
David And Jonathan Coloring Sheet

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*David
And
Jonathan
Coloring
Sheet* 2020-10-11

**KASSANDR
A LOZANO**

Over the Top
Vintage

Canada
Inspire kids to
doodle and
dawdle in
God's Word,
and you open
the door to a
refreshing and
clever new

way for them
to experience
the Bible.
When kids
ages 8 to 12
years doodle
their way
through the
Old and New

Testaments, they will better remember God's Word, visualize spiritual truth, and put it all into practice when a life moment calls for it. With loads of humor and a big dose of fun, cartoonist Jonny Hawkins encourages kids to add their creative touches to his sketches as they explore Bible verses that speak into their lives.

Life of David

Bentang

Pustaka

Retells

different Bible

stories and explains the lessons young Christians should take from them, including why Adam and Eve were thrown out of Eden, how Queen Esther saved her people, and the birth of Jesus.

Fire Truck vs. Dragon

Xulon Press

A nation in danger. A challenge he can't refuse. War rages between Israel and their enemies. For forty days, the Philistines most fearsome warrior - a brutish giant

named Goliath - mocks the Israelites from across the valley, challenging them to a fight. No one dare respond. When the king learns that David wants to battle the giant, everything changes. With no weapons aside from a slingshot, the young shepherd must fully trust God to defend the Israelites. Filled with colorful illustrations and biblical truth, Facing the Giant is part of the

Bible Pathway Adventures' series of biblical adventures. If your children like gripping action and courageous Israelites, then they'll love this biblical adventure series from Bible Pathway Adventures. The search for truth is more fun than tradition!

Catalog of Copyright Entries.

Third Series
Tyndale House Publishers, Inc.
Created by the multi-talented Joss Whedon and

beloved the world over, your favorite characters and moments from the Buffy television series are all represented in this engrossing adult colouring book. Containing 45 intricately-detailed original illustrations, you can add your own colours to Buffy and the good guys as well as all the big bad guys!
Family Funstuff
Beginner's Bible
Provides basic information

about the biology, life cycles, and behavior of birds, along with brief profiles of each of the eighty bird families in North America.
The Sibley Guide to Bird Life & Behavior
Hachette UK
Jonathan Franzen's Freedom was the runaway most-discussed novel of 2010, an ambitious and searching engagement with life in America in the twenty-first century. In The New York

Times Book Review, Sam Tanenhaus proclaimed it "a masterpiece of American fiction" and lauded its illumination, "through the steady radiance of its author's profound moral intelligence, [of] the world we thought we knew." In *Farther Away*, which gathers together essays and speeches written mostly in the past five years, Franzen returns with renewed vigor to the themes,

both human and literary, that have long preoccupied him. Whether recounting his violent encounter with bird poachers in Cyprus, examining his mixed feelings about the suicide of his friend and rival David Foster Wallace, or offering a moving and witty take on the ways that technology has changed how people express their love, these pieces deliver on Franzen's implicit promise to

conceal nothing. On a trip to China to see firsthand the environmental devastation there, he doesn't omit mention of his excitement and awe at the pace of China's economic development; the trip becomes a journey out of his own prejudice and moral condemnation. Taken together, these essays trace the progress of unique and mature mind wrestling with itself, with

literature, and with some of the most important issues of our day. Farther Away is remarkable, provocative, and necessary. Facing the Giant Doubleday Books By the New York Times bestselling author of The Bone Clocks | Shortlisted for the Man Booker Prize A postmodern visionary and one of the leading voices in twenty-first-century fiction, David Mitchell combines flat-

out adventure, a Nabokovian love of puzzles, a keen eye for character, and a taste for mind-bending, philosophical and scientific speculation in the tradition of Umberto Eco, Haruki Murakami, and Philip K. Dick. The result is brilliantly original fiction as profound as it is playful. In this groundbreaking novel, an influential favorite among a new generation of writers, Mitchell explores with

