

Second Year Project:

Bomberbot Decision Making

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Introduction

Introduction

- Bomberbot
- Teaching children to program
- Some schools don't continue after trial
 - Why?



BOMBERBOT

Product Vision

- Program that predicts whether a potential customer will buy the Bomberbot learning environment
 - Based on usage data
 - Reasons for choosing not to buy

Scrum Board

Product Backlog

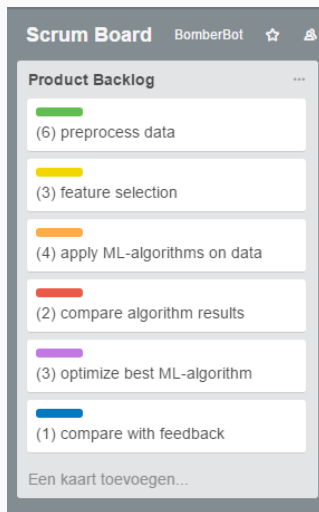


Figure 1: The product backlog

- Predict buying behavior of costumers
- See what aspects are predictive for not buying
- Alter sales strategy

First Sprint Backlog

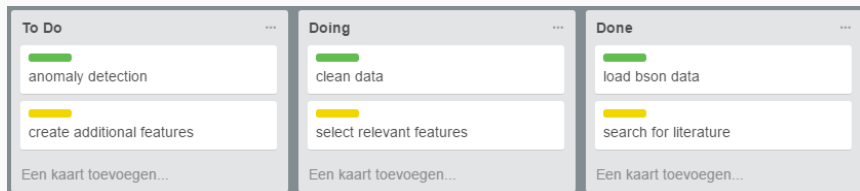


Figure 2: First sprint

- Some items are continued in the next sprint

Questions?