum Master, Agile Development, Agile Software Development)*

Cut through the noise and make better college and career choices This book is about addressing the college-choosing problem. The rankings, metrics, analytics, college visits, and advice that we use today to help us make these decisions are out of step with the progress individual students are trying to make. They don't give students and families the information and context they need to make such a high-stakes decision about whether and where to get an education. Choosing College strips away the noise to help you understand why you're going to school. What's driving you? What are you trying to accomplish? Once you know why, the book will help you make better choices. The research in this book illustrates that choosing a school is complicated. By constructing more than 200 mini-documentaries of how students chose different postsecondary educational experiences, the authors explore the motivations for how and why people make the decisions that they do at a much deeper, causal level. By the end, you'll know why you're going and what you're really chasing. The book: Identifies the five different Jobs for which students hire postsecondary education Allows

you to see your true options for what's next Offers guidance for how to successfully choose your pathway Illuminates how colleges and entrepreneurs can build better experiences for each Job The authors help readers understand not what job students want out of college, but what "Job" students are hiring college to do for them. This volume represents the proceedings of the 3rd Eurasian Conference on Educational Innovation 2020 (ECEI 2020). Thes conference is organized by the International Institute of Knowledge Innovation and Invention (IIKII), and was held on February 5-7, 2020 in Hanoi, Vietnam.ECEI 2020 provides a unified communication platform for researchers in a range of topics in education innovation and other related fields. This proceedings volume enables interdisciplinary collaboration of science and engineering technologists. It is a fine starting point for establishing an international network in the academic and industrial fields. A practical guide to implementing Value Stream Management to guide your strategic investments in DevOps capabilities and deliver customer-centric value quickly and economically Key Features Address DevOps implementation issues, including culture, toolchain costs, improving work and information flows, and product team alignment Implement proven VSM methodology to improve IT value stream flows Leverage VSM platforms to view, analyze, and improve end-to-end value delivery Book Description Value Stream Management (VSM) opens the door to maximizing your DevOps pipeline

investments by improving flows and eliminating waste. VSM and DevOps together deliver value stream improvements across enterprises for a competitive advantage in the digital world. Driving DevOps with Value Stream Management provides a comprehensive review and analysis of industry-proven VSM methods and tools to integrate, streamline, and orchestrate activities within a DevOps-oriented value stream. You'll start with an introduction to the concepts of delivering value and understand how VSM methods and tools support improved value delivery from a Lean production perspective. The book covers the complexities of implementing modern CI/CD and DevOps pipelines and then guides you through an eight-step VSM methodology with the help of a use case showing an Agile team's efforts to install a CI/CD pipeline. Free from marketing hype or vendor bias, this book presents the current VSM tool vendors and customer use cases that showcase their products' strengths. As you advance through the book, you'll learn four approaches to implementing a DevOps pipeline and get guidance on choosing the best fit. By the end of this VSM book, you'll be ready to develop and execute a plan to streamline your software delivery pipelines and improve your organization's value stream delivery. What you will learn Integrate Agile, systems thinking, and lean development to deliver customer-centric value Find out how to choose the most appropriate value stream for your initial and follow-on VSM projects Establish better flows with integrated, automated, and orchestrated DevOps and CI/CD pipelines

Apply a proven eight-step VSM methodology to drive lean IT value stream improvements Discover the key strengths of modern VSM tools and their customer use case scenarios Understand how VSM drives DevOps pipeline improvements and value delivery transformations across enterprises Who this book is for This book will help corporate executives, managers, IT team members, and other stakeholders involved in digital business transformations to improve the flow of customer value through their IT-based value streams. It will provide you with the practical guidance you need while adopting Lean-Agile, Value Stream Management, and DevOps capabilities on an enterprise scale to enable business agility. A basic understanding of how CI/CD and DevOps pipelines improve software delivery capabilities via integrated and automated toolchains will help you to make the most of the book.

Real-time testing and simulation of open- and closed-loop radio frequency (RF) systems for signal generation, signal analysis and digital signal processing require deterministic, low-latency, high-throughput capabilities afforded by user reconfigurable field programmable gate arrays (FPGAs). This comprehensive book introduces LabVIEW FPGA, provides best practices for multi-FPGA solutions, and guidance for developing high-throughput, low-latency FPGA based RF systems. Written by a recognized expert with a wealth of real-world experience in the field, this is the first book written on the subject of FPGAs for radar and other RF applications.

Agile Product Management Just Got Easier Introduction Thank you and congratulations on taking this class, "Product Vision: 21 Steps To Setting Excellent Goals for Your Product." This class is going to provide you with a host of proven tips for setting excellent goals for your product. I am sure this class will be very informative, as it will give you an introduction to the concept of scrum as well as that of product vision. I will then explain to you the steps that you can take to create a project vision followed by tips of how to use a clear product vision in your team or organization from the ground up. I will also provide you with lots of examples, which will go a long way in helping you understand this topic better. In this class, you will learn: A brief recap of agile and scrum principles What is a product vision What is a product vision board and how is it used to provide a clear overarching goal for any product A high-level outline of how the product vision is used to create a product A step by step example of how to create a product vision for a real product Concise techniques for improving your product vision Without further ado, I would like us to start this informative journey so lend me your ears and let me teach you how to enrich your product management by creating an awesome product vision. Introduction Thank you and congratulations on taking this class, "Minimum Viable Product: 21 Tips for Getting an MVP, Early Learning and Return on Investment for Your Product." In this class, you will be given a complete set of tips for developing a minimum viable product. This will in turn boost the productivity of your development team and

your business, when developing new products. In this class I give you a concise overview of the MVP planning and development process. I then give best practices to use when you build an MVP. Following this I teach you about common issues that arise in MVP development process and how to avoid them. As usual, I give you plenty of examples and best practices along the way. In this class, you will learn: What is an MVP? A brief overview of agile scrum which can be used to develop an MVP How to plan for an MVP. Best practices for MVP development. Alternative approaches to MVP development. Concise tips for gaining customer support. So, let us get started right away, so you can begin developing your minimum viable product! Scroll Up To The Top Of The Page And Click The Orange "Buy Now" or "Read For Free" Icon On The Right Side!"