daring artistry fundamental questions of reality and identity. Cloud Atlas begins in 1850 with Adam Ewing, an American notary voyaging from the Chatham Isles to his home in California. Along the way, Ewing is befriended by a physician, Dr. Goose, who begins to treat him for a rare species of brain parasite. . . . Abruptly, the action jumps to Belgium in 1931, where Robert Frobisher, a disinherited

bisexual
composer,
contrives his
way into the
household of
an infirm
maestro who
has a
beguiling wife
and a nubile
daughter. . . .
From there we
jump to the
West Coast in
the 1970s and
a troubled
reporter
named Luisa
Rey, who
stumbles upon
a web of
corporate
greed and
murder that
threatens to
claim her life.
. . . And
onward, with
dazzling
virtuosity, to
an inglorious
present-day

England; to a
Korean
superstate of
the near
future where
neocapitalism
has run amok;
and, finally, to
a
postapocalypti
c Iron Age
Hawaii in the
last days of
history. But
the story
doesn't end
even there.
The narrative
then
boomerangs
back through
centuries and
space,
returning by
the same
route, in
reverse, to its
starting point.
Along the
way, Mitchell
reveals how
his disparate

characters
connect, how
their fates
intertwine,
and how their
souls drift
across time
like clouds
across the
sky. As wild as
a videogame,
as mysterious
as a Zen koan,
Cloud Atlas is
an
unforgettable
tour de force
that, like its
incomparable
author, has
transcended
its cult classic
status to
become a
worldwide
phenomenon.
Praise for
Cloud Atlas
"[David]
Mitchell is,
clearly, a
genius. He

writes as though at the helm of some perpetual dream machine, can evidently do anything, and his ambition is written in magma across this novel's every page."—The New York Times Book Review "One of those how-the-holy-hell-did-he-do-it? modern classics that no doubt is—and should be—read by any student of contemporary literature."—Dave Eggers "Wildly entertaining . . . a head rush,

both action-packed and chillingly ruminative."—People "The novel as series of nested dolls or Chinese boxes, a puzzle-book, and yet—not just dazzling, amusing, or clever but heartbreaking and passionate, too. I've never read anything quite like it, and I'm grateful to have lived, for a while, in all its many worlds."—Michael Chabon "Cloud Atlas ought to make [Mitchell] famous on

both sides of the Atlantic as a writer whose fearlessness is matched by his talent."—The Washington Post Book World "Thrilling . . . One of the biggest joys in Cloud Atlas is watching Mitchell sashay from genre to genre without a hitch in his dance step."—Boston Sunday Globe "Grand and elaborate . . . [Mitchell] creates a world and language at once foreign and strange, yet strikingly

familiar and intimate.”—Los Angeles Times
Keep These Things, Ponder Them in Your Heart
 Univ of California Press
 Can a Fire Truck and a Dragon be friends? Find out in this new companion to the household favorite Shark vs. Train! It's the wackiest rivalry ever, when the fire-breathing ruler of the skies and the fearless fire truck go head to head in an epic battle of fire vs water! Who will win?

But wait, is it actually a competition? Their rivalry takes unexpected turns as these two unlikely friends face off at a campfire, a birthday party, and more with unexpected results. Who will you root for? With playful illustrations and charming text, *Fire Truck vs Dragon* gives readers an unexpected twist on a would-be rivalry, turned friendship.

David Brainerd

HarperCollins
 The perfect gift for the creatives and coloring-book lovers in your life! Includes bonus activities and kid-friendly coloring pages for the whole family! This Christmas season, celebrate the birth of our Savior through beautiful design and devotion. Grab your colored pencils, cozy up with your favorite blanket and a cup of tea, and settle in for a night of peace and wonder with *All Is Bright*.

