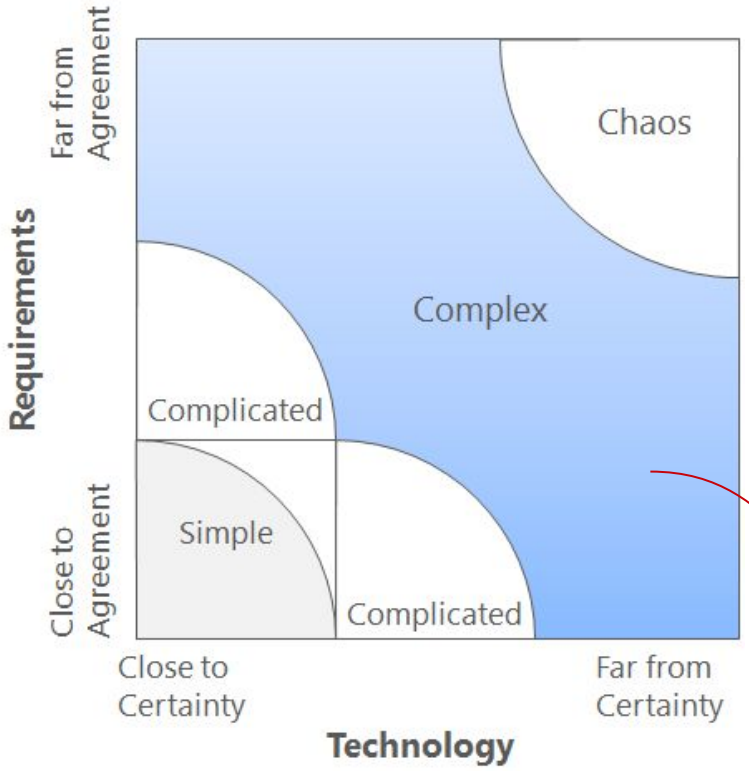
Applying Agile principles and the Scrum framework to drive Learning Design and Technology Projects

Agile is the ability to create and respond to change in order to succeed in an uncertain and turbulent environment.

