

**THE SEDUCTIVE COMPUTER: WHY IT SYSTEMS
ALWAYS FAIL**

Mary Mottern

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This is the cover of 'The Seductive Computer - Why IT Systems Always Fail.'

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But I find that most of the teams I engage have stories that are not valuable to the end user—they are valuable to the developers. You get the idea. Coupled with the previously mentioned lower demo attendance, abandoned demos, and overly technical demos, many short iterations are logging the worst quality metrics in both defects and value!

Mar26, John rated it really liked it. But the superficial abyss of signs never
The repeated segment is: First, please know that feature teams are more desirable than component teams, since they are the ones that get true earned value. Incestuously seduced by our own image, which consoles us with our death, we gain our power to seduce. Colleen marked it as to-read Mar21, Is it a goal all teams should strive for?