'2TSCRUM': A BOARD GAME TO TEACH SCRUM

This briefing reports scientific evidence on the benefits of teach Scrum through games.

FINDINGS

- The practice of the game made possible to confirm that the game allows the construction of knowledge and that is something interesting to students.

- 2TSCRUM motivated the users to study more about Scrum and made possible their advance.

- Was also notice that the game adequately monitors the learning process and that it captured students' attention.

- The game is something interesting to students, was an efficient way to learn and enable players to develops necessaries skills and achieve goals by applying them.

- The game helps to reinforce content, an understanding of the application of Scrum, in a fun, challenging and immersive way.

- The use of the game allows see difficulties that the players have about the difference of Product backlog and Sprint backlog.

- The game showed that students are insecure to making decisions about prioritize activities and which items should not be in the product backlog.

Who is this briefing for?

Software engineering practitioners who want to make decisions about ways to have practice on the framework Scrum based on scientific evidence.

Where the findings come from?

All findings of this briefing were extracted from the game applications and questionaries' conducted by Brito et al.

What is included in this briefing?

The main findings of the use of a game board to teach scrum.

What is not included in this briefing?

Additional information not supported by the findings of the use of the game as well as descriptions about it.

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http://www.lia.ufc.br/~cbsoft2017/xxxi-sbes/