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Peopeware: Productive Projects and Teams Tom DeMarco. 4.5 out of 5 stars 203. Paperback. \$34.76. Mythical Man-Month, The: Essays on Software Engineering, Anniversary Edition Frederick Brooks Jr. 4.5 out of 5 stars 548. Paperback. \$33.69. Driving Technical Change Terrence Ryan.

Peopeware: Productive Projects and Teams: Tom DeMarco ...

Peopeware: Productive Projects and Teams Tom DeMarco. 4.7 out of 5 stars 121. Paperback. 70 offers from \$2.00. Managing the Unmanageable: Rules, Tools, and Insights for Managing Software People and Teams Mickey Mantle. 4.5 out of 5 stars 32. Paperback. \$40.49. Next. Pages with related products.

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“ Peopeware is the one book that everyone who runs a software team needs to read and reread once a year. In the quarter century since the first edition appeared, it has become more important, not less, to think about the social and human issues in software development. This is the only way we ’ re going to make more humane, productive workplaces.

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Peopeware Productive Projects And Teams

Peopeware: Productive Projects and Teams: Authors: Tom DeMarco, Tim Lister: Edition: 3: Publisher: Addison-Wesley, 2013: ISBN: 0133440737, 9780133440737: Length: 272 pages: Subjects

Peopeware: Productive Projects and Teams - Tom DeMarco ...

Peopeware: Productive Projects and Teams is a 1987 book on the social side of software development, specifically managing project teams. It was written by software consultants Tom DeMarco and Tim Lister, from their experience in the world of software development. This book was revised in 2013.

Peopeware: Productive Projects and Teams - Wikipedia

Peopeware : productive projects and teams / Tom DeMarco, Timothy Lister. — Third edition. pages cm Includes index. ISBN13: 978-0-321-93411-6 (alk. paper) ISBN10: 0-321-93411-3 (alk. paper) 1. Management. 2. Organizational behavior. 3. Organizational effectiveness. 4. Project management. I. Lister, Timothy R. II. Title. HD31.D42218 2014 658.4 ' 022--dc23 2013010087

Peopeware: Productive Projects and Teams

This source is considered a primary reference for the Team Capability article. Annotation. Peopeware, second edition, published in 1999, adds eight chapters to the first edition, published in 1987. Both texts consist of a series of essays on the politics, sociology, and interpersonal relationships in organizing, managing, and leading projects.

Peopeware: Productive Projects and Teams - SEBoK

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Title: Peopleware: Productive Projects and Teams, Third Edition; Author(s): Tom DeMarco, Tim Lister; Release date: June 2013; Publisher(s): Addison-Wesley Professional; ISBN: 9780133440706

Peopleware: Productive Projects and Teams, Third Edition ...

From Amazon Peopleware asserts that most software development projects fail because of failures within the team running them. This strikingly clear, direct book is written for software development team leaders and managers, but it's filled with enough common-sense wisdom to appeal to anyone working in technology.

Peopleware: Productive Projects and Teams: DeMarco, Tom ...

Peopleware: Productive Projects and Teams, 3rd Edition. Table of Contents . Preface xv. About the Authors xvii . Part I: Managing the Human Resource 1. Chapter 1: Somewhere Today, a Project Is Failing 3

Peopleware: Productive Projects and Teams, 3rd Edition

“ Peopleware is the one book that everyone who runs a software team needs to read and reread once a year. In the quarter century since the first edition appeared, it has become more important, not less, to think about the social and human issues in software development. This is the only way we ’ re going to make more humane, productive workplaces.

Peopleware: Productive Projects and Teams, 3/e on Apple Books

Peopleware: Productive Projects and Teams. Synopsis: A brief synopsis of the book is reprinted below from Amazon. “ Few books in computing have had as profound an influence on software management as Peopleware . The unique insight of this longtime best seller is that the major issues of software development are human, not technical.

Peopleware - Summary and Discussion Guide

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Peopleware: Productive Projects and Teams

Peopleware: Productive Projects and Teams, 3rd Edition By Tom DeMarco, Tim Lister Published Jun 18, 2013 by Addison-Wesley Professional.

