Head First Pmp A Brain Friendly Guide To Passing The Project Management Professional Exam

Eventually, you will very discover a extra experience and achievement by spending more cash. still when? reach you allow that you require to get those all needs following having significantly cash? Why dont you attempt to get something basic in the beginning? Thats something that will guide you to understand even more in this area the globe, experience, some places, like history, amusement, and a lot more?

It is your totally own become old to take action reviewing habit. in the course of guides you could enjoy now is **head first pmp a brain friendly guide to passing the project management professional exam** below.

Project Management of Complex and Embedded Systems - Kim H. Pries 2008-10-22
There are many books on project management and many on embedded systems, but few address the project management of embedded products from concept to production. Project Management of Complex and Embedded Systems: Ensuring Product Integrity and Program Quality uses proven Project Management methods and elements of IEEE embedded software development techniques, to explain how to deliver a reliable complex system to market. This volume begins with a general discussion of project management, followed by an examination of the various tools used before a project is underway. The book then delves into the specific project stages: concept, product development, process development, validation of the product and process, and release to production. Finally, post-project stages are explored, including failure reporting, analysis, corrective actions, and product support. The book draws heavily on information from Department of Defense sources as well as systems developed by the Automotive Industry Action Group, General Motors, Chrysler, and Ford to standardize the approach to designing and developing new products. These automotive development and production ideas have universal value, particularly the concept of process and design controls. The authors use these systems to explain project management techniques that can assist developers of any embedded system. The methods explored can be adapted toward mechanical development projects as well. The text includes numerous war stories offering concrete solutions to problems that might occur in production. Tables and illustrative figures are provided to further clarify the material. Organized sequentially to follow the normal life cycle of a project, this book helps project managers identify challenges before they become problems and resolve those issues that cannot be avoided.

Gyn/Ecology - Mary Daly 2016-07-26
This revised edition includes a New Intergalactic Introduction by the Author. Mary Daly's New Intergalactic Introduction explores her process as a Crafty Pirate on the Journey of Writing Gyn/Ecology and reveals the autobiographical context of this "Thunderbolt of Rage" that she first hurled against the patriarchs in 1979 and no hurls again in the Re-Surging Movement of Radical Feminism in the Be-Dazzling Nineties.

Pmp Exam Prep: Questions, Answers, & Explanations: 1000+ Practice Questions with Detailed Solutions - Christopher Scordo 2018-03
*** For the PMBOK Guide - Sixth Edition and PMP Exam released March 26, 2018 ***Countless time and money is spent preparing for the PMP®

exam. So why aren't students laser-focused on taking practice exams before attempting the real thing? Reflects the current PMP exam format and the PMBOK® Guide - Sixth Edition! The practice tests in this book are designed to help students adjust to the pace, subject matter, and difficulty of the real Project Management Professional (PMP) exam. Geared towards anyone preparing for the exam, all tests include clear solutions to help you understand core concepts. If you plan on passing the PMP exam, it's time to test your knowledge. It's time for PMP Exam Prep - Questions, Answers, & Explanations. Now packed with Over 1,000 realistic PMP sample questions to help you pass the exam on your FIRST try. In this book: 1000+ detailed PMP exam practice questions including 18 condensed PMP mock exams that can be completed in one hour; 11 Targeted PMBOK Knowledge Area tests, and detailed solution sets for all PMP questions which include clear explanations and wording, PMBOK Knowledge Area and page references, and reasoning based on the latest PMBOK Guide - Sixth Edition and updated PMP exam format. Includes FREE PMP exam formula reference sheet!["PMI", "PMP", and "PMBOK Guide" are marks of Project Management Institute, Inc.]

Head First 2D Geometry - Stray (Lindsey Fallow) 2009-11-16
Presents the basic principles of planar geometry in easy-to-understand terms, including information on polygons, triangle properties, and the Pythagorean Theorem. --

The PMP Exam - Andy Crowe 2010-11-01
An all-inclusive, self-study guide for the PMI's Project Management Professional (PMP) certification exam, this kit provides all the information project managers need to thoroughly prepare for the test. It contains the book The PMP Exam: How to Pass on Your First Try; hundreds of flash cards to help with memorization of key points; a laminated quick reference guide; a six-month online subscription to the PMP course in InSite (the top PMP e-learning site); and five audio CDs featuring experts Andy Crowe, Bill Yates, and Louis Alderman discussing the main points and concepts for the exam. The included learning materials cover all the processes, inputs, tools, and outputs that will be tested, along with insider secrets, test tricks and tips, hundreds of

sample questions, and exercises designed to strengthen mastery of key concepts to help you pass the exam with confidence.

