

Day 8 Lesson Plan

Activity 1:

- User Roles¹
- Group Activity: Brainstorming initial user roles for grading app. (see User Stories Applied, p. 33)

Activity 2:

- Clean Code, Episode 48: The Planning Game II (1.25 speed)
11:40-28:55 initial project meeting
- I.N.V.E.S.T. for user stories
- Group Activity: Work through user stories for grading app.

Lunch

- Clean Code 12.2 (last 5 min): The Open-Closed Principle (iteration 0)
52:10-56:15 agile design in practice
- Clean Code, Episode 47: The Planning Game (1.25 speed)
11:15-15:15 the iron cross 15:15-22:20 velocity 22:20-37:40 iterations 37:40-46:40 scope management 46:40-50:18 the circle of life

Activity 3:

- Client meeting for Project 1
 - Jen Duplaga, crowdsourcing archival image annotation
 - a. Overview of problem followed by Q & A (15 min)
 - b. Brainstorm user roles (15 min)
 - c. Develop user stories (45 min)

Collect student interest (1 - 5) in working on project.

¹../activities/activity8-1userRoles.html

Activity 4:

- Client meeting for Project 2
 - Kay Stokes and Kate Johnson, faculty committee voting system
 - a. Overview of problem followed by Q & A (15 min)
 - b. Brainstorm user roles (15 min)
 - c. Develop user stories (45 min)

Collect student interest (1 - 5) in working on project.