

The Addison-Wesley Signature Series

AGILE PRODUCT MANAGEMENT WITH SCRUM

CREATING PRODUCTS
THAT CUSTOMERS LOVE

ROMAN PICHLER



Forewords by Jeff Sutherland and Brett Queener

A MIKE COHN
SIGNATURE
BOOK
Mike Cohn

**Agile Product Management With Scrum Creating
Products That Customers Love Adobe Reader Addison
Wesley Signature Series Cohn**

Paul VII



Agile Product Management With Scrum Creating Products That Customers Love Adobe Reader Addison Wesley Signature Series Cohn:

Agile Product Management with Scrum Roman Pichler, 2010-03-11 The First Guide to Scrum Based Agile Product Management In Agile Product Management with Scrum leading Scrum consultant Roman Pichler uses real world examples to demonstrate how product owners can create successful products with Scrum He describes a broad range of agile product management practices including making agile product discovery work taking advantage of emergent requirements creating the minimal marketable product leveraging early customer feedback and working closely with the development team Benefitting from Pichler's extensive experience you'll learn how Scrum product ownership differs from traditional product management and how to avoid and overcome the common challenges that Scrum product owners face Coverage includes Understanding the product owner's role what product owners do how they do it and the surprising implications Envisioning the product creating a compelling product vision to galvanize and guide the team and stakeholders Grooming the product backlog managing the product backlog effectively even for the most complex products Planning the release bringing clarity to scheduling budgeting and functionality decisions Collaborating in sprint meetings understanding the product owner's role in sprint meetings including the dos and don'ts Transitioning into product ownership succeeding as a product owner and establishing the role in the enterprise This book is an indispensable resource for anyone who works as a product owner or expects to do so as well as executives and coaches interested in establishing agile product management **Agile Product Management with Scrum** Roman Pichler, 2010 **Agile Product Management with Scrum** Pichler, 2010

Succeeding with Agile Mike Cohn, 2009-10-20 Proven 100% Practical Guidance for Making Scrum and Agile Work in Any Organization This is the definitive realistic actionable guide to starting fast with Scrum and agile and then succeeding over the long haul Leading agile consultant and practitioner Mike Cohn presents detailed recommendations powerful tips and real world case studies drawn from his unparalleled experience helping hundreds of software organizations make Scrum and agile work Succeeding with Agile is for pragmatic software professionals who want real answers to the most difficult challenges they face in implementing Scrum Cohn covers every facet of the transition getting started helping individuals transition to new roles structuring teams scaling up working with a distributed team and finally implementing effective metrics and continuous improvement Throughout Cohn presents Things to Try Now sections based on his most successful advice Complementary Objection sections reproduce typical conversations with those resisting change and offer practical guidance for addressing their concerns Coverage includes Practical ways to get started immediately and get good fast Overcoming individual resistance to the changes Scrum requires Staffing Scrum projects and building effective teams Establishing improvement communities of people who are passionate about driving change Choosing which agile technical practices to use or experiment with Leading self organizing teams Making the most of Scrum sprints planning and quality

techniques Scaling Scrum to distributed multiteam projects Using Scrum on projects with complex sequential processes or challenging compliance and governance requirements Understanding Scrum's impact on HR facilities and project management Whether you've completed a few sprints or multiple agile projects and whatever your role manager developer coach ScrumMaster product owner analyst team lead or project lead this book will help you succeed with your very next project Then it will help you go much further It will help you transform your entire development organization **User Stories Applied** Mike Cohn, 2004 Offers a requirements process that saves time eliminates rework and leads directly to better software A great way to build software that meets users' needs is to begin with user stories simple clear brief descriptions of functionality that will be valuable to real users the author provides you with a front to back blueprint for writing these user stories and weaving them into your development lifecycle You'll learn what makes a great user story and what makes a bad one You'll discover practical ways to gather user stories even when you can't speak with your users Then once you've compiled your user stories the author shows how to organize them prioritize them and use them for planning management and testing Back cover [Agile Excellence for Product Managers](#) Greg Cohen, 2010 Agile Excellence for Product Managers is a plain speaking guide on how to work with Agile development teams to achieve phenomenal product success It covers the why and how of agile development including Scrum XP and Lean the role of product management release planning and more **Agile Product Management With Scrum** Roman Pichler, 1900 This is the eBook version of the printed book If the print book includes a CD ROM this content is not included within the eBook version The First Guide to Scrum Based Agile Product Management In Agile Product Management with Scrum leading Scrum consultant Roman Pichler uses real world examples to demonstrate how product owners can create successful products with Scrum He describes a broad range of agile product management practices including making agile product discovery work taking advantage of emergent requirements creating the minimal marketable product leveraging early custom [Agile Product Development](#) Tathagat Varma, 2015-11-05 Shows you what it takes to develop products that blow your users away and take market share from your competitors This book will explain how the principles behind agile product development help designers developers architects and product managers create awesome products and how to look beyond a shiny user interface to build a great product Most importantly this book will give you a shared framework for your product development team to collaborate effectively Product development involves several key activities including ideation discovery design development and delivery and yet too many companies and innovators focus on just a few of them much to the detriment of the product's success in the marketplace As a result we still continue to see high failure rates in new product development be it inside organizations or startups Unfortunately or rather fortunately these failures are largely avoidable In the last fifteen years advances in agile software development lean product development human centered design design thinking lean startups and product delivery have helped improve individual aspects of product development However not enough guidance has been available to