Every day, thousands of passionate developers come up with new startup ideas but lack the branding know-how to make them thrive. If you count yourself among them, Lean Branding is here to help. This practical toolkit helps you build your own robust, dynamic brands that generate conversion. You'll find over 100 DIY branding tactics and inspiring case studies, and step-by-step instructions for building and measuring 25 essential brand strategy ingredients, from logo design to demo-day pitches, using The Lean Startup methodology's Build-Measure-Learn loop. Learn exactly what a brand is—and what it isn't Build a minimal set of brand ingredients that are viable in the marketplace: brand story, brand symbols, and brand

strategy Measure your brand ingredients by using meaningful metrics to see if they meet your conversion goals Pivot your brand ingredients in new directions based on what you've learned—by optimizing rather than trashing Focus specifically on brand story, symbols, or strategy by following the Build-Measure-Learn chapters that apply

The Internet of Things (IoT) has grown from a niche market for machine-to-machine communication into a global phenomenon that is touching our lives daily. The key aspects of IoT are covered in this book, including the anatomy of an IoT device and how it is connected to a backend system, the nuances of data extraction and keeping the data safe and secure, the role of the SIM card in cellular connected IoT devices, and how IoT devices are controlled. Low-power wide-area devices that will allow almost anything to be connected, how IoT devices are being connected around the world, and how 5G and edge computing will continue to drive new use cases are explained. Overcoming the challenges of creating IoT applications and hardware is covered. Detailed examples of how IoT is being used in the spaces of industrial, consumer, transportation, robotics, and wearables are provided. The IoT industry is explained. Finally, the future of IoT is covered in light of technical, social, and economic advances.

Agile Product Management Just Got Easier Introduction Thank you and congratulations on taking this class, "Product Owner: 27 Tips To Manage Your Product And

Work With Scrum Teams." In this class, you will be given a multitude of proven tips to effectively create a product and work with scrum teams. I am confident that this class will enable you to learn a multitude of skills since it starts by giving you a full introduction to the concept of scrum and agile product development, scrum and agile principles and a host of other valuable information that will give you a full understanding of the topic. I then walk you through the process of understanding your role as a product owner, how your role differs from that of a traditional product manager, how to create products and a lot more. Once you've learnt all that, I will then give you valuable tips for effectively creating a product and working with teams. As you go through the class, you will come across a wide range of practical examples that you can use to understand the scrum framework a lot better. To break this class into easy to digest parts, you will learn: A brief recap of agile and scrum, its principles and other concepts involved in scrum What your job as a product owner entails and how your work differs from that of a typical product manager How to create a product using the scrum framework How product creation in scrum differs from other agile frameworks like the Waterfall method. How to create a product roadmap 27 tips that you can follow to create your product and to manage your scrum team So let's get started and let me teach you how to improve product backlog management. Introduction Thank you and congratulations on taking this class, "Minimum Viable Product: 21 Tips for Getting an MVP, Early Learning and Return on

Investment for Your Product." In this class, you will be given a complete set of tips for developing a minimum viable product. This will in turn boost the productivity of your development team and your business, when developing new products. In this class I give you a concise overview of the MVP planning and development process. I then give best practices to use when you build an MVP. Following this I teach you about common issues that arise in MVP development process and how to avoid them. As usual, I give you plenty of examples and best practices along the way. In this class, you will learn: What is an MVP? A brief overview of agile scrum which can be used to develop an MVP How to plan for an MVP. Best practices for MVP development. Alternative approaches to MVP development. Concise tips for gaining customer support. So, let us get started right away, so you can begin developing your minimum viable product! Scroll Up To The Top Of The Page And Click The Orange "Buy Now" or "Read For Free" Icon On The Right Side!"

Launching Safe Agile Release Trains
Creating Dynamic Brands to Generate Conversion
Improve IT value stream delivery with a proven VSM methodology to compete in the digital economy
Hacking Product Design
How to Innovate with Minimum Viable Products and Rapid Customer Feedback
Agile Processes in Software Engineering and Extreme Programming
From The Art of War to The Wisdom of Failure

*'As comprehensive an introduction to setting up a business as anyone could need.' The Daily Telegraph 'The Wisden of the small business world, threaded through with common sense practical advice.' The Daily Mail 'A must for any small business owner.' Federation of Small Businesses Whether you're about to start your own business or have already taken the plunge and want to keep everything on track, make sure you have a copy of The Financial Times Guide to Business Start Up on your shelf. Regularly updated, this edition covers all the latest legal and financial changes you need to be aware of following the 2016 Budget. • Everything you need to know to start up and run your business • Comply with the most up-to-date*

*financial, tax and legal requirements • How to fund your business, whether through traditional channels or online platforms • Discover how to develop your idea and refine your business model • Build your online presence, benefit from social media and advertise effectively online All you need to know to make your start up a success. The core mission of User Experience (UX) design is to craft digital experiences that not only empower but delight users, and we've never had a better set of tools for doing so. Not only is there strong demand in digital product development for people with UX skills, but technology is evolving so rapidly and in such interesting ways that the work affords constant opportunities to innovate and let your creativity run. But how do you get into UX Design? Do you have to know how to write code? Or do you need a degree in design? And what exactly is UX? Does it refer to the process or the result? In The Practitioner's Guide To User Experience Luke Miller answers all of these questions and draws on his own experience and examples of specific projects to walk you through the*

*methods used by designers to craft user experiences. These include: *Techniques of user research, including conducting user interviews and surveys and creating personas to represent the range of users you're appealing to, as well as performing competitive analysis of rival products. *A core set of methods for crafting well designed routes of navigation through sites and apps, called user flows *Creating the layouts and designing the interface elements of pages, from initial sketching and creating a rough site map, through the drawing of more detailed page designs, generally called wireframes, and on to making moving prototypes. *User testing - everything from rough sketches to fully functioning prototypes to interpreting the results of tests and making recommendations for any changes to products. The best UX comes from learning by doing and understanding how creative, fun and satisfying the work can be. Adding UX expertise to your mix of skills will make you more marketable, a knowledge of UX principles and practices and will enrich your work in any part of digital product*

