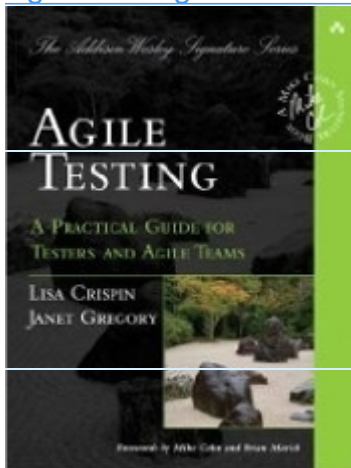


Draft Chapters of New Upcoming Books Available

by Mike Cohn •

8 Comments

As you may know, I am editing a series of books for Addison-Wesley, my long-time publisher. Authors in the series are all going to be sharing early drafts of chapters and soliciting feedback. Two authors are far enough along that they have made initial chapters available. Roman Pichler is writing about the product owner role in his book, *Agile Product Management: Turning Ideas into Winning Products with Scrum*. Two of his [chapters are available now](#). Clinton Keith is writing *Agile Game Development with Scrum*, which builds on his experience as a game studio CTO and fifteen years in the industry. He has [one draft chapter available](#). Already available is [Agile Testing: A Practical Guide for Testers and Agile Teams](#) by Lisa Crispin and Janet Gregory.



Clicking out each of these books.

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[About the Author](#)

Mike Cohn specializes in helping companies adopt and improve their use of agile processes and techniques to build extremely high-performance teams. He is the author of *User Stories Applied for Agile Software Development*, *Agile Estimating and Planning*, and *Succeeding with Agile* as well as the [Better User Stories](#) video course. Mike is a founding member of the Agile Alliance and Scrum Alliance and can be reached at hello@mountaingoatsoftware.com. If you want to succeed with agile, you can also have Mike email you a short tip each week.