integrate them in the context of the product development life cycle Until now Product developer extraordinaire Tathagat Varma in Agile Product Development integrates individual knowledge areas into a field manual for product developers Organized in the way an idea germinates sprouts and grows the book synthesizes the body of knowledge in a pragmatic way that is more natural to the entire product creation process rather than from individual practices that constitute it In today's hyper innovative world being first to the market or delivering feature loaded products or even offering the latest technology doesn't guarantee success anymore Sure those elements are all needed in the right measures but they aren't sufficient by themselves And getting it right couldn't be more important Building products that deliver awesome user experiences is the top challenge facing businesses today especially in a post Apple world where user experience and design has been elevated to a cult status

Agile Game Development with Scrum Clinton Keith, 2010-05-23 Deliver Better Games Faster On Budget And Make Game Development Fun Again Game development is in crisis facing bloated budgets impossible schedules unmanageable complexity and death march overtime It's no wonder so many development studios are struggling to survive Fortunately there is a solution Scrum and Agile methods are already revolutionizing development outside the game industry Now long time game developer Clinton Keith shows exactly how to successfully apply these methods to the unique challenges of game development Keith has spent more than fifteen years developing games seven of them with Scrum and agile methods Drawing on this unparalleled expertise he shows how teams can use Scrum to deliver games more efficiently rapidly and cost effectively craft games that offer more entertainment value and make life more fulfilling for development teams at the same time You'll learn to form successful agile teams that incorporate programmers producers artists testers and designers and promote effective collaboration within and beyond those teams throughout the entire process From long range planning to progress tracking and continuous integration Keith offers dozens of tips tricks and solutions all based firmly in reality and hard won experience Coverage includes Understanding Scrum's goals roles and practices in the context of game development Communicating and planning your game's vision features and progress Using iterative techniques to put your game into a playable state every two to four weeks even daily Helping all team participants succeed in their roles Restoring stability and predictability to the development process Managing ambiguous requirements in a fluid marketplace Scaling Scrum to large geographically distributed development teams Getting started overcoming inertia and integrating Scrum into your studio's current processes Increasingly game developers and managers are recognizing that things can't go on the way they have in the past Game development organizations need a far better way to work Agile Game Development with Scrum gives them that and brings the profitability creativity and fun back to game development

Agile Product Management Paul Vii, 2016-12-14 Agile Product Management Just Got Easier Introduction Thank you and congratulations on taking this class Product Vision 21 Steps To Setting Excellent Goals for Your Product This class is going to provide you with a host of proven tips for setting excellent goals for your product I am sure this class will be very informative as it will give you an