For lovers of the Secret Garden and Enchanted Forest coloring books, All Is Bright is the perfect way to transform the Advent and Christmas seasons for your whole family, re-centering the holidays on the miracle of Jesus' birth. Combining 31 days of rich content by the beloved and inspirational Nancy Guthrie with intricate designs that will reconnect you with the heart of Christ, this coloring book

devotional journey reminds us all of what the season really calls us to: worship. *The Covered Deep* Little, Brown Books for Young Readers The "breathtakingly brilliant" novel by the author of *Infinite Jest* (New York Times) is a deeply compelling and satisfying story, as hilarious and fearless and original as anything Wallace ever wrote. The agents at the IRS Regional

Examination Center in Peoria, Illinois, appear ordinary enough to newly arrived trainee David Foster Wallace. But as he immerses himself in a routine so tedious and repetitive that new employees receive boredom-survival training, he learns of the extraordinary variety of personalities drawn to this strange calling. And he has arrived at a moment when forces

within the IRS are plotting to eliminate even what little humanity and dignity the work still has. The Pale King remained unfinished at the time of David Foster Wallace's death, but it is a deeply compelling and satisfying novel, hilarious and fearless and as original as anything Wallace ever undertook. It grapples directly with ultimate questions -- questions of life's meaning and of the value of work

and society -- through characters imagined with the interior force and generosity that were Wallace's unique gifts. Along the way it suggests a new idea of heroism and commands infinite respect for one of the most daring writers of our time. "The Pale King is by turns funny, shrewd, suspenseful, piercing, smart, terrifying, and rousing." -- Laura Miller, *The*

Winemaker's Dance Farrar, Straus and Giroux
Several years after the events of Alice's *Adventures in Wonderland* and *Through the Looking Glass*, Alice finds herself back in *Wonderland* and called upon to save the world of playing cards and talking animals from the increasingly deranged Queen of Hearts. But all is not as it first appears in the fluctuating dream world

and soon Alice is battling to save herself from the nightmare that is rapidly overtaking the realm. Have you ever wondered what would have happened if Alice hadn't drunk from the bottle labelled 'Drink Me', or if she hadn't joined the Hatter, the March Hare, and the Dormouse for tea? Well now you can find out. In Alice's Nightmare in Wonderland, YOU decide which route Alice should take, which

perils to risk, and which of Wonderland's strange denizens to fight. But be warned - whether Alice succeeds in her quest or meets a dire end as the nightmare escalates will be down to the choices YOU make. Are you ready to go back down the rabbit-hole? This luxury illustrated cloth-bound Demy hardback is an unnumbered limited edition of just 80 copies, and features ruby-red endpapers

front and back, gold stamped foil on white cloth on front, back and spine, saddle-stitched binding with head and tail bands, and Kev Crossley's sketchbook including sketches that did not appear in the main edition as an additional 23-page illustrated section. *Gracism* Houghton Mifflin Harcourt Korn is an American nu metal band from Bakersfield, California,

formed in 1993. The band's current lineup includes founding members James "Munky" Shaffer (rhythm guitar), Reginald "Fieldy" Arvizu (bass), Brian "Head" Welch (lead guitar, backing vocals), and Jonathan Davis (lead vocals, bagpipes), with the addition of Ray Luzier (drums), who replaced the band's original member, David Silveria in 2007. Korn

was originally formed by three of the members of the band L.A.P.D. [Catalog of Copyright Entries](#) Rose Publishing An incurably romantic bookworm from Appalachia wins a contest and travels to England and the Holy Land in search of the perfect romantic hero. Set in 1877. *Sprint (Republish)* B&H Publishing Group The Bible was meant to be shared. By people of all

ages for all time. By kids. By moms and dads and whole families. The Bible is more than a collection of great stories-it's God's truth. For people of all ages for all time. For kids. For moms and dads and whole families. This treasury of Bible stories features a rich variety of masterful storytelling-dramas, eyewitness accounts, humorous poems-even games and riddles! Each

turn of the page reveals something new and exciting. The Bible was meant to be taken to heart and lived out. By kids. By moms and dads and whole families. So we've followed each Bible story with a Go for the Godprint section that helps kids and families do just that. In the Go for the Godprint pages you'll find: bull; The Godprint: What characteristic does God want to give

kids that's illustrated in this story? This section presents the Godprint in language that's clear and challenging to kids. bull; What Digby Dug Up: Fun Bible factoids and interesting cultural tidbits that lead to a clearer understanding of the story. bull; A fun activity, craft or game that helps put feet on the Bible truth. It's great when kids learn Bible stories and think about them.