Head First Excel - Michael Milton 2010-03-18
Provides instruction on using Excel including how to build spreadsheets, add and format information, print reports, create charts and graphics, and use basic formulas and functions

Beautiful Teams - Andrew Stellman 2009-03-21
What's it like to work on a great software development team facing an impossible problem? How do you build an effective team? Can a group of people who don't get along still build good software? How does a team leader keep everyone on track when the stakes are high and the schedule is tight? Beautiful Teams takes you behind the scenes with some of the most interesting teams in software engineering history. You'll learn from veteran team leaders' successes and failures, told through a series of engaging personal stories -- and interviews -- by leading programmers, architects, project managers, and thought leaders. This book includes contributions from: Tim O'Reilly Scott Berkun Mark Healey Bill DiPierre Andy Lester Keoki Andrus Tom Tarka Auke Jilderda Grady Booch Jennifer Greene Mike Cohn Cory Doctorow Neil Siegel Trevor Field James Grenning Steve McConnell Barry Boehm and Maria H. Penedo Peter Gluck Karl E. Wiegers Alex Martelli Karl Fogel Michael Collins Karl Rehmer Andrew Stellman Ned Robinson Scott Ambler Johanna Rothman Mark Denovich and Eric Renkey Patricia Ensworth Andy Oram Tony Visconti Beautiful Teams is edited by Andrew Stellman and Jennifer Greene, veteran software engineers and project managers who have been writing bestselling books for O'Reilly since 2005, including Applied Software Project Management, Head First PMP, and Head First C#.

Head First C# Andrew Stellman 2020-12-04
What will you learn from this book? Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019, beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create

3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time you're done, you'll be a solid C# programmer-- and you'll have a great time along the way! What's so special about this book? Based on the latest research in cognitive science and learning theory, Head First C# uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Managing Project Uncertainty - David Cleden 2017-03-02 Dealing effectively with uncertainty requires today's project manager to be familiar with a broad spectrum of strategies, encompassing both 'hard' and 'soft' methods. This theme of unified thinking (i.e. the need to selectively draw upon a wide range of strategies in any given situation) will differentiate the book from its contemporaries. By picking up where traditional risk management techniques begin to fail, it brings together leading-edge thinking from a variety of disciplines and shows how these techniques can be used to conquer uncertainty in projects. The ability to make good decisions when faced with uncertainty is the real challenge. It is a universal truth that a decision is only as good as the information it is based on. But good information is often hard to come by, and all projects are vulnerable to the unknown and the unknowable. Thus, uncertainty becomes the sworn enemy of the project manager. Wherever we try to analyse, quantify, plan and act, uncertainty lies in wait to surprise us with its ambiguity and unpredictability. It lurks in every stage of the project lifecycle: in the planning (how long will this really take?), the initiation (this isn't the situation I expected!), the execution (who could have foreseen that happening?), and even the completion of a project (where are the expected benefits?). But managing uncertainty is a lot more than just applying risk management techniques. It requires a deep appreciation of how uncertainty arises and, by recognising its different guises, the appropriate strategies can be formulated. If we can learn how to reduce uncertainty, we can make better management decisions and increase the chances of the project succeeding. This book addresses five key questions: ¢ Why is there uncertainty in projects? ¢ How do you spot the symptoms of uncertainty, preferably at an early stage? ¢ What can be done to avoid uncertainty? ¢ What strategies can be used to deal with project uncertainty? ¢ How can both the individual and the organisation learn to cope more effectively in the future? The reader is assumed to be a either a project management professional, or a senior manager looking for ways to improve project management strategy within their organisation. As such, a foundation in project management basics is assumed, although not essential. The book then builds on this by exposing new ideas and concepts, and shows how these can be harnessed to tackle uncertainty in its many guises.