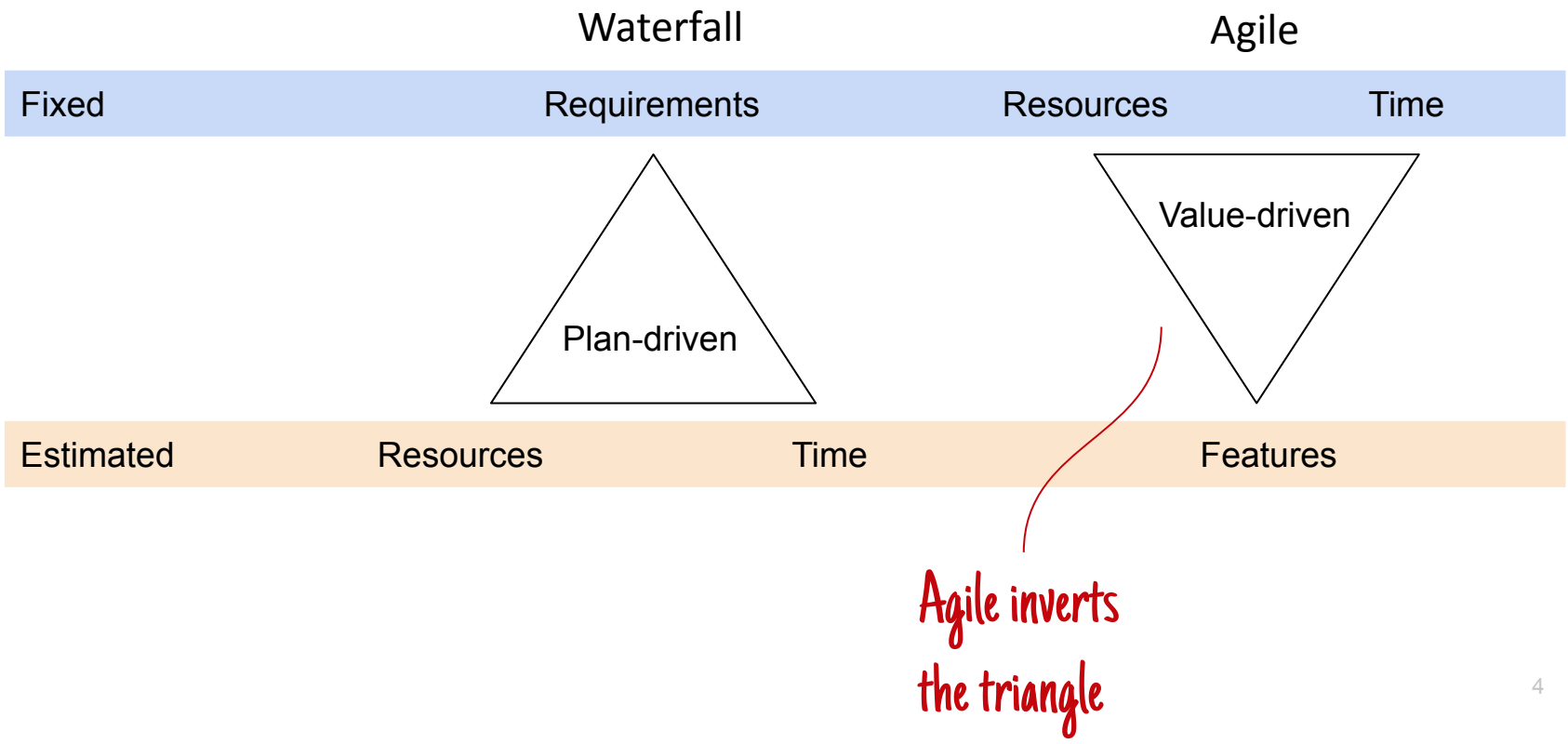
The Agile Alliance

Assess uncertainty using the Stacey complexity model



use Agile to tackle complex projects

Paradigm Shift from Plan-driven to Value-driven development



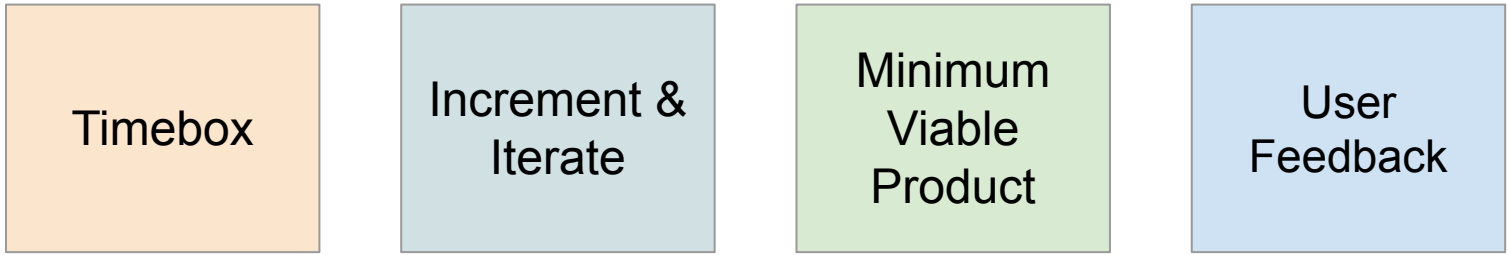
Agile Thinking – 3 Pillars of the Empirical Process

Transparency

Inspection

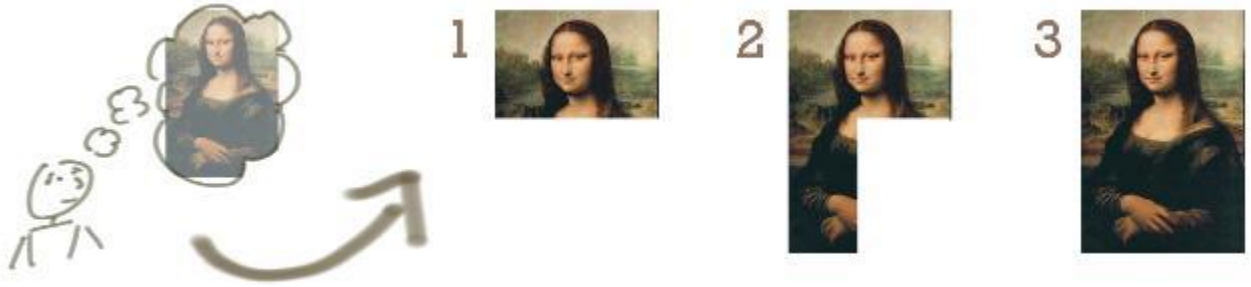
Adaptation

Agile Thinking - Key Concepts



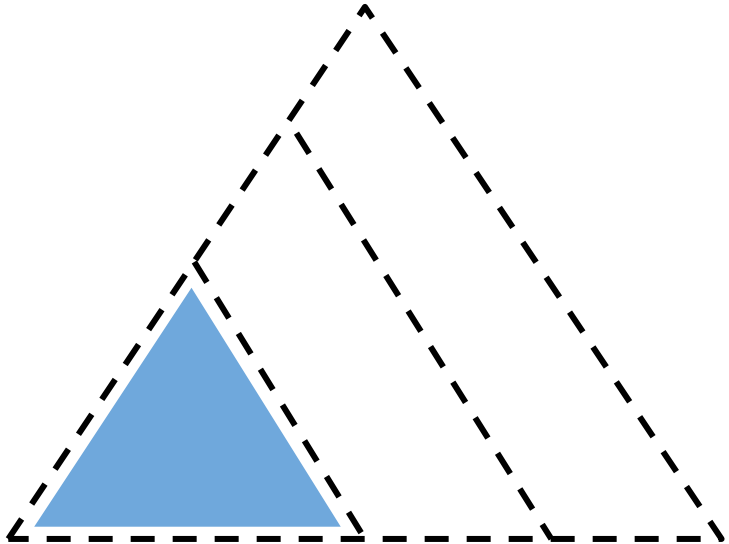
Timebox

Incrementing

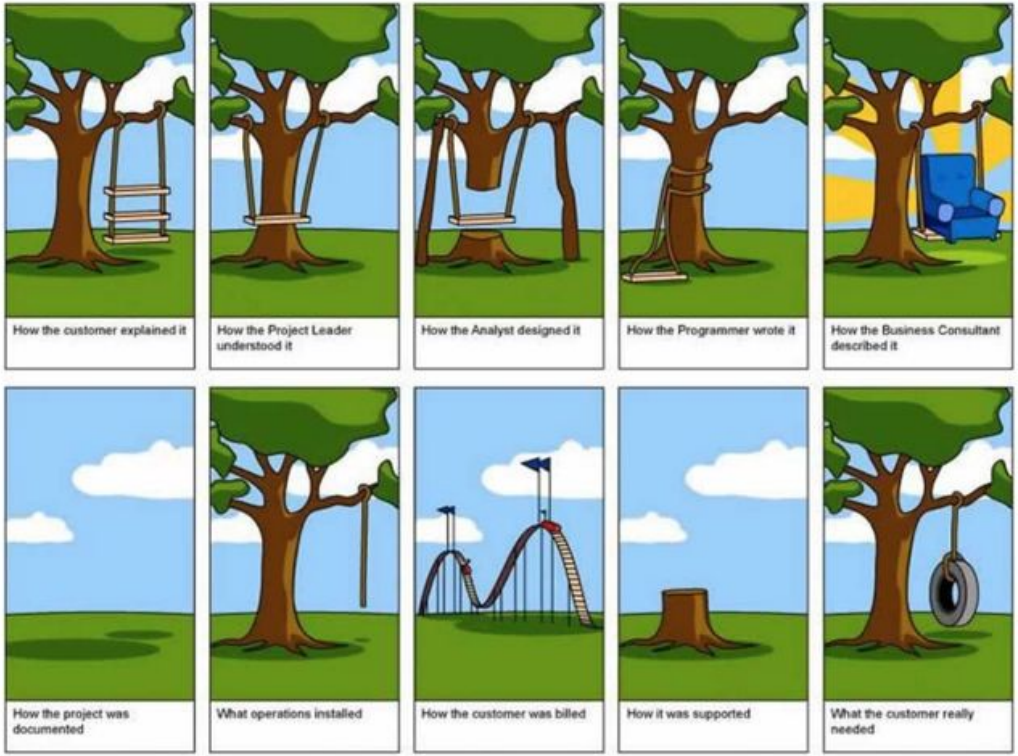


Iterating

Minimum Viable Product (MVP)