introduction to the concept of scrum as well as that of product vision I will then explain to you the steps that you can take to create a project vision followed by tips of how to use a clear product vision in your team or organization from the ground up I will also provide you with lots of examples which will go a long way in helping you understand this topic better In this class you will learn A brief recap of agile and scrum principles What is a product vision What is a product vision board and how is it used to provide a clear overarching goal for any product A high level outline of how the product vision is used to create a product A step by step example of how to create a product vision for a real product Concise techniques for improving your product vision Without further ado I would like us to start this informative journey so lend me your ears and let me teach you how to enrich your product management by creating an awesome product vision Introduction Thank you and congratulations on taking this class Stakeholder Engagement 21 Tips For A New Approach To Stakeholder Management With Scrum In this class you will be given a complete overview of how to engage your stakeholders using the scrum framework This will allow you to use their input your influence and the power of your development team to build fantastic products aligned with your organization s vision In this class I give you a concise overview of the agile product manager role along with how they work with stakeholders to deliver products I then give you 21 tips used by agile product managers in order to involve stakeholders and facilitate their requirements while creating excellent products You can use them to be successful in your team or business In this class you will learn A brief recap of agile and scrum principles What is an agile product manager What is a stakeholder How to identify and analyze stakeholders How to collaborate with your stakeholders How to involve stakeholders throughout the scrum framework including the sprint review A complete overview of the 7 habits of high performing product managers including what to do and what not to do So let us get started right away so you can learn Stakeholder Engagement 21 Tips for a new approach to stakeholder management with scrum Scroll Up To The Top Of The Page And Click The Orange Buy Now or Read For Free Icon On The Right Side **Agile Product Management** Paul VII,2016-12-14 Agile Product Management Just Got Easier Introduction Thank you and congratulations on taking this class Scrum Product Owner 21 Tips for Working with your Scrum Master In this class you will be given a complete set of tips for maximizing and improving your working relationship with your Scrum Master This will in turn boost the productivity of yourself and your Scrum Master as part of an agile scrum team In this class I give you a concise overview of the Product Owner and Scrum Master roles to avoid any confusion I then give you examples of what to expect and not to expect from your Scrum Master Following this I teach you about common issues that arise in scrum teams between the Scrum Master and Product Owner and give you tips on how to resolve them As usual I give you plenty of examples and best practices along the way In this class you will learn A brief recap of agile and scrum principles A comparison of the duties of the Product Owner and a Scrum Master What to expect and not to expect from a Scrum Master on the job How to deal with common issues or points of conflict between a Scrum Master and a Product Owner Concise tips for getting the most out of the working relationship with your Scrum Master So let us get

started right away so you can improve working with your Scrum Master now Introduction Thank you and congratulations on taking this class Stakeholder Engagement 21 Tips For A New Approach To Stakeholder Management With Scrum In this class you will be given a complete overview of how to engage your stakeholders using the scrum framework This will allow you to use their input your influence and the power of your development team to build fantastic products aligned with your organization s vision In this class I give you a concise overview of the agile product manager role along with how they work with stakeholders to deliver products I then give you 21 tips used by agile product managers in order to involve stakeholders and facilitate their requirements while creating excellent products You can use them to be successful in your team or business In this class you will learn A brief recap of agile and scrum principles What is an agile product manager What is a stakeholder How to identify and analyze stakeholders How to collaborate with your stakeholders How to involve stakeholders throughout the scrum framework including the sprint review A complete overview of the 7 habits of high performing product managers including what to do and what not to do So let us get started right away so you can learn Stakeholder Engagement 21 Tips for a new approach to stakeholder management with scrum Scroll Up To The Top Of The Page And Click The Orange Buy Now or Read For Free Icon On The Right Side

Agile Product Management Paul VII,2018-09-15 Agile Product Management Just Got Easier Introduction Thank you and congratulations on taking this class User Stories How to capture and manage requirements for Agile Product Management and Business Analysis with Scrum In this class you will be given proven methods to create maintain and manage your requirements using user stories as part of an agile scrum team I know you will get value from this class as it gives you a full introduction to the concept of agile user stories for managing product requirements I then walk you step by step through everything involved in managing requirements using user stories including writing combining and splitting complex user stories Following this I give you a complete overview of epics and themes and how they can be used to capture and group complex requirements in any team or business Along the way I give you plenty of examples and give you best practices for working with user stories within agile scrum In this class you will learn What User Stories are and why they are so powerful for capturing requirements in complex projects Feel confident in writing user stories for any project Understand what a Requirements Spec is and Why they are less flexible than a Product Backlog built with Agile User Stories Explain what The Three Rs rule Acceptance Criteria the INVEST Principle the Three Cs principle and Edge Cases are and how they will make you a better user story writer or agile practitioner Understand how and when to split and amalgamate stories Learn techniques to help you to split user stories when working in the real world Understand the difference between Epics and Themes and when each is used Learn who is responsible for writing user stories in agile and scrum So let s get started and let me teach you how to improve product backlog management