It's better yet when kids live out what they've read! If your kids are learning from Godprints curriculum at church, they'll recognize the friendly characters from Potterfield who host each activity. bull; Jake's Mirth Quake: Lively games. bull; Mo's Fab Lab: Great science stuff. bull; Izzy's Art Cart: Creative art and craft projects. bull; PJ's Good to Go: Simple ways to serve others. bull; Herbie's

| | | |
|--|---|--|
| Hideaway: | Godprints | implications. |
| Activities for thoughtful reflection. | start popping out all over your family! | Discover the historical themes and spiritual threads behind today's current events, which point to the agenda on God's heart for our generation. |
| bull; | (This book was named as a finalist for the 2002 Gold Medallion award from the Evangelical Christian Publisher's Association.) | Does God have a unique purpose for America? Could President George W. Bush have a divine calling for this hour? Why should I care about Israel and the Jewish people? Do Muslims worship the same God we |
| Cafeacute; de Click: Food fun to celebrate what God does for us. | award from the | |
| bull; GP Theater Company: | Christian | |
| Imaginative ways to relive the story. | Publisher's Association.) | |
| bull; | <i>Sons of Issachar for the 21st Century</i> | |
| Wally's Walkabout: | Simon and Schuster | |
| Whole-body ways to learn. | ?What is happening to the world?? | |
| bull; God Talk: Creative, family-involving ways to pray. | Enjoy these pages of Bible adventure with your kids. | |
| And don't be surprised when | much larger picture, with momentous | |

do? Does it matter? What can history tell us about the clash of civilizations looming before us? Can our prayers really make a difference? Take an eye-opening walk through the pages of history and the Bible with Bill Lewis, a passionate and articulate prayer warrior. You'll gain surprising and powerful insights into the events of our generation. Sons of Issachar for the 21st Century is a stirring call to

faith, and an illuminating journey you'll never forget. **New Publications of the Geological Survey** Priddy Have you ever loved a magical book above all others? Have you ever wished the magic were real? Welcome to The Land of Laughs. A novel about how terrifying that would be. Schoolteacher Thomas Abbey, unsure son of a film star, doesn't know who he is or what he wants--in life, in love, or in

his relationship with the strange and intense Saxony Gardner. What he knows is that in his whole life nothing has touched him so deeply as the novels of Marshall France, a reclusive author of fabulous children's tales who died at forty-four. Now Thomas and Saxony have come to France's hometown, the dreamy Midwestern town of Galen, Missouri, to write France's

biography. Warned in advance that France's family may oppose them, they're surprised to find France's daughter warmly welcoming instead. But slowly they begin to see that something fantastic and horrible is happening. The magic of Marshall France has extended far beyond the printed page...leaving them with a terrifying task to undertake. At the Publisher's

request, this title is being sold without Digital Rights Management Software (DRM) applied.

Doodle Through the Bible for Kids Faith Kidz Includes Part 1, Number 2: Books and Pamphlets, Including Serials and Contributions to Periodicals July - December) *The Beginner's Bible Coloring Book* Penguin Anda mungkin beruntung memiliki pekerjaan atau proyek mendatang

dengan visi yang cemerlang. Namun, upaya mewujudkan visi ini sering kali tak mudah. Setiap hari Anda gampang sekali terjebak dalam berbagai hal: surel yang seolah tiada habisnya, tenggat yang molor, rapat-rapat sehabian yang menyita waktu, dan proyek jangka panjang yang hanya berdasarkan asumsi. Sudah waktunya Anda mencoba Sprint, sebuah metode untuk memecahkan

masalah dan menguji ide-ide baru, menyelesaikannya lebih banyak hal dengan efisien. Buku ini ditulis Jake Knapp, mantan Design Partner Google Ventures, untuk menuntun Anda merasakan pengalaman menerapkan metode yang telah mendunia ini. Sprint mewujudkan pengekskusi ide besar hanya dalam lima hari. Menuntun tim Anda dengan checklist

lengkap, mulai dari Senin hingga Jumat. Menjawab segala pertanyaan penting yang sering kali hanya disimpan di benak mereka yang sedang menguji ide/konsep/produk. Sprint juga membantu Anda lebih menikmati setiap proses. Anda bisa mengamati dan bergabung dengan ratusan dari pelaku Sprint di seluruh dunia melalui tagar #sprintweek di Twitter.