User Feedback

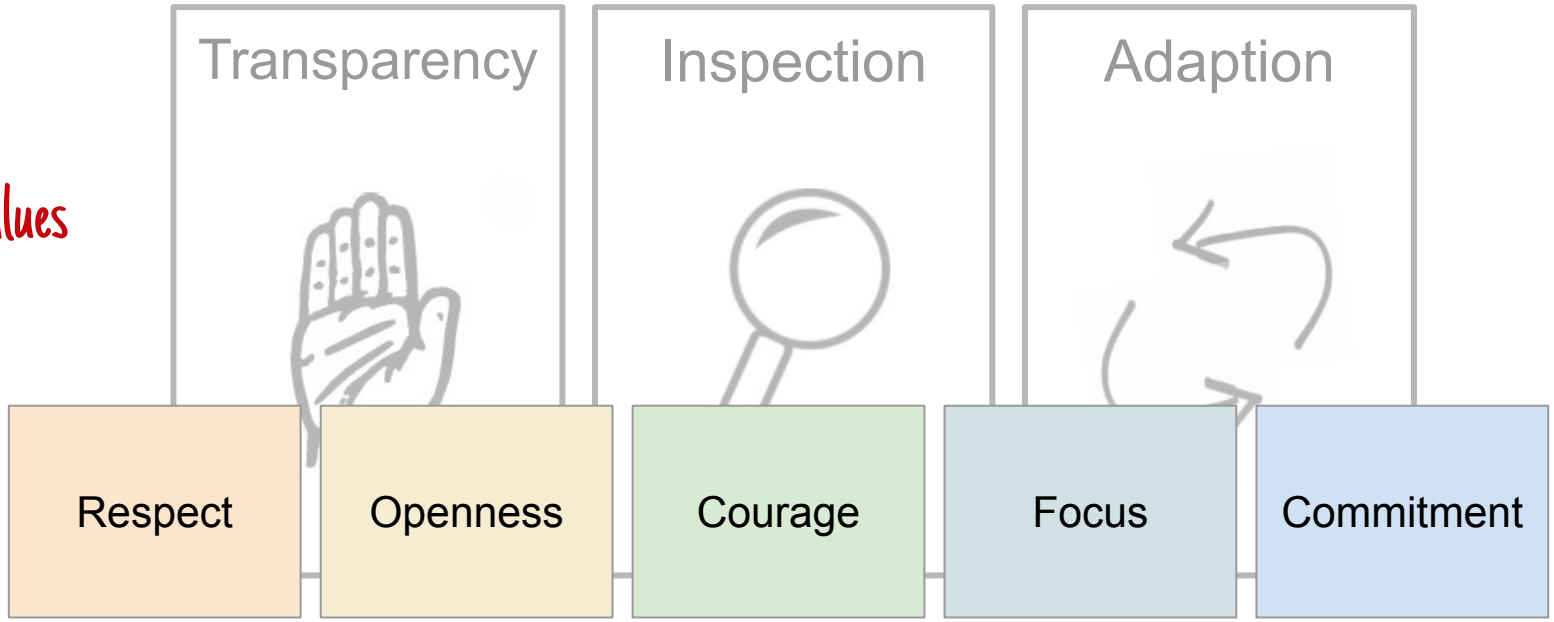


Scrum is an [agile] framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible value.

The Scrum Alliance

Agile Thinking – Pillars of the Empirical Process

Scrum Values



Scrum Framework

Roles

Artifacts

Ceremonies

Watch What is Scrum? Video

Case Study: Background + Context

So, why did *we* choose Agile?

Case Study: Getting Started

Scrum Framework

Roles

Artifacts

Ceremonies

Watch What is Scrum? Video

Scrum Roles

Product Owner

ScrumMaster

Scrum Team

Product Owner

- determines *what* needs to be done
- sets the priorities to deliver the highest value

Scrum Master

- facilitates Scrum process
- serves the Product Owner, Scrum Team and Organization

Scrum Team

- determines *how* work gets done
- self-organizes and self-manages

Organizing our Team

Product Owner

- determines *what* needs to be done
- sets the priorities to deliver the highest value

1 Director

Scrum Master

- facilitates Scrum process
- serves the Product Owner, Scrum Team and Organization

