

Applied Process Improvement on the Example of a Lego Scrum Workshop

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Abstract—This report follows the process improvement efforts conducted for a Lego scrum workshop. After preparing a process in groups, all groups came together as an organization and attempted to form a common process and build Lego city. Following this experience I analyzed the flaws in the process and searched relevant literature for a fitting approach to improving the process. A relevant solution was found in iFLAP combined with GQM for data elicitation and prepared for the use in another iteration of the workshop.

I. INTRODUCTION

There are some common problems in project management that affect traditional and agile projects alike. In order to reduce the effect of these problems it is usually a good idea to tackle problems faced during development on an organizational level and improve the process accordingly.

This report works out a process improvement plan based on the experiences made during a Lego scrum workshop and literature concerned with the subject.

II. SUMMARY AND LESSONS LEARNED

This report discusses different approaches to software process improvement in context of the experiences made during the first Lego scrum workshop. The conclusion of the literature research on the topic is that iFLAP using GQM for data acquisition offers a feasible light-weight approach for inexperienced teams like in our case. The challenges to SPI described in the literature often involve an overcomplicated or badly understood SPI approach. Staying light-weight is one way of mitigating that challenge.

REFERENCES