Sebuah proyek besar terjadi pada 2009. Seorang insinyur Gmail bernama Peter Balsiger mencetuskan ide mengenai surel yang bisa teratur secara otomatis. Saya sangat tertarik dengan idenya—yang disebut “Kotak Masuk Prioritas”—dan merekrut insinyur lain, Annie Chen, untuk bergabung bersama kami. Annie setuju, tetapi dia hanya punya waktu sebulan untuk mengerjakannya

ya. Kalau kami tidak bisa membuktikan bahwa ide itu bisa diterapkan dalam jangka waktu tersebut, Annie akan beralih ke proyek lainnya. Saya yakin waktunya tidak akan cukup, tetapi Annie adalah insinyur yang luar biasa. Jadi, saya memutuskan untuk menjalaninya saja. Kami membagi waktu sebulan itu ke dalam empat bagian yang masing-masing lamanya seminggu. Setiap pekan, kami menggarap desain baru. Annie dan Peter membuat purwarupa, lalu pada akhir minggu, kami menguji desain ini bersama beberapa ratus orang lainnya. Pada akhir bulan, kami menemukan solusi yang bisa dipahami dan diinginkan orang-orang. Annie tetap menjadi pemimpin untuk tim Kotak Masuk Prioritas. Dan entah bagaimana caranya, kami berhasil menyelesaikan tugas desainnya dalam waktu yang lebih singkat dari biasanya. Beberapa bulan kemudian, saya mengunjungi Serge Lachapelle dan Mikael Drugge, dua orang karyawan Google di Stockholm. Kami bertiga ingin menguji ide perangkat lunak untuk konferensi video yang bisa dijalankan lewat peramban.

Karena saya berada di kota tersebut hanya selama beberapa hari, kami bekerja secepat mungkin. Pada penghujung kunjungan saya, kami berhasil menyelesaikannya purwarupanya. Kami mengirimkannya ke rekan kerja kami lewat surel dan mulai menggunakannya dalam rapat. Dalam beberapa bulan, seluruh perusahaan sudah bisa menggunakannya. (Selanjutnya,

versi yang sudah dipoles dan disempurnakan dari aplikasi berbasis web tersebut dikenal sebagai Google Hangouts.) Dalam kedua kasus tersebut, saya menyadari bahwa saya bekerja jauh lebih efektif ketimbang rutinitas kerja harian saya atau ketika mengikuti lokakarya diskusi sumbang saran. Apa yang membedakan nya? Saya menimbang kembali

lokakarya tim yang saya gagas sebelumnya. Bagaimana kalau saya memasukkan elemen ajaib lainnya—fokus pada kerja individu, waktu untuk membuat purwarupa, dan tenggat yang tak bisa ditawar? Saya lalu menyebutkan, “sprint” desain. Saya membuat jadwal kasar untuk sprint pertama saya: satu hari untuk berbagi informasi dan mereka ide, diikuti dengan empat hari pembuatan

purwarupa. Sekali lagi, tim Google menyambut baik eksperimen ini. Saya memimpin sprint untuk mendesain Chrome, Google Search, Gmail, dan proyek-proyek lainnya. Ini sangat menarik. Sprint ini berhasil. Ide-ide diuji, dibangun, diluncurkan, dan yang terbaik, kebanyakan dari ide-ide ini berhasil diterapkan dalam dunia nyata. Proses sprint