1 Designer

Scrum Team

- determines *how* work gets done
- self-organizes and self-manages

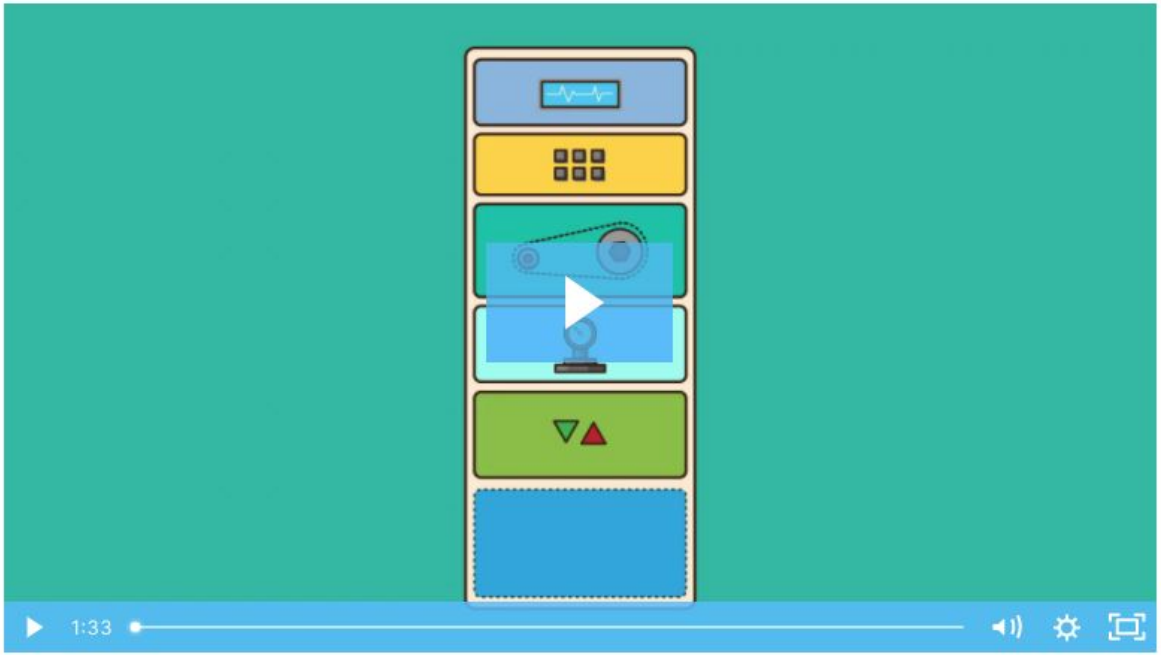
1 Designer
1 Technologist
1 Production Specialist
3 Student Employees

