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Research to Help Understanding

Some practices and ideas seem in Agile seem counter-intuitive. There is a lot of information out there on many practices. This page is about collecting some of these ideas together.

Ideas

- [Pair Programming Research](#) and [Mobbing](#)
- [Self-Forming Teams](#)
- [Prioritization Techniques](#)
- [Day-to-day With People](#)
- [Acceptance Test-Driven Development](#)
- [Value Stream Mapping](#)
- [High Performance Teams](#)
- [Communication Approaches](#)

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