Introduction Thank you and congratulations on taking this class Scrum A Cleverly Concise and Agile Guide In this class you will be given an exceedingly concise guide yet still a wealth of information to allow you to fully understand how to use agile

scrum I know you will get value from this as it contains the exact methods I have used to deliver projects on time and to a high degree of quality using scrum I then walk you step by step through the key rules roles and events used in scrum so that you have an excellent foundation In this class you will learn Learn what scrum is and why it is so powerful for delivering even the most complex project on time Explain the difference between roles events and artifacts Understand techniques to deliver your project on time Explain the difference between Agile and Scrum Explain what the Waterfall Model is and Why it is less flexible than Agile So let's get started and let me help you to understand and use agile scrum Scroll Up To The Top Of The Page And Click The Orange Buy Now or Read For Free Icon On The Right Side [Agile Product Management](#) Paul VII, 2016-12-14 Agile Product Management Just Got Easier Introduction Thank you and congratulations on taking this class Product Management 21 tips to create and manage the Product Backlog In this class you will be given a multitude of proven tips to manage your product backlog as part of an agile scrum team I know you will get value from this class as it gives you a full introduction to the concept of the product backlog I then walk you step by step through the steps involved in managing a backlog Following this I give you tips for improving product backlog management in your team or business from the ground up Along the way I give you plenty of examples and give you best practices for product backlog management within agile scrum In this class you will learn A brief recap of agile and scrum principles What is a product backlog and how is it different from traditional requirements documents How to create a product backlog from a product vision What user stories are and how they are simpler for managing requirements Concise techniques for improving your product backlog management So let's get started and let me teach you how to improve product backlog management Introduction Thank you and congratulations on taking this class Stakeholder Engagement 21 Tips For A New Approach To Stakeholder Management With Scrum In this class you will be given a complete overview of how to engage your stakeholders using the scrum framework This will allow you to use their input your influence and the power of your development team to build fantastic products aligned with your organization's vision In this class I give you a concise overview of the agile product manager role along with how they work with stakeholders to deliver products I then give you 21 tips used by agile product managers in order to involve stakeholders and facilitate their requirements while creating excellent products You can use them to be successful in your team or business In this class you will learn A brief recap of agile and scrum principles What is an agile product manager What is a stakeholder How to identify and analyze stakeholders How to collaborate with your stakeholders How to involve stakeholders throughout the scrum framework including the sprint review A complete overview of the 7 habits of high performing product managers including what to do and what not to do So let us get started right away so you can learn Stakeholder Engagement 21 Tips for a new approach to stakeholder management with scrum Scroll Up To The Top Of The Page And Click The Orange Buy Now or Read For Free Icon On The Right Side [Agile Product Management](#) Paul VII, 2016-07-10 Introduction Thank you and congratulations on taking this class User Stories How to capture and manage requirements for Agile Product