Scrum Artifacts

Product Backlog

Sprint Backlog

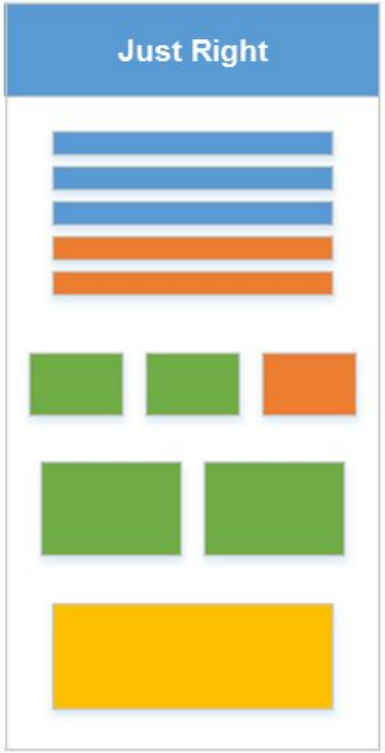
Product Backlog



https://www.mountaingoatsoftware.com/agile/scrum/scrum-tools/product-backlog

Backlog Refinement

As work moves up in priority, the more detailed it becomes

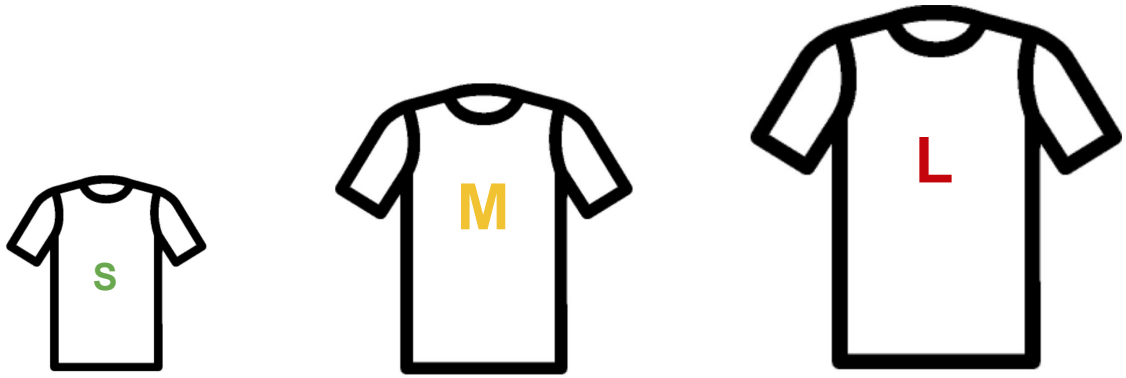


User Story

Writing user stories may be helpful to build the product backlog

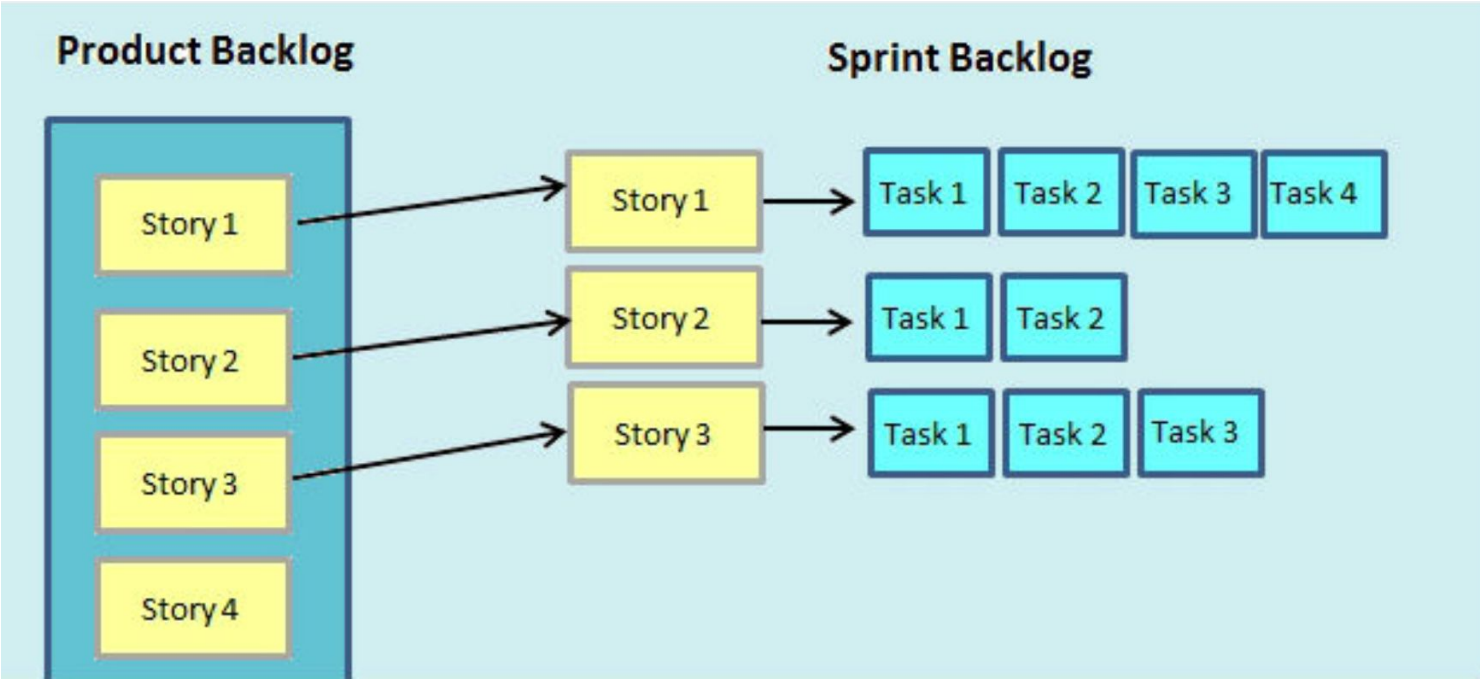
Relative Estimation

How big is the work that we want to do?



Sprint Backlog

What can the team commit to completing this Sprint?



