Agile Design

Learning Goal

The goal of this learning activity is to introduce the students to Agile Design methodologies and practices, be it in the context of software development or any other areas.

Learning Objectives and Outcome

After playing this scenario, learners will be able to:

- Understand the concept of agile methodologies
- Apply the best procedures and techniques to implement an agile methodology

Core Concepts

Agile design refers to processes where design and implementation are interleaved and not separate. In other words, the product or service design is revisited throughout the implementation process. The purpose is to best meet customer needs. This is achieved by making the customer part of the implementation team in processes related to requirements definitions and evaluation of prototypes for ensuring that needs are met are expected.

Agile processes are more suitable in situations where the requirements are not fully known at the beginning of product design, but rather the emerge during the implementation process through collaboration, communication, and evaluation of prototypes.

Agile processes require the development of a wide range of skills, such as the capacity to collaborate, the capacity to work independently, good communication skills with co-workers and customers, good evaluation skills, ability to prioritize tasks, and more.

Agile processes are applicable in wide industrial sectors. They are more applicable in cases where a strict blueprint is not necessary or when the requirements are fluid or not initially well understood.

How to Use LEAP

This learning sheet should be used after students have experimented all the LEAP games. This way they will have a complete overview of different ways to use and apply agile methodologies.

Class Collaboration

Questions to stir discussion in the classroom:

- Do you see the Agile methods as independent or do you see a common pattern?
- How complex is it to implement Agile methods?
- How do you see Agile methods implemented in other contexts?
- And about using Agile methods in your own life?

Assessment

Make a qualitative analysis of the student involvement in the discussion.

Auxiliary materials

- Agile Design, http://agilemodeling.com/essays/agileDesign.htm
- Agile Design Processes and Guidelines, https://www.atlassian.com/agile/design
- Understanding Agile Design and Why It's Important, https://designshack.net/articles/business-articles/understanding-agile-design-and-why-its-important/
- Agile Development, https://www.interaction-design.org/literature/topics/agile-development