Strategic Project Management Made Simple - Terry Schmidt 2009-03-16 When Fortune Magazine estimated that 70% of all strategies fail, it also noted that most of these strategies were basically sound, but could not be executed. The central premise of Strategic Project Management Made Simple is that most projects and strategies never get off the ground because of adhoc, haphazard, and obsolete methods used to turn their ideas into coherent and actionable plans. Strategic Project Management Made Simple is the first book to couple a step-by-step process with an interactive thinking tool that takes a strategic approach to designing projects and action initiatives. Strategic Project Management Made Simple builds a solid platform upon four critical questions that are vital for teams to intelligently answer in order to create their own strong, strategic foundation. These questions are: 1. What are we trying to accomplish and why? 2. How will we measure success? 3. What other conditions must exist? 4. How do we get there? This fresh approach begins with clearly understanding the what and why of a project - comprehending the bigger picture goals that are often given only lip service or cursory reviews. The second and third questions clarify success measures and identify the risky assumptions that can later cause pain if not spotted early. The how questions - what are the activities, budgets, and schedules - comes last in our four-question system. By contrast, most project approaches prematurely concentrate on the how without first adequately addressing the three other questions. These four

questions guide readers into fleshing out a simple, yet sophisticated, mental workbench called "the Logical Framework" - a Systems Thinking paradigm that lays out one's own project strategy in an easily accessible, interactive 4x4 matrix. The inclusion of memorable features and concepts (four critical questions, LogFrame matrix, If-then thinking, and Implementation Equation) make this book unique.

Head First C# - Jennifer Greene 2013-08-23
Head First C# is a complete learning experience for learning how to program with C#, XAML, the .NET Framework, and Visual Studio. Fun and highly visual, this introduction to C# is designed to keep you engaged and entertained from first page to last. Updated for Windows 8.1 and Visual Studio 2013, and includes projects for all previous versions of Windows (included in the book, no additional downloading or printing required). You'll build a fully functional video game in the opening chapter, and then learn how to use classes and object-oriented programming, draw graphics and animation, and query data with LINQ and serialize it to files. And you'll do it all by creating games, solving puzzles, and doing hands-on projects. By the time you're done, you'll be a solid C# programmer—and you'll have a great time along the way! Create a fun arcade game in the first chapter, and build games and other projects throughout the book Learn how to use XAML to design attractive and interactive pages and windows Build modern Windows Store apps using the latest Microsoft technology Learn WPF (Windows Presentation Foundation) using the downloadable WPF Learner's Guide Using the Model-View-ViewModel (MVVM) pattern to create robust architecture Build a bonus Windows Phone project and run it in the Visual Studio Windows Phone emulator Projects in the book work with all editions of Visual Studio, including the free Express editions.

Head First Learn to Code - Eric Freeman 2018-01-02
What will you learn from this book? It's no secret the world around you is becoming more connected, more configurable, more programmable, more computational. You can remain a passive participant, or you can learn to code. With Head First Learn to Code you'll learn how to think computationally and how to write code to make your computer, mobile device, or anything with a CPU do things for you. Using the Python programming language, you'll learn step by step the core concepts of programming as well as many fundamental topics from computer science, such as data structures, storage, abstraction, recursion, and modularity. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Learn to Code uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

PMP Project Management Professional Study Guide, Fifth Edition - Joseph Phillips 2018-02-02
This fully integrated study resource is completely updated for the PMBOK, Sixth Edition This highly effective self-study guide contains all of the information you need to prepare for the latest version of the challenging Project Management Professional exam. Electronic content includes the Total Tester customizable exam engine, worksheets, reference PDFs, and more than an hour of video training from the author. Fully updated for the Sixth Edition of the PMI Project Management Body of Knowledge (PMBOK® Guide), PMP Project Management Professional Study Guide, Fifth Edition contains more than 900 accurate practice exam questions. Each chapter includes a list of objectives covered, a chapter review, key terms, a two-minute drill, and a self-test with detailed explanations for both the correct and incorrect answer choices. • Offers 100% coverage of all official objectives for the PMP exam• Downloadable full-color, memory card for studying anywhere• Written by a project management consultant and bestselling author

Head First Software Development Dan Pilone 2008-12-26
Provides information on successful software development, covering such topics as customer requirements, task estimates, principles of good design, dealing with source code, system testing, and handling bugs.

Head First PHP & MySQL - Lynn Beighley 2009
With this book, Web designers who usually turn out static Websites with

HTML and CSS can make the leap to the next level of Web development--full-fledged, dynamic, database-driven Websites using PHP and SQL.