menyebarkan di seisi Google dari satu tim ke tim lain, dari satu kantor ke kantor lain. Seorang desainer dari Google X tertarik dengan metode ini, jadi dia menjalankan sprint untuk sebuah tim di Google Ads. Anggota tim dalam sprint di Ads kemudian menyampaikannya kepada kolega mereka, dan begitu seterusnya. Dalam waktu singkat saya mendengar penerapan

sprint dari orang-orang yang tidak saya kenal. Dalam perjalanannya, saya membuat beberapa kesalahan. Sprint pertama saya melibatkan empat puluh orang—jumlah yang sangat besar dan justru hampir menghambat sprint tersebut, bahkan sebelum dimulai. Saya menyesuaikan waktu yang diperlukan untuk mengembangkan ide dan pembuatan purwarupa.

Saya jadi memahami mana yang terlalu cepat, terlalu lambat, hingga akhirnya menemukan yang waktu paling sesuai. Beberapa tahun kemudian, saya bertemu Bill Maris untuk membicarakan sprint. Bill adalah CEO Google Ventures, perusahaan modal ventura yang didirikan Google untuk berinvestasi pada startup-startup potensial. Dia adalah salah satu orang berpengaruh

di Silicon Valley. Namun, Anda tidak akan menyangkanya dari pembawaannya yang santai. Pada sore itu, dia mengenakan pakaian khasnya, yaitu topi bisbol dan kaus dengan tulisan tentang Vermont. Bill tertarik untuk menjalankan sprint dengan startup dalam portofolio GV. Startup biasanya hanya memiliki satu kesempatan emas untuk mendesain sebuah produk yang

sukses, sebelum akhirnya kehabisan dana. Sprint bisa membantu mencari tahu apakah startup-startup ini berada di jalur yang tepat sebelum akhirnya mereka bisa berkecimpung dalam tahapan yang lebih berisiko untuk membangun dan meluncurkan produk mereka. Dengan menjalankan sprint, mereka bisa mendapatkan sekaligus

menghemat uang. Namun agar berhasil, saya harus menyesuaikan proses sprint ini. Saya sudah berpikir mengenai produktivitas individu dan tim selama beberapa tahun. Namun, saya hampir tidak tahu apa-apa mengenai startup dan kebutuhan bisnis mereka. Tetap saja, antusiasme Bill meyakinkan saya bahwa Google Ventures adalah tempat yang tepat untuk menerapkan

sprint—sekaligus tempat yang tepat bagi saya. “Ini misi kita,” ujarnya, “untuk bisa menemukan entrepreneur terbaik di muka bumi dan membantu mereka membuat dunia ini menjadi tempat yang lebih baik.” Saya tentu tak bisa menolaknya. Di GV, saya bergabung dengan tiga rekan lain: Braden Kowitz, John Zeratsky, dan Michael Margolis. Bersama,

kami mulai menjalankan sprint dengan startup-startup, bereksperimen dengan prosesnya, dan menguji hasilnya agar bisa menemukan cara untuk memperbaikinya. Ide-ide dalam buku ini lahir dari semua anggota tim kami. Braden Kowitz memasukkan desain berbasis cerita dalam proses sprint, sebuah pendekatan tak biasa yang berfokus pada pengalaman konsumen alih-alih

komponen individu atau teknologi. John Zeratsky membantu kami memulai dari akhir sehingga tiap sprint bisa membantu menjawab berbagai pertanyaan bisnis paling penting. Braden dan John memiliki pengalaman dalam bisnis dan startup, hal yang tidak saya miliki, dan mereka menyesuaikan prosesnya untuk menciptakan fokus yang lebih baik dan keputusan yang lebih cerdas di tiap sprint. Michael Margolis mendorong kami untuk mengakhiri tiap sprint dengan pengujian di dunia nyata. Dia menjalankan riset konsumen, yang perencanaan dan pelaksanaannya bisa menghabiskan waktu berminggu-minggu, dan menemukan cara untuk mendapatkan hasil yang jelas hanya dalam sehari. Ini benar-benar sebuah keajaiban. Kami tidak perlu lagi menebak-nebak apakah solusi kami bagus atau tidak karena di akhir tiap sprint, kami mendapatkan jawabannya. Kemudian ada Daniel Burka, seorang entrepreneur yang mendirikan dua startup sebelum menjual salah satunya ke Google dan bergabung dengan GV. Saat kali pertama menjelaskan proses sprint kepadanya, dia skeptis. Baginya, sprint terdengar