*creation.*
*This open access book constitutes the proceedings of the 22nd International Conference on Agile Software Development, XP 2021, which was held virtually during June 14-18, 2021. XP is the premier agile software development conference combining research and practice. It is a unique forum where agile researchers, practitioners, thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. XP conferences provide an informal environment to learn and trigger discussions and welcome both people new to agile and seasoned agile practitioners. This year's conference was held with the theme "Agile Turns Twenty While the World Goes Online". The 11 full and 2 short papers presented in this volume were carefully reviewed and selected from 38 submissions. They were organized in topical sections named: agile practices; process assessment; large-scale agile; and short contributions.*
*In The ART of Avoiding a Train Wreck, Em*

*and Adrienne share their "trade secrets"
for launching and operating powerful
and effective Agile Release Trains.
There's a lot at stake when launching an
Agile Release Train. When taking on an
Enterprise Lean-Agile Transformation
you only get one shot at a first
impression. Runaway trains are
expensive. Money gets wasted, time gets
lost and the reputational damage can
take years to repair. Going well beyond
the standard SAFe training, this book
deep dives into the practical tips and
tricks that only over 15 years of
combined real world experience can
teach. You will learn how to get a ticket
on the SAFe railway, load the cargo on
your train, set the timetable, SAFely
board and stay on the tracks. No matter
your context, you are sure to find plenty
of actionable ideas for launching and
operating Agile Release Trains.
Micro manufacturing involves dealing
with the fabrication of structures in the
size range of 0.1 to 1000 μm. The scope
of nano manufacturing extends the size
range of manufactured features to even
smaller length scales—below 100 nm. A
strict borderline between micro and*

*nano manufacturing can hardly be drawn, such that both domains are treated as complementary and mutually beneficial within a closely interconnected scientific community. Both micro and nano manufacturing can be considered as important enablers for high-end products. This Special Issue of Applied Sciences is dedicated to recent advances in research and development within the field of micro and nano manufacturing. The included papers report recent findings and advances in manufacturing technologies for producing products with micro and nano scale features and structures as well as applications underpinned by the advances in these technologies. Most start-ups fail. And they die remarkably young: The typical start-up lasts 20 months and burns through $1.3 million in financing before closing its doors. So what's the formula for success for those start-ups that make it through the early trials, leveraging their early success into either getting acquired or issuing an IPO (initial public offering)? What are the lessons that first-time entrepreneurs and employees need to*

*know to navigate their way to success? The Ultimate Start-Up Guide offers practical advice, insights, lessons, and best practices from the world of start-ups, including: Strategies for hiring and building your team, culture, and values. How to pitch your company, secure funding, and distribute equity. Best practices in launching your business. How venture capitalist investors think, evaluate new companies, and advise entrepreneurs. War stories and red flags from top VC partners and entrepreneurs. Start-ups are a business model and culture of their own, changing the economic landscape as well as the way we live and work. The Ultimate Start-Up Guide offers an insider's look at this world. It's a fascinating read for anyone contemplating how to build or participate in a successful start-up. The world of business books is a curious place where one can find everyone from great businesspeople like Warren Buffett, Steve Jobs and Elon Musk, to the most spectacular business failures such as Enron and the sub-prime business market. There are geniuses, hard workers, academics and entrepreneurs*

*as well a few charlatans and hucksters. There's even room for Donald Trump. The 70 titles covered were chosen with various parameters in mind: to cover a range of areas of business, from sales and marketing to negotiation, entrepreneurship to investing, leadership to innovation, and from traditional and corporate models of business to start-up manuals and alternative angles on the subject. Obvious bestselling titles such as How to Make Friends and Influence People or 7 Habits of Highly Effective People have been included, but there are also those books of more questionable value often included on recommended lists of business classics, included here by way of warning. The chosen books also cover a wide span of time and acknowledge that some of the most powerful or entertaining insights into business can be found in texts that aren't perceived as being 'business books', for instance The Art of War, Microserfs, Thinking Fast and Slow and The Wealth of Nations. The selection includes a good range of the most recent successes in business publishing with which readers may be*

*less familiar. The titles are arranged chronologically, allowing the reader to dip in, but also casting an intriguing light on how trends in business titles have changed over the years. Among these titles, you will find expert advice, based on solid research (for instance The Effective Executive or Getting to Yes), and inspirational guides to setting up businesses and running them on sound foundations (such as True North, Crucial Conversations, or We) alongside dubious management manuals that take a single flawed idea and stretch it out to the point of absurdity. The hope is that the reader will be inspired to read the best of these titles, ignore the worst of them, and will come away with at least a basic idea of what each has to teach us about business.*

*This book takes a pragmatic and hype-free approach to explaining artificial intelligence and how it can be utilised by businesses today. At the core of the book is a framework, developed by the author, which describes in non-technical language the eight core capabilities of Artificial Intelligence (AI). Each of these capabilities, ranging from*

*image recognition, through natural
language processing, to prediction, is
explained using real-life examples and
how they can be applied in a business
environment. It will include interviews
with executives who have successfully
implemented AI as well as CEOs from AI
vendors and consultancies. AI is one of
the most talked about technologies in
business today. It has the ability to
deliver step-change benefits to
organisations and enables
forward-thinking CEOs to rethink their
business models or create completely
new businesses. But most of the real
value of AI is hidden behind marketing
hyperbole, confusing terminology,
inflated expectations and dire warnings
of 'robot overlords'. Any business
executive that wants to know how to
exploit AI in their business today is left
confused and frustrated. As an advisor in
Artificial Intelligence, Andrew Burgess
regularly comes face-to-face with
business executives who are struggling
to cut through the hype that surrounds
AI. The knowledge and experience he
has gained in advising them, as well as
working as a strategic advisor to AI*

*vendors and consultancies, has provided him with the skills to help business executives understand what AI is and how they can exploit its many benefits. Through the distilled knowledge included in this book business leaders will be able to take full advantage of this most disruptive of technologies and create substantial competitive advantage for their companies.*