Scrum Ceremonies

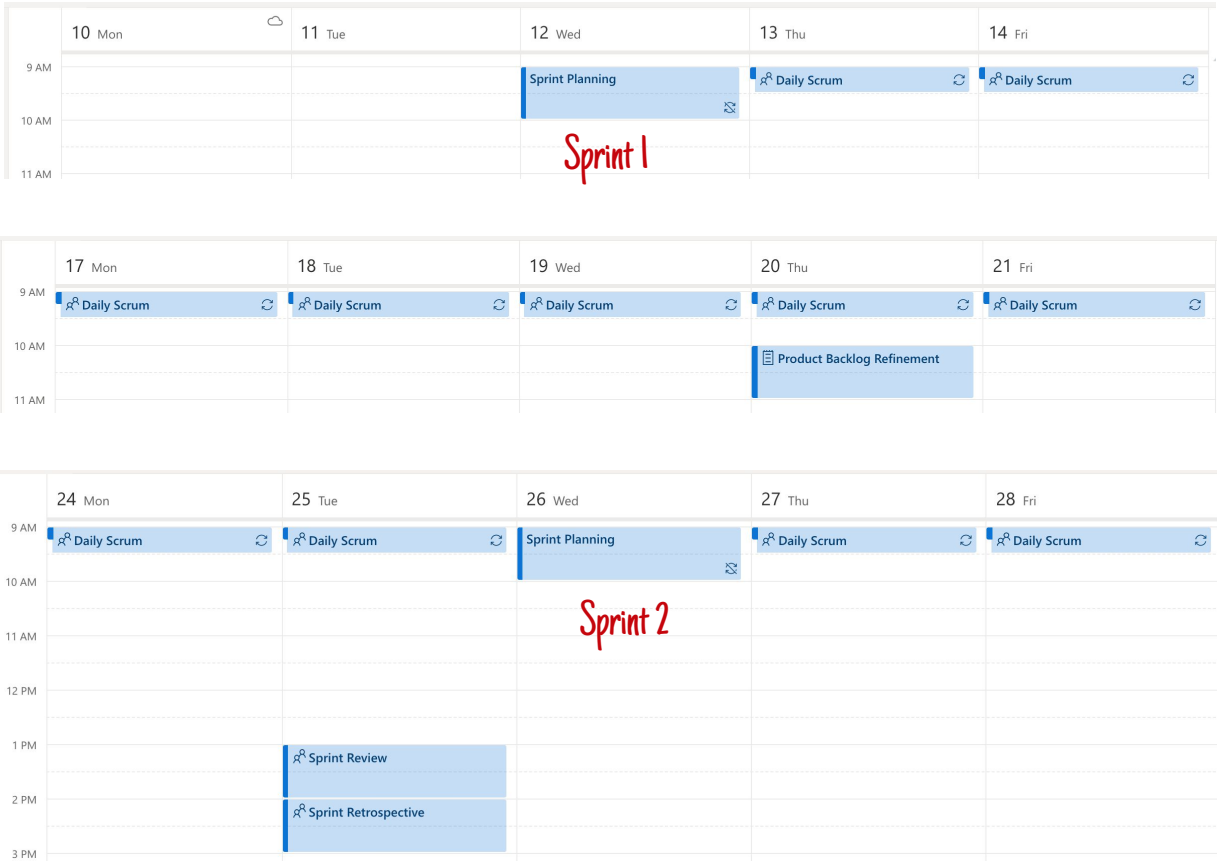
Sprint Planning

Daily Scrum

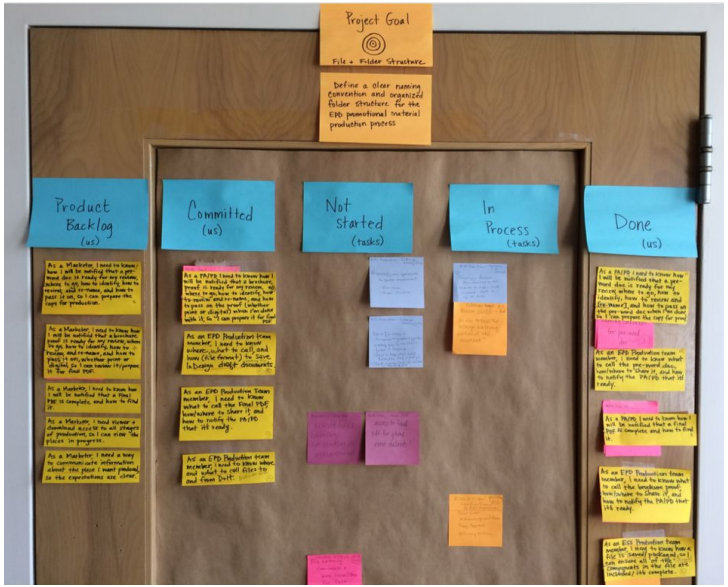
Sprint Review

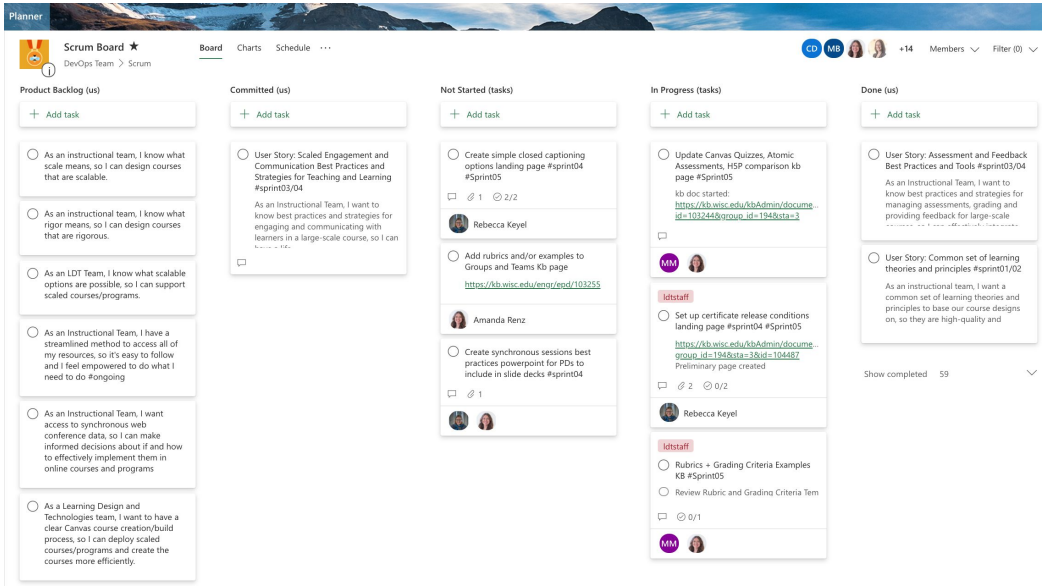
Sprint Retrospective

Sprint Planning



Sprint Planning





Daily Scrum

Daily 15-minute meeting for the Scrum Team

Scrum Team members answer three questions

Inspect progress toward completing work in the Sprint Backlog

Sprint Review

Ends each Sprint

Scrum Team demonstrates the work that is “Done” for PO and Stakeholders

Collaboration on what to do next

Sprint Retrospective

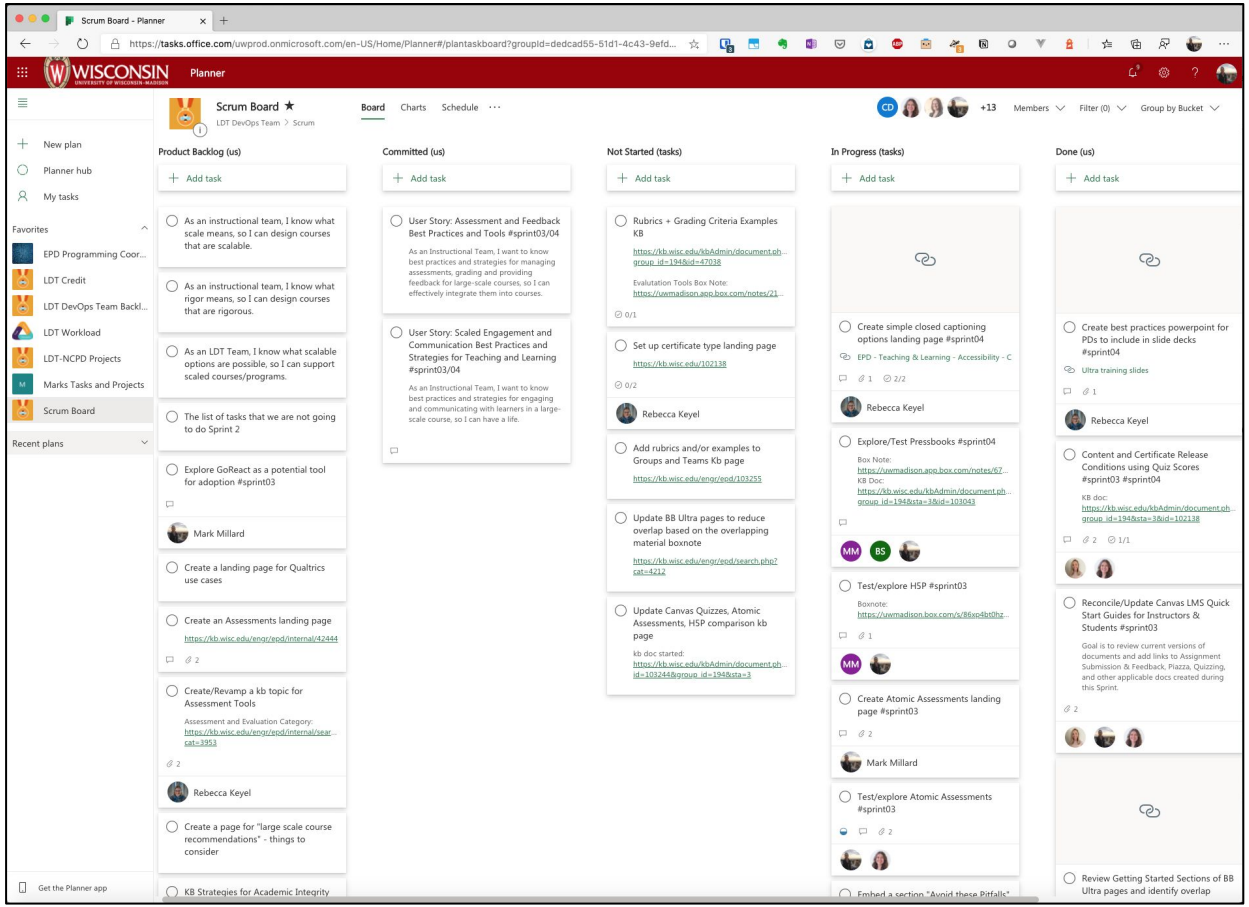
After the Sprint Review

Scrum Team inspects itself; people, relationships, process, tools