The context of natural forest management and FSC certification in Brazil - Claudia Romero 2015-12-30
Management decisions on appropriate practices and policies regarding tropical forests often need to be made in spite of innumerable uncertainties and complexities. Among the uncertainties are the lack of formalization of lessons learned regarding the impacts of previous programs and projects. Beyond the challenges of generating the proper information on these impacts, there are other difficulties that relate with how to socialize the information and knowledge gained so that change is transformational and enduring. The main complexities lie in understanding the interactions of social-ecological systems at different scales and how they varied through time in response to policy and other processes. This volume is part of a broad research effort to develop an independent evaluation of certification impacts with stakeholder input, which focuses on FSC certification of natural tropical forests. More specifically, the evaluation program aims at building the evidence base of the empirical biophysical, social, economic, and policy effects that FSC certification of natural forest has had in Brazil as well as in other tropical countries. The contents of this volume highlight the opportunities and constraints that those responsible for managing natural forests for timber production have experienced in their efforts to improve their practices in Brazil. As such, the goal of the studies in this volume is to serve as the foundation to design an impact evaluation framework of the impacts of FSC certification of natural forests in a participatory manner with interested parties, from institutions and organizations, to communities and individuals.

Head First JQuery Ryan Benedetti 2011-09-21
Explains how to build complex scripting functionality with minimal coding, providing coverage of functions ranging from incorporating Ajax apps and overcoming the limits of HTML and CSS to building plug-ins and using animation. Original.

Head First JavaScript - Michael Morrison 2007-12-20
So you're ready to make the leap from writing HTML and CSS web pages to creating dynamic web applications. You want to take your web skills to the next level. And you're finally ready to add "programmer" to the resume. It sounds like you're ready to learn the Web's hottest programming language: JavaScript. Head First JavaScript is your ticket to going beyond copying and pasting the code from someone else's web site, and writing your own interactive web pages. With Head First JavaScript, you learn: The basics of programming, from variables to types to looping How the web browser runs your code, and how you can talk to the browser with your code Why you'll never have to worry about casting, overloading, or polymorphism when you're writing JavaScript code How to use the Document Object Model to change your web pages without making your users click buttons If you've ever read a Head First book, you know what to expect -- a visually rich format designed for the way your brain works. Head First JavaScript is no exception. It starts where HTML and CSS leave off, and takes you through your first program into more complex programming concepts -- like working directly with the web browser's object model and writing code that works on all modern browsers. Don't be intimidated if you've never written a line of code before! In typical Head First style, Head First JavaScript doesn't skip steps, and we're not interested in having you cut and paste code. You'll learn JavaScript, understand it, and have a blast along the way. So get ready... dynamic and exciting web pages are just pages away.

Head First Ajax - Rebecca Riordan 2008-08-26
Provides information on building interactive Web applications using Ajax.

Head First JavaScript Programming - Eric Freeman 2014-03-26
What will you learn from this book? This brain-friendly guide teaches you everything from JavaScript language fundamentals to advanced topics, including objects, functions, and the browser's document object model. You won't just be reading—you'll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript in ways you never imagined. And you'll write real code, lots of it, so you can start building your own web applications. Prepare to open your mind as you learn (and

nail) key topics including: The inner details of JavaScript How JavaScript works with the browser The secrets of JavaScript types Using arrays The power of functions How to work with objects Making use of prototypes Understanding closures Writing and testing applications What's so special about this book? We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First JavaScript Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep. This book replaces Head First JavaScript, which is now out of print.

Head First C# - Andrew Stellman 2008-12-26
A guide to C# 3.0 and Visual Studio 2008 covers such topics as objects, data types and references, encapsulation, interfaces, exception handling, and LINQ.

Head First Programming - David Griffiths 2009-11-16
Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? Head First Programming introduces the core concepts of writing computer programs -- variables, decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts. Learn the basic tools to start writing the programs that interest you, and get a better understanding of what software can (and cannot) do. When you're finished, you'll have the necessary foundation to learn any programming language or tackle any software project you choose. With a focus on programming concepts, this book teaches you how to: Understand the core features of all programming languages, including: variables, statements, decisions, loops, expressions, and operators Reuse code with functions Use library code to save time and effort Select the best data structure to manage complex data Write programs that talk to the Web Share your data with other programs Write programs that test themselves and help you avoid embarrassing coding errors We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

Head First Java - Kathy Sierra 2005-02-09
Learning a complex new language is no easy task especially when it s an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new. second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex

information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Head First PMP - Jennifer Greene 2007-03-27

'Head First PMP', with its visually rich format designed for the way the brain works, is the perfect book to take on the PMP category.

