SYLLABUS

course description

Course title	**Project Management** *Design Sprints – Agile Project Management for Design & Social Innovation* **Area: Seminar 2**
Course code	**96025**
Scientific sector	-
Degree	**Master in Eco-Social Design (LM-12)**
Semester	**1**
Year	**1st and 2nd**
Credits	**2**
Modular	**No**
Lecturer	**Michael Lang**
Scientific sector of the lecturer	**-**
Teaching language	**English**
Teaching assistant (if any)	-
Office hours	-
Teaching language	**English**
Total lecturing hours	**18**
Total hours of self-study and/or other individual educational activities	**32**
Attendance	**mandatory**
Prerequisites	**-**
Course page	-

Course description

The 2-day Course Design Sprints – Agile Project Management for Design & Social Innovation covers the principles and process theory underpinning the Scrum framework, and the role of the Scrum Master in it.

Educational objectives

Students will be able to:
- Gain a clear understanding of the rules of Scrum through the empirical foundation of Scrum
- Act as Scrum Masters for Scrum Teams and stakeholders from an in-depth understanding of servant-leadership
- Effectively start using Scrum
- Increase the effectiveness of Scrum underway

Knowledge will be acquired in the following fields:
- Project management fundamentals
- Agile project management
- Advanced thinking for servant-leadership, self-organization and behavioral shift

List of topics covered
- Scrum theory and principles
- The Scrum Framework
- The Definition of Done
- Running a Scrum project
- Working with people and teams
- Scrum in your organization

Teaching format
- Frontal lectures
- Exercises with real-life cases

Learning outcomes

This course is a combination of instruction and team-based exercises. It teaches what is at the heart of the Scrum and Agile movement. The course includes advanced thinking for servant-leadership, self-organization and behavioral shifts. Throughout the course, students are challenged to think in terms of the Scrum principles to better understand what to do when returning to the workplace.
In this course, students work on their real-life cases with other classmates together as a team.

Assessment

Conduction of a real-life student project based on Scrum

Assessment language: English

Evaluation criteria and criteria for awarding marks
- Backlog creation
- User story creation
- Process of Sprint flow
- Agile Estimation and Planning
- Conduction of Retrospective

Required readings

Supplementary readings
- Agile and Iterative Development: A Manager's Guide by Craig Larman
- Agile Estimating and Planning by Mike Cohn
- Agile Project Management with Scrum by Ken Schwaber
- Agile Retrospectives by Esther Derby and Diana Larsen
- Agile Software Development by Alistair Cockburn
- Agile Software Development with Scrum by Ken Schwaber and Mike Beedle
- Collaboration Explained: Facilitation Skills for Software Project Leaders by Jean Tabaka
- The Enterprise and Scrum by Ken Schwaber
- User Stories Applied for Agile Software Development by Mike Cohn