Peopleware: Productive Projects and Teams, 3rd Edition ...

Summed up in one sentence, Peopleware says this: give smart people physical space, intellectual responsibility and strategic direction. DeMarco and Lister advocate private offices and windows. They advocate creating teams with aligned goals and limited non-team work.

Peopleware: Productive Projects and... book by Tom DeMarco

Peopleware: Productive Projects and Teams, Edition 3 - Ebook written by Tom DeMarco, Tim Lister. Read this book using Google Play Books app on your PC, android, iOS devices. Download for offline...

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Buy Peopleware: Productive Projects and Teams (3rd Edition) 3 by DeMarco, Tom, Lister, Tim (ISBN: 8601404401510) from Amazon's Book Store. Everyday low prices and free delivery on eligible orders.

Most software project problems are sociological, not technological. Peopleware is a book on managing software projects.

Few books in computing have had as profound an influence on software management as Peopleware . The unique insight of this longtime best seller is that the major issues of software development are human, not technical. They ’ re not easy issues; but solve them, and you ’ ll maximize your chances of success. “ Peopleware has long been one of my two favorite books on software engineering. Its underlying strength is its base of immense real experience, much of it quantified. Many, many varied projects have been reflected on and distilled; but what we are given is not just lifeless distillate, but vivid examples from which we share the authors ’ inductions. Their premise is right: most software project problems are sociological, not technological. The insights on team jelling and work environment have changed my thinking and teaching. The third edition adds strength to strength. ” — Frederick P. Brooks, Jr., Kenan Professor of Computer Science, University of North Carolina at Chapel Hill, Author of The Mythical Man-Month and The Design of Design “ Peopleware is the one book that everyone who runs a software team needs to read and reread once a year. In the quarter century since the first edition appeared, it has become more important, not less, to think about the social and human issues in software development. This is the only way we ’ re going to make more humane, productive workplaces. Buy it, read it, and keep a stock on hand in the office supply closet. ” —Joel Spolsky, Co-founder, Stack Overflow “ When a book about a field as volatile as software design and use extends to a third edition, you can be sure that the authors write of deep principle, of the fundamental causes for what we readers experience, and not of the surface that everyone recognizes. And to bring people, actual human beings, into the mix! How excellent. How rare. The authors have made this third edition, with its additions, entirely terrific. ” —Lee Devin and Rob Austin, Co-authors of The Soul of Design and Artful Making For this third edition, the authors have added six new chapters and updated the text throughout, bringing it in line with today ’ s development environments and challenges. For example, the book now discusses pathologies of leadership that hadn ’ t previously been judged to be pathological; an evolving culture of meetings; hybrid teams made up of people from seemingly incompatible generations; and a growing awareness that some of our most common tools are more like anchors than propellers. Anyone who needs to manage a software project or software organization will find invaluable advice throughout the book.

Two of the computer industry's best-selling authors and lecturers return with a new edition of the software management book that started a revolution. With humor and wisdom drawn from years of management and consulting experience, DeMarco and Lister demonstrate that the major issues of software development are human, not technical -- and that managers ignore them at their peril. Now, with a new Preface and

eight new chapters, the authors enlarge upon their previous ideas and add fresh insights, examples, and anecdotes. Discover dozens of helpful tips on- putting more quality into a product- loosening up formal methodologies- fighting corporate entropy- making it acceptable to be uninterrupted. Peopleware, 2nd ed. shows you how to cultivate teams that are healthy and productive. The answers aren't easy -- just incredibly successful.

