



CS-C2130 - Software Project 1, Lecture, 6.9.2023-1.12.2023

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Scrum Simulation

Overview

The course will arrange Scrum Simulations where the use of Scrum is learned in practice in a LEGO building project. Several sessions will be arranged for 2-5 teams at a time. The simulation is also an important opportunity to get to know the other team members.

Every student must participate in one of the sessions preferably with their own team, **or write a compensatory Scrum related essay**. Students, who come alone, will be assigned to some random team in the session.

Register for a session on the CS-C2130 Google Sheet immediately when at least the Scrum Master and a few team members have found a suitable time. You can change the session later, if needed. Try to fill the first sessions first! **Mention food allergies at least 5-days before the session** on the registration sheet (columns N-P). Coffee, tea, juice, sandwiches and fruits will be available during the breaks.

The simulation is quite hectic, and the team will get more out of it, if everyone knows the basic Scrum terminology. Therefore, read the [Scrum Primer](#) or [Scrum Guide](#). Furthermore, just before your session, read also the Compact Guide (see below).

Every student must submit a learning diary entry about the simulation at most 7-days after the participation as instructed [here](#).