A MIKE COHN SIGNATURE BOOK
Mike Col

AGILE GAME DEVELOPMENT
BUILD, PLAY, REPEAT

SECOND EDITION

CLINTON KEITH

Praise for *Agile Game Development*

"Clinton Keith has written an excellent book for both practitioners and students. He combines an in-depth analysis of the challenges of large scale game development with hands-on advice on the use of Scrum. His often funny anecdotes illustrate that this guy has really experienced the heat of large computer games projects."

—Bendik Bygstad, Professor in Informatics, University of Oslo

"This book is an *essential* guide for developing creative projects, in an Agile format. There are so many misunderstandings of what 'Agile' truly is, and Clint explains it in a way that anyone can understand. If you are managing creative teams, this is a must-read."

—Brian Graham, VP Product Development

"I had the great fortune to complete my Scrum Master Certification training from Clint just before he published the first edition of *Agile Game Development*. I've still got the copy I bought in 2010, when it was first released. We've stayed in touch and learned and shared a lot over the past 10 years. I love Clint's writing style and hope that the new edition of the book inspires many more, like myself, to continuously learn and grow as Agile practitioners."

—Erik Byron, Game Developer and Consultant

"I wish Clinton Keith could go back and write this book 15 years ago—it would have helped me see things a lot differently. *Agile Game Development* is a one-stop-shop for game teams interested in using Scrum techniques."

—CJ Connoy, Sr. Producer

"Clinton Keith combines his experience as both video game developer and Agile practitioner to apply Scrum philosophy to the unique challenges of video game development. Clint clearly explains the philosophy behind Scrum, going beyond theory and sharing his experiences and stories about its successful application at living, breathing development studios."

—Erik Theisz, Certified Scrum Professional – ScrumMaster

Agile Game Development: Build, Play, Repeat

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