“ Mantle and Lichty have assembled a guide that will help you hire, motivate, and mentor a software development team that functions at the highest level. Their rules of thumb and coaching advice are great blueprints for new and experienced software engineering managers alike. ” —Tom Conrad, CTO, Pandora “ I wish I ’ d had this material available years ago. I see lots and lots of ‘ meat ’ in here that I ’ ll use over and over again as I try to become a better manager. The writing style is right on, and I love the personal anecdotes. ” —Steve Johnson, VP, Custom Solutions, DigitalFish All too often, software development is deemed unmanageable. The news is filled with stories of projects that have run catastrophically over schedule and budget. Although adding some formal discipline to the development process has improved the situation, it has by no means solved the problem. How can it be, with so much time and money spent to get software development under control, that it remains so unmanageable? In *Managing the Unmanageable: Rules, Tools, and Insights for Managing Software People and Teams*, Mickey W. Mantle and Ron Lichty answer that persistent question with a simple observation: You first must make programmers and software teams manageable. That is, you need to begin by understanding your people—how to hire them, motivate them, and lead them to develop and deliver great products. Drawing on their combined seventy years of software development and management experience, and highlighting the insights and wisdom of other successful managers, Mantle and Lichty provide the guidance you need to manage people and teams in order to deliver software successfully. Whether you are new to software management, or have already been working in that role, you will appreciate the real-world knowledge and practical tools packed into this guide.

Argues that the "lean and mean" corporate model of workaholism and downsizing is proving counterproductive, explaining how companies can implement downtime, promote flexibility, and foster creativity as part of realizing increased revenues. Reprint.

In the course of their 20+-year engineering careers, authors Brian Fitzpatrick and Ben Collins-Sussman have picked up a treasure trove of wisdom and anecdotes about how successful teams work together. Their conclusion? Even among people who have spent decades learning the technical side of their jobs, most haven ’ t really focused on the human component. Learning to collaborate is just as important to success. If you invest in the "soft skills" of your job, you can have a much greater impact for the same amount of effort. The authors share their insights on how to lead a team effectively, navigate an organization, and build a healthy relationship with the users of your software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of thousands of followers.

Corporate and commercial software-development teams all want solutions for one important problem—how to get their high-pressure development schedules under control. In *RAPID DEVELOPMENT*, author Steve McConnell addresses that concern head-on with overall strategies, specific best practices, and valuable tips that help shrink and control development schedules and keep projects moving. Inside, you ’ ll find: A rapid-development strategy that can be applied to any project and the best practices to make that strategy work Candid discussions of great and not-so-great rapid-development practices—estimation, prototyping, forced overtime, motivation, teamwork, rapid-development languages, risk management, and many others A list of classic mistakes to avoid for rapid-development projects, including creeping requirements, shortchanged quality, and silver-bullet syndrome Case studies that vividly illustrate what can go wrong, what can go right, and how to tell which direction your project is going *RAPID DEVELOPMENT* is the real-world guide to more efficient applications development.

This is the digital version of the printed book (Copyright © 2008). Adrenaline junkies, dead fish, project sluts, true believers, Lewis and Clark, template zombies . . . Most developers, testers, and managers on IT projects are pretty good at recognizing patterns of behavior and gut-level hunches, as in, “ I sense that this project is headed for disaster. ” But it has always been more difficult to transform these patterns and hunches into a usable form, something a team can debate, refine, and use. Until now. In *Adrenaline Junkies and Template Zombies*, the six principal consultants of The Atlantic Systems Guild present the patterns of behavior they most often observe at the dozens of IT firms they transform each year, around the world. The result is a quick-read guide to identifying nearly ninety typical scenarios, drawing on a combined one-hundred-and-fifty years of project management experience. Project by project, you ’ ll improve the accuracy of your hunches and your ability to act on them. The patterns are presented in an easy-reference format, with names designed to ease communication with your teammates. In just a few words, you can describe what ’ s happening on your project. Citing the patterns of behavior can help you quickly move those above and below you to the next step on your project. You ’ ll find classic patterns such as these: News Improvement Management by Mood Ring Piling On Rattle Yer Dags Natural Authority Food++ Fridge Door and more than eighty more! Not every pattern will be evident in your organization, and not every pattern is necessarily good or bad. However, you ’ ll find many patterns that will apply to your current and future assignments, even in the most ambiguous circumstances. When you assess your situation and follow your next hunch, you'll have the collective wisdom of six world-class consultants at your side.

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