*The Most Effective Strategies for Managing People, Teams, and Organizations*
*Keeping Up with Emerging Technologies: Best Practices for Information Professionals*
*Hands-on techniques for building supervised and unsupervised machine learning workflows*
*Building Successful Early-Stage Ventures*
*Business Expert's Guidebook: Small Business Tips, Technology Trends and Online Marketing*
*Software Business*
*The Lean Product Playbook*
*Tips and guidance to help you finally start your side hustle.*
*Marketing Lessons, War Stories, and Hard-Won Advice from Leading Venture*

*Capitalists and Angel Investors*
*How to Start a Side Hustle*
*6th International Conference, ICSOB 2015, Braga, Portugal, June 10-12, 2015, Proceedings*
*21 Tips for Getting a MVP, Early Learning and Return on Investment*
*21st Century Paradigm for Product Realisation*

Your guide to finally building that side hustle that you've been dreaming of. The first step is always the most difficult. This book helps you take that first step and move towards a real side hus Your one-stop guide to becoming a product management prodig Product management plays a pivotal role in organizations. In fac it's now considered the fourth most important title in corporate America—yet only a tiny fraction of product managers have bee trained for this vital position. If you're one of the hundreds of thousands of people who hold this essential job—or simply aspir break into a new role—Product Management For Dummies gives you the tools to increase your skill level and manage products li pro. From defining what product management is—and isn't—to exploring the rising importance of product management in the corporate world, this friendly and accessible guide quickly gets up to speed on everything it takes to thrive in this growing field offers plain-English explanations of the product life cycle, marke research, competitive analysis, market and pricing strategy, pro roadmaps, the people skills it takes to effectively influence and negotiate, and so much more. Create a winning strategy for you product Gather and analyze customer and market feedback Prioritize and convey requirements to engineering teams effecti Maximize revenues and profitability Product managers are responsible for so much more than meets the eye—and this frie

authoritative guide lifts the curtain on what it takes to succeed The missing manual on how to apply Lean Startup to build products that customers love The Lean Product Playbook is a practical guide to building products that customers love. Whether you work at a startup or a large, established company, we all know that building great products is hard. Most new products fail. This book helps improve your chances of building successful products through clear, step-by-step guidance and advice. The Lean Startup movement has contributed new and valuable ideas about product development and has generated lots of excitement. However, many companies have yet to successfully adopt Lean thinking. Despite their enthusiasm and familiarity with the high-level concepts, many teams run into challenges trying to adopt Lean because they feel like they lack specific guidance on what exactly they should be doing. If you are interested in Lean Startup principles and want to apply them to develop winning products, this book is for you. This book describes the Lean Product Process: a repeatable, easy-to-follow methodology for iterating your way to product-market fit. walks you through how to: Determine your target customers Identify underserved customer needs Create a winning product strategy Decide on your Minimum Viable Product (MVP) Design your MVP prototype Test your MVP with customers Iterate rapidly to achieve product-market fit This book was written by entrepreneur and Lean product expert Dan Olsen whose experience spans product management, UX design, coding, analytics, and marketing across a variety of products. As a hands-on consultant, he refined and applied the advice in this book as he helped many companies improve their product process and build great products. His clients include Facebook, Box, Hightail, Epocrates, and Medallia. Entrepreneurs, executives, product managers, designers, developers, marketers, analysts and anyone who is passionate about building great products will find The Lean Product Playbook an indispensable, hands-on resource.

Agile Product Management Just Got Easier Thank you and

congratulations on taking this class, "Minimum Viable Product: 2 Tips for Getting an MVP, Early Learning and Return on Investme for Your Product." In this class, you will be given a complete se tips for developing a minimum viable product. This will in turn boost the productivity of your development team and your busi when developing new products. In this class I give you a concis overview of the MVP planning and development process. I then best practices to use when you build an MVP. Following this I t you about common issues that arise in MVP development proce and how to avoid them. As usual, I give you plenty of examples best practices along the way. In this class, you will learn: * Wha an MVP? * A brief overview of agile scrum which can be used to develop an MVP * How to plan for an MVP. * Best practices for MVP development. * Alternative approaches to MVP developmer * Concise tips for gaining customer support. So, let us get star right away, so you can begin developing your minimum viable product! Table of Contents Introduction What is a Minimum Vial Product? Overview What is Agile Scrum? Section I: Preparing Your Minimum Viable Product (MVP) 1. Find a Niche for Your MVP 2. Create a Realistic Roadmap 3. Conduct Competitive Research 4. Presell Your MVP 5. Test Your Assumptions 6. Make Sure Your MVP Solves the Right Problem 7. Focus on Core Functionalities Section II: Developing Your MVP 8. Understand Your Product's Core Purpose 9. Do One Thing Exceptionally10. Time-frame Your Development Work11. Solve Important Problems12. Build Out More Than the Basics13. Focus on Customer ExperienceSection III: Marketing Your MVP14. Leave Your Customers Wanting More15. Build a Community around Yo MVP16. Base Your MVP on Customer StoriesSection IV: Testing Your MVP17. Explainer Video18. Use a Landing Page as Your MVP19. Alternative MVPsSection V: Other Considerations20. Managing Your Resources21. Leverage Cloud ServicesSummaryConclusionPreview Of 'The Scrum Master Mega Pack'Check Out My Other BooksBonus: Subscribe to Download

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The ever-increasing acceleration of technological change demand that today's information professionals and educators not only b constantly acquiring new knowledge and skills, but also that the cultivate the ability to make sound judgments on which technol to embrace. If you are grappling with information overload and wondering how you can keep up, this guide is for you. • Helps information specialists create a strategy for keeping up with ne technologies and for making informed judgments on which technologies to test and integrate into library services • Provide ideas for designing curriculum for an education technology specialist career track in library school • Gives those who are preparing to interview for a technology specialist position a reliable guide for professional growth • Identifies which types o resources are most helpful for keeping up with new technologie This book contains the refereed proceedings of the 6th Internat Conference on Software Business, ICSOB 2015, held in Braga, Portugal, in June 2015. The theme of the event was "Enterprisin Cities" focusing on a noticeable spillover of software within oth industries enabling new business models: Companies bundle the physical products and software services into solutions and star sell independent software products in addition to physical produ The 16 full, five short, and three doctoral symposium papers accepted for ICSOB were selected from 42 submissions. The pa span a wide range of issues related to contemporary software business—from strategic aspects that include external reuse, ecosystem participation, and acquisitions to operational challeng associated with running software business.