Applied Software Project Management - Andrew Stellman 2005-11-18

"If you're looking for solid, easy-to-follow advice on estimation, requirements gathering, managing change, and more, you can stop now: this is the book for you."--Scott Berkun, Author of The Art of Project Management What makes software projects succeed? It takes more than a good idea and a team of talented programmers. A project manager needs to know how to guide the team through the entire software project. There are common pitfalls that plague all software projects and rookie mistakes that are made repeatedly--sometimes by the same people! Avoiding these pitfalls is not hard, but it is not necessarily intuitive. Luckily, there are tried and true techniques that can help any project manager. In Applied Software Project Management, Andrew Stellman and Jennifer Greene provide you with tools, techniques, and practices that you can use on your own projects right away. This book supplies you with the information you need to diagnose your team's situation and presents practical advice to help you achieve your goal of building better software. Topics include: Planning a software project Helping a team estimate its workload Building a schedule Gathering software requirements and creating use cases Improving programming with refactoring, unit testing, and version control Managing an outsourced project Testing software Jennifer Greene and Andrew Stellman have been building software together since 1998. Andrew comes from a programming background and has managed teams of requirements analysts, designers, and developers. Jennifer has a testing background and has managed teams of architects, developers, and testers. She has led multiple large-scale outsourced projects. Between the two of them, they have managed every aspect of software development. They have worked in a wide range of industries, including finance, telecommunications, media, nonprofit, entertainment, natural-language processing, science, and academia. For more information about them and this book, visit stellman-greene.com

Head First C - David Griffiths 2012-04-03

Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

Head First Object-Oriented Analysis and Design - Brett McLaughlin 2006-11-27

"Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD accessible, usable for the practitioner." Ivar Jacobson, Ivar Jacobson Consulting "I just finished reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOA&D-to write great software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. As I read the book, I felt like I was looking over the shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore,Associate Professor, Computer Science Department, Boston College Tired of reading Object Oriented Analysis and Design books that only makes sense after you're an expert? You've heard OOA&D can help you write great software every time-software that makes your boss happy, your customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design shows you how to analyze, design, and write serious object-oriented software: software that's easy to reuse, maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use OO principles like encapsulation and delegation to build applications that are flexible Apply the Open-Closed Principle (OCP) and the Single

Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to ensure that all stakeholders arecommunicating clearly to help you deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design compresses the time it takes to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this!

Head First Statistics - Dawn Griffiths 2008-08-26
A comprehensive introduction to statistics that teaches the fundamentals with real-life scenarios, and covers histograms, quartiles, probability, Bayes' theorem, predictions, approximations, random samples, and related topics.

Badass: Making Users Awesome - Kathy Sierra 2015-01-29
Note for ebook customers: The design and layout of this book play a key role in conveying the author's message. When creating the ebooks, we've tried to keep the look and feel of the print edition, but this means that not all e-reading devices will support the files. The EPUB format is optimized for iPad. The Mobi files are optimized for Kindle Fire tablets and phones and for Kindle reading apps. Imagine you're in a game with one objective: a bestselling product or service. The rules? No marketing budget, no PR stunts, and it must be sustainably successful. No short-term fads. This is not a game of chance. It is a game of skill and strategy. And it begins with a single question: given competing products of equal pricing, promotion, and perceived quality, why does one outsell the others? The answer doesn't live in the sustainably successful products or services. The answer lives in those who use them. Our goal is to craft a strategy for creating successful users. And that strategy is full of surprising, counter-intuitive, and astonishingly simple techniques that don't depend on a massive marketing or development budget. Techniques typically overlooked by even the most well-funded, well-staffed product teams. Every role is a key player in this game. Product development, engineering, marketing, user experience,

support—everyone on the team. Even if that team is a start-up of one. Armed with a surprisingly overlooked science and a unique POV, we can can reduce the role of luck. We can build sustainably successful products and services that rely not on unethical persuasive marketing tricks but on helping our users have deeper, richer experiences. Not just in the moments while they're using our product but, more importantly, in the moments when they aren't.