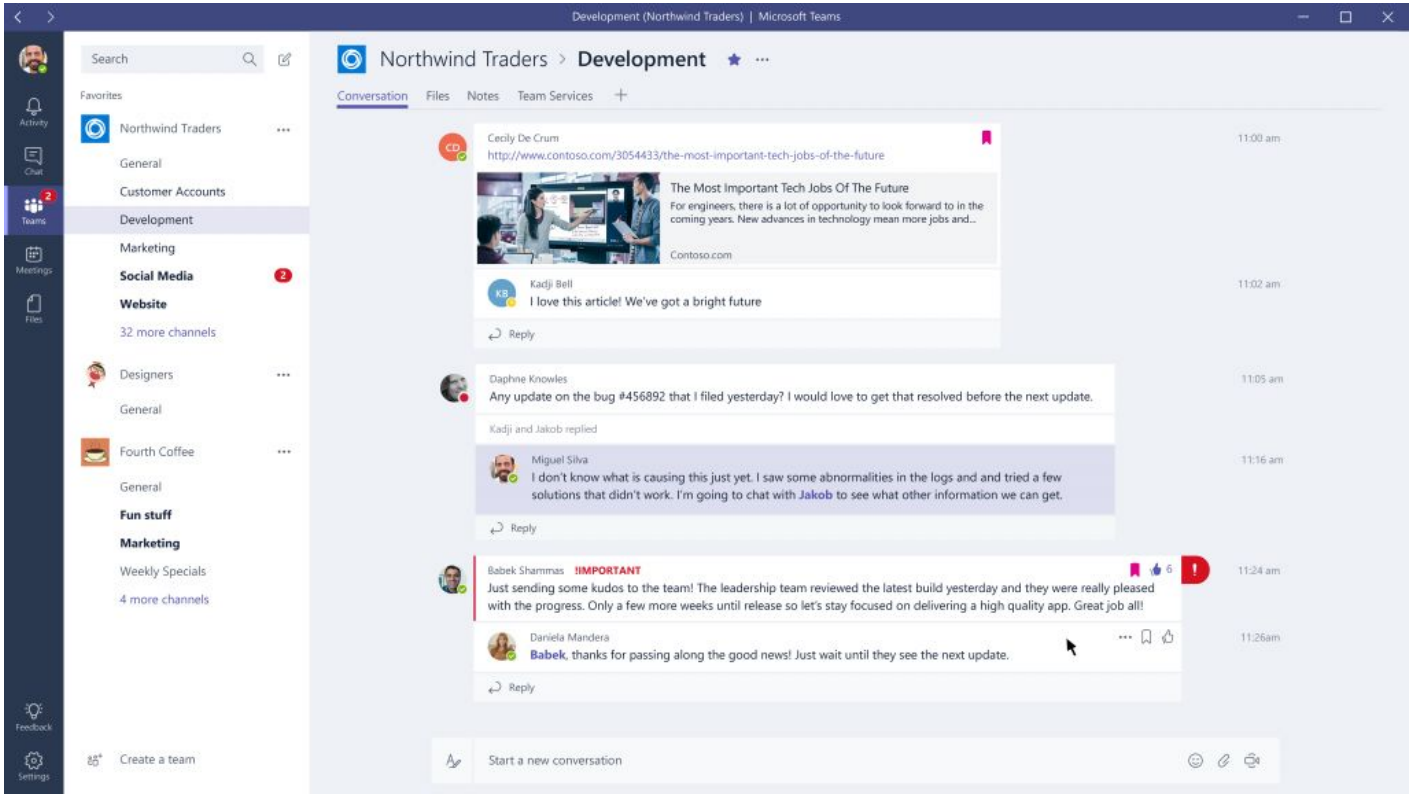
Plan improvements

Scrum Ceremonies & Adaptations

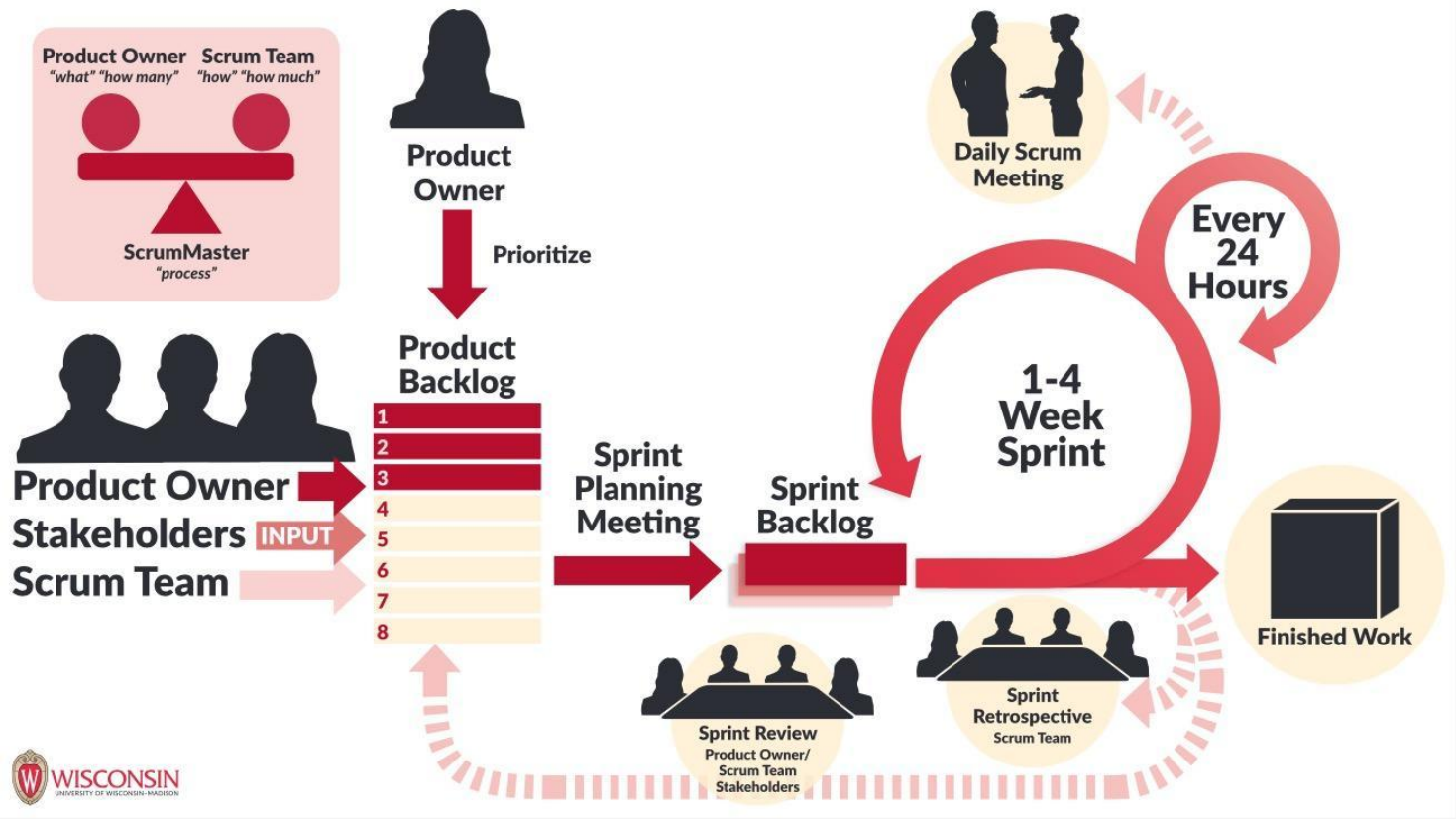
- MS Planner
- User Stories → Work Tasks
- Self-organizing
- Highlights Progress & Focus across Team
- 3-week Sprints, with “daily” standups adapted to 3 times/week.



Team Communication & Collaboration



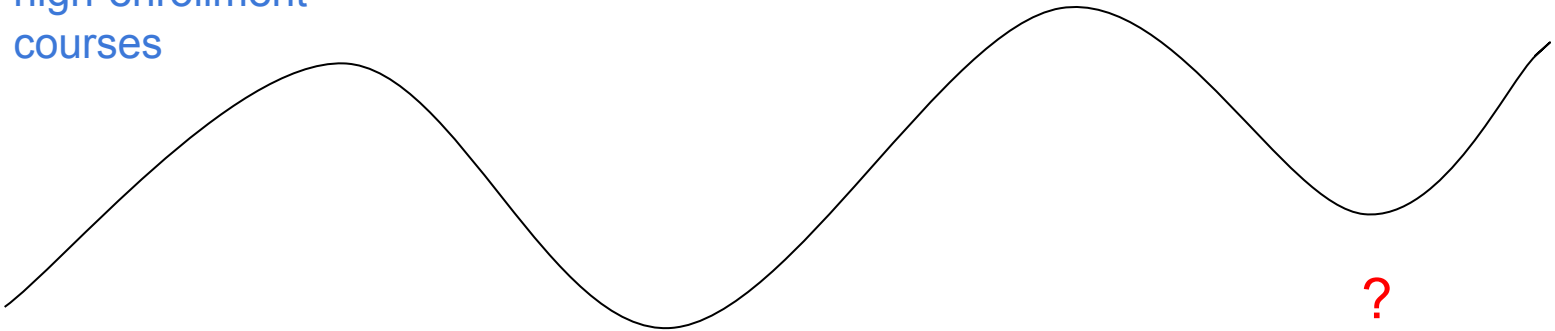
Scrum Framework



Our Experience

Scaled design for high-enrollment courses

Integration of other education support teams into LDT workflows and reorganization



?

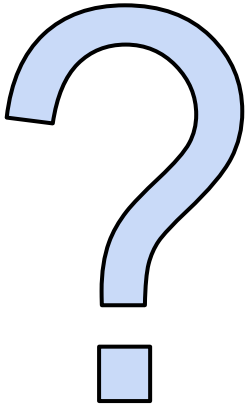
Scaled service and support to serve mass transition to online course delivery

Closing Thought

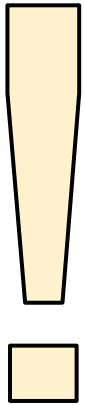
Agile is not a destination. You don’t arrive at agile and then stop. Agile is about continuously improving. No matter how great your team is, if your team isn’t better than it was a year ago, your team is no longer agile.

Mike Cohn, Mountain Goat Software

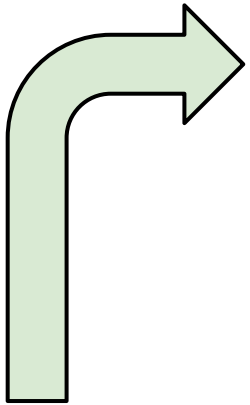
Your thoughts?



What are you **wondering** about?



What are you **excited** about?



What **next step** might you take?

References

Scrum Guide: http://www.scrumguides.org/scrum-guide.html

Scrum Alliance: https://www.scrumalliance.org/

Agile Alliance: https://www.agilealliance.org/

Our Resources: https://kb.wisc.edu/engr/epd/page.php?id=104337

Thank you!