On Learning in an Agile Environment

And making cool subtitles

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Question

1. Can learning be incorporated into production?

2. How fit is agile for learning?

3. Could it be better?

Can learning be incorporated into production?

- Yes – but not without its flaws
  - ▸ 'Ability to learn while working' itself is a vital quality to employers (Jussi Kasurinen et al., 2017)
  - ▸ Requires motivation

- Common issues that arise in group work including
  - ▸ Pressure
  - ▸ Scope
  - ▸ Issues in task setting

How fit is agile for learning?

- Focus on communication and interactions enables peer learning
- Iteration focuses on progress rather than goal
- Active task setting promotes autonomy
  - Autonomy considered a key factor in improving motivation (E. Deci and R. Ryan, 2012)

Could it be better?

- Consider adding 'what I want to learn today' to standups
  - ▶ Review and self-reflection has proven educational benefits (S. Edmunds & G. Brown, 2010)
- Promote 'working in pairs'
  - ▶ Some game companies suggest this helps learning and troubleshooting (M. Tran & R. Biddle, 2008)
  - ▶ Promotes active orientation–learning for teaching–which benefits learning (C. Benware and E. Deci, 1984)

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