

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:

- Beginning of 2nd Planning Game Video. (timings?)
- I.N.V.E.S.T.
- Work through user stories for grading app.

Lunch

- Video: Last 5 mins of Open-Closed Principle
52:10-56:15 agile design in practice
 - Pause at 52:12
 - What does a development team do during “iteration 0”?
 - What is the goal of iteration 0?
- Video: Planning Game, part 1 (1.25 speed, timings?)

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.