Whether you're about to start your own business or have alrea taken the plunge and want to keep on track, make sure you hav copy of The Financial Times Guide to Business Start Up to hand. Updated for all your business needs, this edition covers all the

latest legal and financial changes you need to be aware of following the 2018 Budget.

In a highly competitive global market, companies need to equip themselves with best practices and strategies to survive. Strategic management, innovative managerial thinking, and a clear decision-making process must be utilized to boost company performance and ultimately drive the company's success. The Handbook of Research on Managerial Thinking in Global Business Economics identifies the importance of strategic decision making in competitive environments and analyzes the impacts of managerial thinking on global financial economics. The content within this publication examines globalization, consumer behavior, and risk management. It is designed for researchers, academicians, policymakers, government officials, and managers, and covers topics centered on innovation and development within organizations.

How to identify and implement applications for AI in your organization
How to Make Better Learning Decisions Throughout Your Life
Product Vision 21 Steps to Setting Excellent Goals for Your Product and Minimum Viable Product: 21 Tips for Getting a MVP, Early Learning and Return on Investment
A Brief Guide to Business Classics
Friday Night Bridge
The Executive Guide to Artificial Intelligence
Product Management For Dummies
Minimum Viable Product With Scrum: 21 Tips for Getting a Mvp
Agile: the Complete Overview of Agile Principles and Practices
Product Owner 21 Tips & Minimum Viable Product 21 Tips for Getting a Mvp With Scrum
Product Backlog 21 Tips & Minimum Viable Product With Scrum Mvp 21 Tips
Driving DevOps with Value Stream Management
Scrum Product Owner: 21 Tips for Working with Your Scrum Master and Minimum Viable Product: 21 Tips for Getting a MVP

Early Learning and Return on Investment The Practitioner's Guide To User Experience Design Agile Product Management Just Got Easier Introduction Thank you and congratulations on taking this class, "Professional Scrum Master Training & PSM 1 Exam Preparation." In this class, you will be given a multitude of information and proven tips to help you to pass the scrum.org Professional Scrum Master (PSM 1) Exam. I know you will get value from this class as it's information has been successfully used by many students in order to pass the PSM 1 Exam. I will walk you step by step through agile scrum so that you have an excellent foundation. Following the explanation of each concept, I give you tips for passing the PSM 1 exam and even for using scrum in your team or business. Along the way, I give you plenty of examples and finally I give you the links you can use to sit the practice open assessment. This is the official practice exam from scrum.org. In this class, you will learn: -Concise overview of Scrum - The exact events, roles, rules and artifacts used to deliver a project using scrum along with the history of scrum. This includes lectures on the fundamentals of Sprint Planning, The Daily Scrum, Sprint Review, Sprint Retrospective, Scrum Artifacts and more. -The facts based on the Scrum Guide - The correct terminology and use of Scrum is essential to mastering it. The Scrum Guide is the rule book on

Scrum and many do not use it or know it. -Scrum Certification Coaching - A summary of frequently asked questions (FAQs) and frequently misunderstood points around Scrum that have been in past Open Assessment exams. -Scrum Certification Preparation - I tell you how to prepare for Scrum Certification and how to sit it online saving you hundreds if not thousands of dollars. So let's get started and let me help you to pass the scrum.org Professional Scrum Master (PSM 1) Exam. Introduction Thank you and congratulations on taking this class, "Minimum Viable Product: 21 Tips for Getting an MVP, Early Learning and Return on Investment for Your Product." In this class, you will be given a complete set of tips for developing a minimum viable product. This will in turn boost the productivity of your development team and your business, when de-veloping new products. In this class I give you a concise overview of the MVP planning and development process. I then give best practices to use when you build an MVP. Following this I teach you about com-mon issues that arise in MVP development process and how to avoid them. As usual, I give you plenty of examples and best practices along the way. In this class, you will learn: -What is an MVP? -A brief overview of agile scrum which can be used to develop an MVP -How to plan for an MVP. -Best practices for MVP development. -Alternative approaches to MVP development.

-Concise tips for gaining customer support. So, let us get started right away, so you can begin developing your minimum viable product! Scroll Up To The Top Of The Page And Click The Orange "Buy Now" or "Read For Free" Icon On The Right Side! Agile Product Management Just Got Easier Introduction Thank you and congratulations on taking this class, "Scrum Product Owner: 21 Tips for Working with your Scrum Master."In this class, you will be given a complete set of tips for maximizing and improving your working relationship with your Scrum Master. This will in turn boost the productivity of yourself and your Scrum Master as part of an agile scrum team. In this class I give you a concise overview of the Product Owner and Scrum Master roles to avoid any confusion. I then give you examples of what to expect and not to expect from your Scrum Master. Following this I teach you about common issues that arise in scrum teams between the Scrum Master and Product Owner and give you tips on how to resolve them. As usual, I give you plenty of examples and best practices along the way. In this class, you will learn: A brief recap of agile and scrum principles A comparison of the duties of the Product Owner and a Scrum Master What to expect and not to expect from a Scrum Master on the job How to deal with common issues or points of conflict between a Scrum Master and a Product Owner Concise tips for getting the most out of the working