seperti serangkaian proses manajemen yang rumit. Namun, dia sepakat untuk mencoba salah satunya. "Dalam sprint pertama itu, kami memangkas prosesnya dan menciptakan sesuatu yang ambisius hanya dalam sepekan. Saya benar-benar jatuh hati." Setelah kami berhasil meyakinkannya, pengalaman langsung Daniel sebagai seorang pendiri startup dan sikapnya yang tidak

menoleransi omong kosong membantu kami menyempurnakan prosesnya. Sejak sprint pertama di GV pada 2012, kami telah beradaptasi dan bereksperimen. Mulanya kami mengira pembuatan purwarupa dan riset yang cepat hanya akan berhasil untuk produk berskala besar. Mampukah kami bergerak sama cepatnya jika konsumen kami adalah para ahli di berbagai

bidang seperti kesehatan dan keuangan? Tanpa disangka, proses lima hari ini bisa bertahan. Proses ini sesuai untuk semua jenis konsumen, mulai dari investor sampai petani, dari onkolog sampai pemilik bisnis skala kecil. Juga bagi situs web, aplikasi iPhone, laporan medis, hingga perangkat keras berteknologi tinggi. Tidak hanya untuk mengembangkan produk, kami juga

menggunakan sprint untuk menentukan prioritas, strategi pemasaran, bahkan menamai perusahaan. Proses ini berulang-ulang menyatukan tim dan menjadikan ide-ide menjadi nyata. Selama beberapa tahun belakangan, tim kami mendapatkan beragam kesempatan untuk bereksperimen dan memvalidasi ide kami mengenai proses kerja. Kami

menjalankan lebih dari seratus sprint bersama dengan startup-startup dalam portofolio GV. Kami bekerja bersama, sekaligus belajar dari para entrepreneur brilian seperti Anne Wojcicki (pendiri 23andMe), Ev Williams (pendiri Twitter, Blogger, dan Medium), serta Chad Hurley dan Steve Chen (pendiri YouTube). Pada awalnya, saya hanya ingin membuat

hari-hari kerja saya efisien dan berkualitas. Saya ingin berfokus pada apa yang benar-benar penting dan menjadikan waktu saya berharga—bagi saya, tim, dan konsumen kami. Kini, lebih dari satu dekade kemudian, proses sprint secara konsisten telah membantu saya meraih mimpi tersebut. Dan saya sangat senang berbagi mengenai hal tersebut dengan Anda

dalam buku ini. Dengan keberuntungan, Anda bisa memilih pekerjaan Anda karena visi yang tajam. Anda ingin berbagi visi tersebut kepada dunia, baik yang berupa pesan, layanan, maupun pengalaman, dengan perangkat lunak maupun keras, atau bahkan—sebagaimana dicontohkan dalam buku ini—sebuah cerita atau ide. Namun, mewujudkan visi ini tak mudah. Gampang

sekali terjebak dalam berbagai hal: surel yang seolah tiada habisnya, tenggat yang molor, rapat-rapat seharian yang menyita waktu Anda, dan proyek jangka panjang yang hanya berdasarkan asumsi. Prosesnya tidak harus selalu seperti ini. Sprint menawarkan jalur untuk memecahkan masalah-masalah besar, menguji ide-ide baru, menyelesaikan lebih banyak hal, dan

melakukan semuanya dengan lebih cepat. Sprint juga membantu Anda lebih menikmati prosesnya. Dengan kata lain, Anda benar-benar harus mencobanya sendiri. Ayo kita mulai.
—Jake Knapp
San Francisco, Februari 2016
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