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USING SCRUM PRINCIPLES TO TRANSFORM THE CLASSROOM

TREO Talk Paper

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Abstract

Active, collaborative learning environments are crucial strategies to engage, inspire and retain students in information systems curriculum. When designing course curriculum, it is important to utilize strategies that foster collaborative learning environments. To address this challenge, we have explored using SCRUM principles in the classroom to foster such learning conditions. According to Scrum.org (2018), SCRUM is a framework within which people work together to address complex problems while delivering high value products. SCRUM itself fosters effective team collaboration on complex products. Our primary research objective is to answer the question – Can the principles and practices in the SCRUM framework can be used to teach students complex IS concepts while fostering collaboration and increasing student engagement?

As shown in Figure 1, we have adapted the SCRUM framework to a classroom and use multiple sprints to teach complex IS topics. The core learning objectives and concepts are broken down into smaller sprints. We discuss how SCRUM techniques such as daily stand ups, and sprint retrospectives can be useful tools in the classroom. Based on our initial findings, this approach helps students embrace complex concepts, fosters collaboration, and helps instructors track student performance against learning objectives.

In conclusion, we present the SCRUM teaching framework and highlight implications for future research, specifically, how the framework enhances student learning and performance.

References