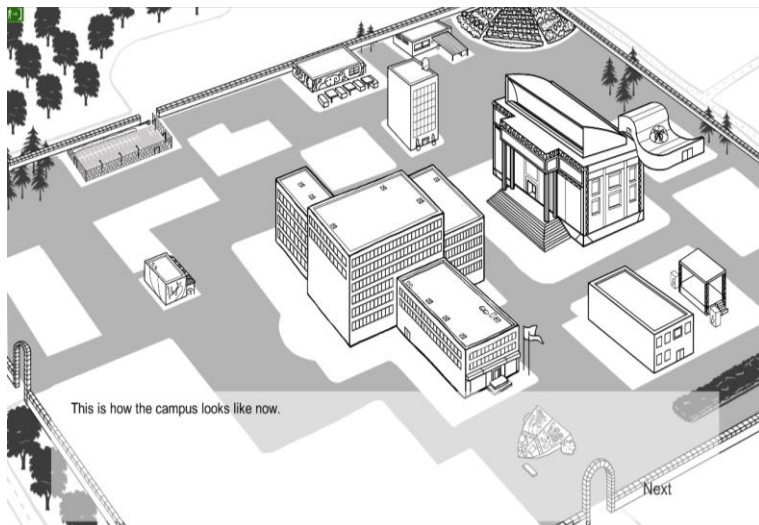This is how the campus looks like now.

Introduction to SCRUM

Learning Goal

The goal of this learning activity is to introduce the students to the SCRUM concept and make them ready to play the LEAP game, experiencing the process further by playing a role in it.

Learning Objectives and Outcome

After playing this scenario, learners will be able to:

- Know about the "SCRUM" concept.

- Recognise the three core roles in the SCRUM framework.

- Play the SCRUM game in order to experience all notions that relate to the scrum concept such as: sprint and product backlog.

Core Concepts

SCRUM is an agile framework for managing work. It was developed with software development in mind but may be applicable in many more contexts. It is designed for teams of less than ten members who break their work into actions that can be completed within a certain timeframe, called sprints (typically two-weeks). They track their progress and re-plan their actions daily, in 15-minute stand-up meetings, called daily scrums. Three core roles are defined within the framework, Product Owner, SCRUM Master and Team Member.

The LEAP SCRUM game is a role-playing game, supposed to be in played in sessions of 20 minutes to half an hour. The players are placed in a team, which applies the SCRUM methodology in order to manage a project up to completion. They are given the project by a client and currently two different scenarios exist, one for an urban and the other for an

agricultural engineering project. All of the main roles of the SCRUM methodology are playable and will each one has its own impact on the final outcome. The player will need to balance both the requirements of its team and the demands of the client in order to achieve the maximum performance of the first and the satisfaction of the latter.

Class Collaboration

Ask some questions to the students to see if they understood the concept

Assessment

Ask some questions to the students to see if they understood the concept

Pear review of everyone's understanding by organizing very small and short role play sessions

Auxiliary materials

The AGILE Manifesto: http://agilemanifesto.org/

SCRUM Guides: http://www.scrumguides.org/

LEAP Portal: http://leapproject.eu/