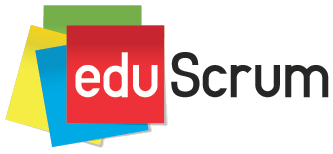
eduScrumガイド

***“ゲームのルール”***

*Developed by the eduScrum team*



*2015年9月*

***Written by Arno Delhij, Rini van Solingen and Willy Wijnands***

*Reviewed by Jeff Sutherland*

Version 1.2 - 2015年9月

Reviewed by: Jeff Sutherland

日本語訳：角征典（ワイクル株式会社）、永瀬美穂

※「work」を「作業」と訳しているが、学校で行われる「実験、学習、調査、プレゼンテーション、課題」などを含む総合的な「ワーク」を意味している。

目次

Introduction 4

Purpose of the eduScrum Guide 5

Definition of eduScrum 5

eduScrum Framework 6

eduScrum Theory 6

Transparency 6

Inspection 6

Adaptation 7

An eduScrum Team 8

The Product Owner 8

1. Determining WHAT needs to be learned 8

2. Monitoring and improving the quality of the educational results 9

3. Evaluating the educational results 9

The Student Team 10

Student Team size 11

The eduScrum Master 11

eduScrum Master service to the Product Owner 11

eduScrum Master service to the Student Team 11

eduScrum Events 12

The Sprint 12

The Sprint Planning Meeting 13

Team Formation 13

Learning Goals 13

Work Planning 14

Stand Up 15

Sprint Review 15

Sprint Retrospective 16

eduScrum Artifacts 17

Product Backlog 17

The "Flip" (Scrum Board) 17

Definition of “Done” 18

The Definition of Fun 19

End Note 20

Acknowledgements 21

People behind eduScrum 21

Friends of eduScrum 21