Management and Business Analysis with Scrum In this class you will be given proven methods to create maintain and manage your requirements using user stories as part of an agile scrum team I know you will get value from this class as it gives you a full introduction to the concept of agile user stories for managing product requirements I then walk you step by step through everything involved in managing requirements using user stories including writing combining and splitting complex user stories Following this I give you a complete overview of epics and themes and how they can be used to capture and group complex requirements in any team or business Along the way I give you plenty of examples and give you best practices for working with user stories within agile scrum In this class you will learn What User Stories are and why they are so powerful for capturing requirements in complex projects Feel confident in writing user stories for any project Understand what a Requirements Spec is and Why they are less flexible than a Product Backlog built with Agile User Stories Explain what The Three Rs rule Acceptance Criteria the INVEST Principle the Three Cs principle and Edge Cases are and how they will make you a better user story writer or agile practitioner Understand how and when to split and amalgamate stories Learn techniques to help you to split user stories when working in the real world Table of ContentsAgile Product Management User Stories How to Capture Requirements for Agile Product Management and Business Analysis with ScrumIntroductionSECTION 1 The World Before User Stories why do we need user stories anyway 1The History Traditional Requirements Documents 1Intro to Scrum and The Birth of User Stories 4What is Agile Scrum 4Scrum Theory 6Product Backlog 16SECTION 2 User Story Principles 22The INVEST Principle 22The Three Cs Formula 25SECTION 3 User Story basics capturing a requirement 29How to write a User Story Description using The Three Rs 29Who writes user stories 29User Stories The Three Rs 29How to write Acceptance Criteria capturing the detail and any edge cases 31Acceptance Criteria 31SECTION 4 Epics and Themes capturing large or vague requirements 35What is an Epic 35What is a Theme 37When to split user stories 39How to split User stories 41BONUS Example Backlog 49Final Words 50Conclusion 53Free Scrum Ebook 54Preview of The Scrum Master Mega Pack 55Check Out My Other Books 60 Scroll Up To The Top Of The Page And Click The Orange Buy Now or Read For Free Icon On The Right Side *Agile Product Management* Paul Vii,2017-01-19 Agile Product Management Just Got Easier Introduction Thank you and congratulations on taking this class Product Owner 27 Tips To Manage Your Product And Work With Scrum Teams In this class you will be given a multitude of proven tips to effectively create a product and work with scrum teams I am confident that this class will enable you to learn a multitude of skills since it starts by giving you a full introduction to the concept of scrum and agile product development scrum and agile principles and a host of other valuable information that will give you a full understanding of the topic I then walk you through the process of understanding your role as a product owner how your role differs from that of a traditional product manager how to create products and a lot more Once you ve learnt all that I will then give you valuable tips for effectively creating a product and working with teams As you go through the class you will come across a wide range of

practical examples that you can use to understand the scrum framework a lot better To break this class into easy to digest parts you will learn A brief recap of agile and scrum its principles and other concepts involved in scrum What your job as a product owner entails and how your work differs from that of a typical product manager How to create a product using the scrum framework How product creation in scrum differs from other agile frameworks like the Waterfall method How to create a product roadmap 27 tips that you can follow to create your product and to manage your scrum team So let s get started and let me teach you how to improve product backlog management Introduction Thank you and congratulations on taking this class Agile The Complete Overview Of Agile Principles and Practices In this class you will be given a complete overview of agile principles and practices used to deliver projects I know you will get value from this class as it gives you a complete introduction to agile I then walk you step by step through the differences between agile and traditional methods In today s fast paced world I feel that agile methods are crucial for improving your effectiveness whether you are a business owner product owner development team service team or service oriented team Along the way I give you plenty of examples and give you best practices for being an agile practitioner In this class you will learn A complete overview of agile including the popular principles of scrum and XP What is agile and how it is different from traditional project delivery methods So let s get started and let me teach you what it takes to be an agile practitioner Scroll Up To The Top Of The Page And Click The Orange Buy Now or Read For Free Icon On The Right Side [The Basics of Agile Product Development](#) Joachim Pfeffer,2024-09-17 Agile working methods such as Scrum have revolutionized development processes and our understanding of leadership in the software industry The companies that have already completed this paradigm shift are putting the pressure on They are developing their products faster because they can rely on new management models and work closely together with customers and suppliers Scrum Co are now also finding their way into the development of physical products However many managers continue to ask themselves how short development cycles in software can be transferred to long running products such as electronics and mechanics This is exactly how I support companies every day we make their development processes leaner and more agile The basis for this is a deep and uniform understanding of the most widespread approaches Scrum and Kanban as well as Lean Development concepts This book summarizes the knowledge that I impart in my basic training courses It is intended to serve as a reference document and accompany you as you take your first agile steps [Practices for Scaling Lean & Agile Development: Large, Multisite, and Offshore Product Development with Large-Scale Scrum](#) Craig Larman,2010 **Agile Product and Project Management** Mariya Breyter,2022 Use this comprehensive Agile product and project management guide with real world case studies and examples for self learning or as a student textbook Whether you are a CEO or a student this book will take you from Agile delivery to team topology and product market fit Agile delivery is becoming a mainstream project management framework increasing demand for an understanding of modern related concepts Agile Product and Project Management covers IT delivery and project