relationship with your Scrum Master So let us get started right away, so you can improve working with your Scrum Master now! Introduction Thank you and congratulations on taking this class, "Minimum Viable Product: 21 Tips for Getting an MVP, Early Learning and Return on Investment for Your Product." In this class, you will be given a complete set of tips for developing a minimum viable product. This will in turn boost the productivity of your development team and your business, when developing new products. In this class I give you a concise overview of the MVP planning and development process. I then give best practices to use when you build an MVP. Following this I teach you about common issues that arise in MVP development process and how to avoid them. As usual, I give you plenty of examples and best practices along the way. In this class, you will learn: What is an MVP? A brief overview of agile scrum which can be used to develop an MVP How to plan for an MVP. Best practices for MVP development. Alternative approaches to MVP development. Concise tips for gaining customer support. So, let us get started right away, so you can begin developing your minimum viable product! Scroll Up To The Top Of The Page And Click The Orange "Buy Now" or "Read For Free" Icon On The Right Side!" Continuous Architecture provides a broad architectural perspective for continuous delivery, and

describes a new architectural approach that supports and enables it. As the pace of innovation and software releases increases, IT departments are tasked to deliver value quickly and inexpensively to their business partners. With a focus on getting software into end-users hands faster, the ultimate goal of daily software updates is in sight to allow teams to ensure that they can release every change to the system simply and efficiently. This book presents an architectural approach to support modern application delivery methods and provide a broader architectural perspective, taking architectural concerns into account when deploying agile or continuous delivery approaches. The authors explain how to solve the challenges of implementing continuous delivery at the project and enterprise level, and the impact on IT processes including application testing, software deployment and software architecture. Covering the application of enterprise and software architecture concepts to the Agile and Continuous Delivery models Explains how to create an architecture that can evolve with applications Incorporates techniques including refactoring, architectural analysis, testing, and feedback-driven development Provides insight into incorporating modern software development when structuring teams and organizations

This quick start guide will bring the readers to a basic level of understanding when it comes to the

Machine Learning (ML) development lifecycle, will introduce Go ML libraries and then will exemplify common ML methods such as Classification, Regression, and Clustering Key Features Your handy guide to building machine learning workflows in Go for real-world scenarios Build predictive models using the popular supervised and unsupervised machine learning techniques Learn all about deployment strategies and take your ML application from prototype to production ready Book Description Machine learning is an essential part of today's data-driven world and is extensively used across industries, including financial forecasting, robotics, and web technology. This book will teach you how to efficiently develop machine learning applications in Go. The book starts with an introduction to machine learning and its development process, explaining the types of problems that it aims to solve and the solutions it offers. It then covers setting up a frictionless Go development environment, including running Go interactively with Jupyter notebooks. Finally, common data processing techniques are introduced. The book then teaches the reader about supervised and unsupervised learning techniques through worked examples that include the implementation of evaluation metrics. These worked examples make use of the prominent open-source libraries GoML and Gonum. The book also teaches readers how to load a pre-trained

model and use it to make predictions. It then moves
on to the operational side of running machine
learning applications: deployment, Continuous
Integration, and helpful advice for effective logging
and monitoring. At the end of the book, readers will
learn how to set up a machine learning project for
success, formulating realistic success criteria and
accurately translating business requirements into
technical ones. What you will learn Understand the
types of problem that machine learning solves, and
the various approaches Import, pre-process, and
explore data with Go to make it ready for machine
learning algorithms Visualize data with gonum/plot
and Gophernotes Diagnose common machine
learning problems, such as overfitting and
underfitting Implement supervised and unsupervised
learning algorithms using Go libraries Build a simple
web service around a model and use it to make
predictions Who this book is for This book is for
developers and data scientists with at least beginner-
level knowledge of Go, and a vague idea of what
types of problem Machine Learning aims to tackle.
No advanced knowledge of Go (and no theoretical
understanding of the math that underpins Machine
Learning) is required.
From smartphone apps to tablet PCs and social
networks, any business can use technology to
increase ROI and boost productivity without
sacrificing quality or customer service. A complete

guide with hints, tips and advice for modern executives of all experience levels, small business expert and entrepreneur Scott Steinberg reveals how to tap their power within. From marketing and management to leadership, advertising and public relations, learn how to slash costs and maximize productivity using today's latest high-tech innovations. Every business - and business plan - can profit from keeping up with IT advances. Join us as we reveal how to give yours an upgrade. Includes: Best Business Apps, Gadgets, Online Services - Social Media Secrets: Facebook, Twitter, Google+ - Advertising and PR on Any Budget - Online Marketing and SEO - IT Security Tips - How to Start Any Business Overnight "The one book every entrepreneur should keep handy." Gary Shapiro, CEO, Consumer Electronics Association Insights from organizations that are navigating the novel challenges of the digital workplace. How can technology and analytics help companies manage people? Why do teams working remotely still need leaders? When should organizations use digital assessment tools for gauging talent and potential? This book from MIT Sloan Management Review answers questions managers are only beginning to ask, presenting insights and stories from organizations navigating the novel challenges of the digital workplace. Experts from business and academia describe what's worked, what's failed, and

what they've learned in the new world of work. They look at strategies that organizations use to help managers and employees adapt to the fast-changing digital environment, from the benefits of wool-gathering to the use of anonymous chats; examine digital tools for collaboration, including interactive spreadsheets and analytics that increase transparency; and discuss such "big-picture" trends as expanded notions of value and new frontiers in upskilling. A detailed case study, produced by MIT Sloan Management Review in collaboration with McKinsey & Company, explores how IBM reimagined talent and performance management with the goal of increasing employee engagement. Contributors Steve Berez, Ethan Bernstein, Josh Bersin, Matthew Bidwell, Ryan Bonnici, Tomas Chamorro-Premuzic, Rob Cross, Chris DeBrusk, Federica De Stefano, Thomas H. Davenport, Angela Duckworth, Ken Favaro, Lynda Gratton, Peter Gray, Lindred Greer, John Hagel III, Manish Jhunjhunwala, David Kiron, Frieda Klotz,, David Lazer, Massimo Magni, Likoebe Maruping, Kelly Monahan, Will Poindexter, Reb Rebele, Adam Roseman, Michael Schrage, Jeff Schwartz, Jesse Shore, Brian SolisBarbara Spindel, Anna A. Tavis, Adam Waytz,, David Waller, Maggie Wooll
Today's top business challenge is adapting to accelerating technological change. We are in the early stages of the Fourth Industrial Revolution,

