

Teaching Case:

The Agile Student Practice Project: Simulating an Agile Project in the Classroom for a Real-World Experience

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Abstract

In response to the adoption of Agile practices and processes by businesses, IT/IS educators are working to add Agile content to their courses. Teaching students about Agile involves teaching them about the history, mindset, and values of Agile, along with an introduction to the practices and processes used in an Agile product. Along with this, it is essential that students gain experience using Agile in a project setting. This paper discusses an Agile practice project where students use all aspects of Agile to address a problem and build a solution using Legos. The use of Legos, along with a project that students can easily see themselves using, the practice project allows students to focus on developing their Agile skills and mindset. The project serves as a useful transition from traditional classroom instruction about Agile to a project for a real-world client.

Keywords: Agile, active learning, collaboration, Agile project.

A full and updated manuscript of this abstract may be found at <https://isedj.org>