management basics while approaching IT as a customer centric product delivery ecosystem The book covers two major topics building the RIGHT product and building the product RIGHT Each chapter builds on the materials in the previous chapter Terminology and exercises are introduced sequentially The book takes you on a journey from identifying a product using Agile principles to delivering and iterating on this process step by step The final chapter provides practical advice on role based interviews career progression professional certifications and affiliations and communities of practice You ll Learn The Objectives and Key Results OKR framework which explains why every project has to align with organizational objectives and how these objectives are used to measure project success Agile Scrum Kanban XP Waterfall and hybrid product and project management practices and how to apply the working backwards framework from the customer to IT projects The Lean Startup framework of product design based on the build measure learn feedback loop and compared with Waterfall requirements gathering and project scope management Design Thinking and customer research practices The product backlog taxonomy epic user story subtask bug etc prioritization techniques ongoing backlog maintenance and stakeholder communication Major aspects of IT delivery including Agile teams roles frameworks and success criteria Waterfall planning and Scrum in detail including its Sprint structure artifacts roles and ceremonies meetings as well as a comparison of Agile scaling frameworks Case studies of modern technology leaders from startups to FAANG Examples of release plans and delivery reports based on actual projects in a wide range of companies ways to minimize technical debt implement DevOps and establish quality management practices for software products Effective ways of managing dependencies and delivering products that delight customers and made the Silicon Valley giants successful and allowed for rapid business growth

Agile Software Development Ecosystems James A. Highsmith,2002 Traditional software development methods struggle to keep pace with the accelerated pace and rapid change of Internet era development Several agile methodologies have been developed in response and these approaches to software development are showing exceptional promise In this book Jim Highsmith covers them all showing what they have in common where they differ and how to choose and customize the best agile approach for your needs **KEY TOPICS** Highsmith begins by introducing the values and principles shared by virtually all agile software development methods He presents detailed case studies from organizations that have used them as well as interviews with each method s principal authors or leading practitioners Next he takes a closer look at the key features and techniques associated with each major Agile approach Extreme Programming XP Crystal Methods Scrum Dynamic Systems Development Method DSDM Lean Development Adaptive Software Development ASD and Feature Driven Development FDD In Part III Highsmith offers practical advice on customizing the optimal agile discipline for your own organization **MARKET** For all software developers project managers and other IT professionals seeking more flexible effective approaches to developing software [Agile Product Management](#) Paul VII,2016-11-04 Agile Product Management Just Got Easier Introduction Thank you and congratulations on taking this class Scrum Product Owner 21 Tips for Working

with your Scrum Master In this class you will be given a complete set of tips for maximizing and improving your working relationship with your Scrum Master This will in turn boost the productivity of yourself and your Scrum Master as part of an agile scrum team In this class I give you a concise overview of the Product Owner and Scrum Master roles to avoid any confusion I then give you examples of what to expect and not to expect from your Scrum Master Following this I teach you about common issues that arise in scrum teams between the Scrum Master and Product Owner and give you tips on how to resolve them As usual I give you plenty of examples and best practices along the way In this class you will learn A brief recap of agile and scrum principles A comparison of the duties of the Product Owner and a Scrum Master What to expect and not to expect from a Scrum Master on the job How to deal with common issues or points of conflict between a Scrum Master and a Product Owner Concise tips for getting the most out of the working relationship with your Scrum Master So let us get started right away so you can improve working with your Scrum Master now Introduction Thank you and congratulations on taking this class User Stories How to capture and manage requirements for Agile Product Management and Business Analysis with Scrum In this class you will be given proven methods to create maintain and manage your requirements using user stories as part of an agile scrum team I know you will get value from this class as it gives you a full introduction to the concept of agile user stories for managing product requirements I then walk you step by step through everything involved in managing requirements using user stories including writing combining and splitting complex user stories Following this I give you a complete overview of epics and themes and how they can be used to capture and group complex requirements in any team or business Along the way I give you plenty of examples and give you best practices for working with user stories within agile scrum In this class you will learn What User Stories are and why they are so powerful for capturing requirements in complex projects Feel confident in writing user stories for any project Understand what a Requirements Spec is and Why they are less flexible than a Product Backlog built with Agile User Stories Explain what The Three Rs rule Acceptance Criteria the INVEST Principle the Three Cs principle and Edge Cases are and how they will make you a better user story writer or agile practitioner Understand how and when to split and amalgamate stories Learn techniques to help you to split user stories when working in the real world Understand the difference between Epics and Themes and when each is used Learn who is responsible for writing user stories in agile and scrum So let s get started and let me teach you how to improve product backlog management Scroll Up To The Top Of The Page And Click The Orange Buy Now or Read For Free Icon On The Right Side

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