Head First PMP - Jennifer Greene 2013-12-18
Now updated for the 2016 PMP exam Learn the latest principles and certification objectives in The PMBOK® Guide, (Fifth Version), in a unique and inspiring way with Head First PMP. This book helps you prepare for the PMP certification exam using a visually rich format designed for the way your brain works. You'll find a full-length sample exam included inside the book. More than just proof of passing a test, a PMP certification means that you have the knowledge to solve most common project problems. But studying for a difficult four-hour exam on project management isn't easy, even for experienced project managers. Drawing on the latest research in neurobiology, cognitive science, and learning theory, Head First PMP offers you a multi-sensory experience that helps the material stick, not a text-heavy approach that puts you to sleep. This book will help you: Learn PMP's underlying concepts to help you understand the PMBOK principles and pass the certification exam with flying colors Get 100% coverage of the latest principles and certification objectives in The PMBOK Guide, Fifth Edition Make use of a thorough and effective preparation guide with hundreds of practice questions and exam strategies Explore the material through puzzles, games, problems, and exercises that make learning easy and entertaining Head First PMP puts project management principles into context to help you understand, remember, and apply them—not just on the exam, but also on the job.

PMI-ACP Exam Prep -

Agile Project Management For Dummies - Mark C. Layton 2017-09-05
Flex your project management muscle Agile project management is a fast

and flexible approach to managing all projects, not just software development. By learning the principles and techniques in this book, you'll be able to create a product roadmap, schedule projects, and prepare for product launches with the ease of Agile software developers. You'll discover how to manage scope, time, and cost, as well as team dynamics, quality, and risk of every project. As mobile and web technologies continue to evolve rapidly, there is added pressure to develop and implement software projects in weeks instead of months—and Agile Project Management For Dummies can help you do just that. Providing a simple, step-by-step guide to Agile project management approaches, tools, and techniques, it shows product and project managers how to complete and implement projects more quickly than ever. Complete projects in weeks instead of months Reduce risk and leverage core benefits for projects Turn Agile theory into practice for all industries Effectively create an Agile environment Get ready to grasp and apply Agile principles for faster, more accurate development.

The Fast Forward MBA in Project Management - Eric Verzuh 2015-11-09 The all-inclusive guide to exceptional project management The Fast Forward MBA in Project Management is the comprehensive guide to real-world project management methods, tools, and techniques. Practical, easy-to-use, and deeply thorough, this book gives you answers you need now. You'll find the cutting-edge ideas and hard-won wisdom of one of the field's leading experts, delivered in short, lively segments that address common management issues. Brief descriptions of important concepts, tips on real-world applications, and compact case studies illustrate the most sought-after skills and the pitfalls you should watch out for. This new fifth edition features new case studies, new information on engaging stakeholders, change management, new guidance on using Agile techniques, and new content that integrates current events and trends in the project management sphere. Project management is a complex role, with seemingly conflicting demands that must be coordinated into a single, overarching, executable strategy — all within certain time, resource, and budget constraints. This book shows you how to get it all together and get it done, with expert guidance every step of

the way. Navigate complex management issues effectively Master key concepts and real-world applications Learn from case studies of today's leading experts Keep your project on track, on time, and on budget From finding the right sponsor to clarifying objectives to setting a realistic schedule and budget projection, all across different departments, executive levels, or technical domains, project management incorporates a wide range of competencies. The Fast Forward MBA in Project Management shows you what you need to know, the best way to do it, and what to watch out for along the way.

Learning Agile Andrew Stellman 2014-11-12 Learning Agile is a comprehensive guide to the most popular agile methods, written in a light and engaging style that makes it easy for you to learn. Agile has revolutionized the way teams approach software development, but with dozens of agile methodologies to choose from, the decision to "go agile" can be tricky. This practical book helps you sort it out, first by grounding you in agile's underlying principles, then by describing four specific—and well-used—agile methods: Scrum, extreme programming (XP), Lean, and Kanban. Each method focuses on a different area of development, but they all aim to change your team's mindset—from individuals who simply follow a plan to a cohesive group that makes decisions together. Whether you're considering agile for the first time, or trying it again, you'll learn how to choose a method that best fits your team and your company. Understand the purpose behind agile's core values and principles Learn Scrum's emphasis on project management, self-organization, and collective commitment Focus on software design and architecture with XP practices such as test-first and pair programming Use Lean thinking to empower your team, eliminate waste, and deliver software fast Learn how Kanban's practices help you deliver great software by managing flow Adopt agile practices and principles with an agile coach

Head First Data Analysis - Michael Milton 2009-07-24 A guide for data managers and analyzers shares guidelines for identifying patterns, predicting future outcomes, and presenting findings to others; drawing on current research in cognitive science and learning

theory while covering such additional topics as assessing data quality, handling ambiguous information, and organizing data within market groups. Original.

McGraw-Hill's PMP Certification Mathematics - Vidya Subramanian 2010-01-25

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