characterized by the convergence of new exponentially advancing technologies that blur the lines between physical, digital and biological realms. The results are a complete uprooting of industries the world over as entire production, management, and governance systems are impacted. The best-selling book Exponential Organizations by Salim Ismail explained why we are seeing the emergence of a new kind of organization—the Exponential Organization—that thrives in the face of industry disruption and achieves its own exponential growth. Since the release of Exponential Organizations in 2014, Salim Ismail, Francisco Palao, and Michelle Lapierre have been working with leading organizations around the world (including Procter & Gamble, Unilever, Visa, Stanley Black & Decker and Hewlett Packard) to help them apply Exponential Organization principles to avoid being disrupted and to take the lead in disrupting their own and other industries. The result is a ten-week process called the ExO Sprint that speeds up transformation while blocking the natural immune system response that organizations must overcome in order to successfully transform themselves. Salim's first bestseller was focused on why Exponential Organizations exist today. Exponential Transformation is a detailed handbook for applying Exponential Organization principles, giving individuals and organizations a step-by-step

approach to follow to become their own ExO. More Than Money Jamey Stegmaier knows crowdfunding. He's a veteran of seven successful Kickstarter campaigns (and counting) that have raised over $3.2 million, and he's the proprietor of the widely read Kickstarter Lessons blog. In this book he offers a comprehensive guide to crowdfunding, demonstrating that it can be a powerful way for entrepreneurs to grow their businesses by building community and putting their customers first. This book includes over forty stories of inspiring successes and sobering disasters. Stegmaier uses these examples to demonstrate how to (and how not to) prepare for a campaign, grow a fan base, structure a pitch, find new backers, and execute many other crucially important "nuts and bolts" elements of a successful crowdfunding project. But Stegmaier emphasizes that the benefits of crowdfunding are much more about the "crowd" than the "funding." He shows that if you treat your backers as people, not pocketbooks—communicate regularly and transparently with them, ask their opinions, attend to their needs—they'll become advocates as well as funders, exponentially increasing your project's chances of succeeding.

Education And Awareness Of Sustainability - Proceedings Of The 3rd Eurasian Conference On Educational Innovation 2020 (Ecei 2020)
Micro/Nano Manufacturing
The Most Comprehensive Guide for Entrepreneurs
Build a Better Business by Building Community
Product Lifecycle Management (Volume 1)
Handbook of Research on Managerial Thinking in Global Business Economics
Machine Learning with Go Quick Start Guide
Why Business Communication Is Broken and How to Fix It
For user experience designers in the field or in the making

Agile Product Management Just Got Easier Introduction Thank you and congratulations on taking this class, "Product Management: 21 tips to create and manage the Product Backlog." In this class, you will be given a multitude of proven tips to manage your product backlog as part of an agile scrum team. I know you will get value from this class as it gives you a full introduction to the concept of the product backlog. I then walk you step by step through the steps involved in managing a backlog. Following this, I give you tips for improving product backlog management in your team or business from the ground up. Along the way, I give you plenty of examples and give you best practices for product backlog management within agile scrum. In this class, you will learn: A brief recap of agile and scrum principles What is a product backlog and how is it

different from traditional requirements documents How to create a product backlog from a product vision What user stories are and how they are simpler for managing requirements Concise techniques for improving your product backlog management So let's get started and let me teach you how to improve product backlog management Introduction Thank you and congratulations on taking this class, "Minimum Viable Product: 21 Tips for Getting an MVP, Early Learning and Return on Investment for Your Product." In this class, you will be given a complete set of tips for developing a minimum viable product. This will in turn boost the productivity of your development team and your business, when developing new products. In this class I give you a concise overview of the MVP planning and development process. I then give best practices to use when you build an MVP. Following this I teach you about common issues that arise in MVP development process and how to avoid them. As usual, I give you plenty of examples and best practices along the way. In this class, you will learn: What is an MVP? A brief overview of agile scrum which can be used to develop an MVP How to plan for an MVP. Best practices for MVP development. Alternative approaches to MVP development. Concise tips for gaining customer support. So, let us get started right away, so you can begin developing your minimum viable product! Scroll Up To The Top Of The Page And Click The Orange "Buy Now" or "Read For Free" Icon On The Right Side!" Understand how designing a technology product in a startup environment is markedly different from product design at established companies. This book teaches product designers how to think and frame

problems in the dynamic context of startups. You will discover how to enhance your soft skills that are often not taught, but are crucial to your success. In the emerging field of design for technology products, there are many books and resources covering the hard skills—such as visual design, interface design, prototyping, and motion design. These skills are necessary to design work; however, without an understanding of the true potential of design and the skills required to unleash that potential in a startup setting, the impact of design may remain at a production level and not reach a position where it can positively impact product strategy and the business bottom line. Hacking Product Design addresses that gap in knowledge. What You'll Learn Gain foundational knowledge: know what startups are, the mindset designers should have when working in startups, and how to solve problems Generate product ideas, collaborate with others, and prioritize what to do to maximize the potential of those ideas Discover how to be successful in designing great products—know what to focus on and the principles to follow Who This Book Is For Those interested in becoming product designers in startups, including design students, junior designers, front-end engineers, and graphic and web designers who want to transition to designing technology products This fourth edition of the book provides readers with a detailed explanation of PLM, enabling them to gain a full understanding and the know-how to implement PLM within their own business environment. This new and expanded edition has been fully updated to reflect the numerous technological and management advances made in PLM since the release of the third

edition in 2014, including chapters on both the Internet of Things and Industry 4.0. The book describes the environment in which products are ideated, developed, manufactured, supported and retired before addressing the main components of PLM and PLM Initiatives. These include product-related business processes, product data, product data management (PDM) systems, other PLM applications, best practices, company objectives and organisation. Key activities in PLM Initiatives include Organisational Change Management (OCM) and Project Management. Lastly, it addresses the PLM Initiative, showing the typical steps and activities of a PLM project or initiative. Enhancing readers' understanding of PLM, the book enables them to develop the skills needed to implement PLM successfully and achieve world-class product performance across the lifecycle.

User experience design is the discipline of creating a useful and usable Web site or application that's easily navigated and meets the needs of the site owner and its users. There's a lot more to successful UX design than knowing the latest Web technologies or design trends: It takes diplomacy, management skills, and business savvy. That's where the updated edition of this important book comes in. With new information on design principles, mobile and gestural interactions, content strategy, remote research tools and more, you'll learn to: Recognize the various roles in UX design, identify stakeholders, and enlist their support Obtain consensus from your team on project objectives Understand approaches such as Waterfall, Agile, and Lean UX Define the scope of your project and avoid mission creep Conduct user research in

person or remotely, and document your findings Understand and communicate user behavior with personas Design and prototype your application or site Plan for development, product rollout, and ongoing quality assurance

A rollicking roller-coaster of a ride through the world of rubber bridge. From opening bids and responses, through the complexities of Jacoby transfers and the Blackwood convention, and why you should lead the fourth highest card of a suit, this book has it all. In fact, its got it in spades! So who is this book for? Well, everyone. A tall order, maybe, but we think we've managed it. If you're a complete newcomer to the world of bridge, then this book is definitely for you. Want to know what all the fuss is about - but don't understand why a game takes so long - and don't know the rules, or how to begin a game, or keep it going? Then this book explains all that stuff, with lots of examples and tips to get you started. Not a novice but still consider yourself a beginner? Want to improve your bidding technique and learn a few playing tricks? Then this book is also for you. It has a host of accessible guidelines that should help sharpen up your bidding, and some neat pointers as to how you can make more of the hands you are dealt. Or perhaps you've been playing for a while, and want to improve - you've always wondered what "Jacoby transfers" and "cue bids" were all about, and why you should lead with the fourth highest card in a suit: Then there's something here for you too. You'll find some useful bidding conventions and playing guidelines, explained through clear examples and (we hope) lucid explanation. Even if you've been playing for years, and are well on your way to transitioning

from an intermediate to an advanced player, this book might still be for you. It contains anecdotes and caricatures you might find familiar and maybe even amusing, and if you find something that, from your seasoned perspective, you take issue with, well - good! We'd like to hear from you, particularly if you include details we can steal without citing you as a contributor, which can go towards adding to, and hopefully improving, future editions of this book. Agile Product Management Just Got Easier Introduction Thank you and congratulations on taking this class, "Minimum Viable Product: 21 Tips for Getting an MVP, Early Learning and Return on Investment for Your Product." In this class, you will be given a complete set of tips for developing a minimum viable product. This will in turn boost the productivity of your development team and your business, when developing new products. In this class I give you a concise overview of the MVP planning and development process. I then give best practices to use when you build an MVP. Following this I teach you about common issues that arise in MVP development process and how to avoid them. As usual, I give you plenty of examples and best practices along the way. In this class, you will learn: -What is an MVP? -A brief overview of agile scrum which can be used to develop an MVP -How to plan for an MVP. -Best practices for MVP development. -Alternative approaches to MVP development. -Concise tips for gaining customer support. So, let us get started right away, so you can begin developing your minimum viable product! Introduction Thank you and congratulations on taking this class, "Agile: The Complete Overview Of Agile Principles and Practices." In this class you will be

given a complete overview of agile principles and practices used to deliver projects. I know you will get value from this class as it gives you a complete introduction to agile. I then walk you step by step through the differences between agile and traditional methods. In today's fast-paced world, I feel that agile methods are crucial for improving your effectiveness whether you are a business owner, product owner, development team, service team or service oriented team. Along the way I give you plenty of examples and give you best practices for being an agile practitioner. In this class you will learn: -A complete overview of agile including the popular principles of scrum and XP. -What is agile and how it is different from traditional project delivery methods So let's get started and let me teach you what it takes to be an agile practitioner. Scroll Up To The Top Of The Page And Click The Orange "Buy Now" or "Read For Free" Icon On The Right Side!

Get your message across the right way with clear communication Message Not Received provides the tools and techniques that make an effective writer and public speaker. Particularly on topics related to data and technology, effective communication can present a challenge in business settings. This book shows readers how those challenges can be overcome, and how to keep the message from getting lost in the face of mismatched levels of knowledge, various delivery media, and the library of jargon that too often serves as a substitute for real, meaningful language. Coverage includes idea crystallization, the rapidly changing business environment, Kurzweil's law of accelerating change, and our increasing inability to understand what we are saying to each

other. Rich with visuals including diagrams, slides, graphs, charts, and infographics, this guide provides accessible information and actionable guidance toward more effectively conveying the message. Today, few professionals can ignore the tsunami of technology that permeates their lives, advancing far more rapidly that most of us can handle. As a result, too many people think that successful speaking means using buzzwords, jargon, and invented words that sound professional, but don't actually communicate meaning. This book provides a path through the noise, helping readers get their message across succinctly, efficiently, and effectively. Adapt your approach for more effective communication Learn the critical skill of crystallizing ideas Tailor your style to the method of delivery Ensure that your message is heard, understood, and internalized It doesn't matter whether you're pitching to a venture capitalist, explaining daily challenges to a non-tech manager, or speaking to hundreds of people – jargon-filled word salad uses a lot of words to say very little. Better communication requires a different approach, and Message Not Received gives you a roadmap to more effective speaking and writing for any audience or medium.

Becoming a successful entrepreneur is impossible without accepting risk - the question is which risk to take and at what time. This guide offers practical, no-nonsense advice for marketing and financing your business, bringing on partners and employees, and launching your business as inexpensively and aggressively as possible.

Exponential Transformation

Introduction to LabVIEW FPGA for RF, Radar, and Electronic Warfare Applications

The ExO Sprint Playbook to Evolve Your Organization to Navigate Industry Disruption and Change the World for the Better

The Ultimate Start-Up Guide

The Entrepreneur's Guide to Risk and Decisions

The Financial Times Guide to Business Start Up 2017/18

A Crowdfunder's Strategy Guide

A Project Guide to UX Design

Scrum Master Certification: Psm 1 Exam Preparation & Minimum Viable Product With Scrum: 21 Tips for Getting a Mvp

Message Not Received