First, let's take a quick look at the Brightstar organization. At the same time, we learned about the support system for the institution in the management of the scholarship fund.

According to the information we have, the Brightstar organization is a UK-based charity. This organization is a charity fundraiser for education and sports. It has affiliations with many universities and colleges. The organization consists of three main divisions: fundraising, scholarship administration, and treasury. Including the IT department to support infrastructure and IT support for other departments. The IT department also develops a web system for managing scholarships. This system supports the registration and management of scholarships, in addition, it is integrated with many other tools to help staff evaluate and classify scholarships. To be able to handle the sorting, classification, and evaluation of scholarships for education and sports, the system has integrated features of notes, activities, expiration date by time, disbursement method. to support scholarships more continuously and easily. The treasury department is also supported by the system by tracking the distribution of funds and where they are applied. But one obstacle is that the system cannot yet automate with banking systems, which affects the integrity of previously entered data. To overcome those problems, the development of automation systems has been given a higher priority. In short, this system supports organizations to contact businesses, individuals, sources of donations and planning events. In addition, the system also supports fundraising groups that can easily compare contacts and mailing lists used for marketing purposes. After we have briefly learned about Brightstar organization and its scholarship fund management support system, next we will delve into the problem that the system is having about scholarships for students. electronic Sports. First, let's have a look at e-sports, which is a term to describe competitive games that are part of the culture of video games. It became more widely available since the early 2010s. E-sports of various genres including first-person shooters, strategy games and competitions began to attract large sponsors. The BL CEO wanted to stay modern and, after many surveys, decided to branch out into esports scholarships. This will help the organization establish relationships with sponsors and begin to roll out new scholarships on a smaller scale and refine the selection criteria over time. The management team, after thoroughly investigating the scholarship application, discovered the problem that although the system allows applicants to register and manage the scholarship funds, there are not enough facilities to support the application process. and scholarship selection for e-sports. Therefore, they held a meeting with the head of IT - Flo Johnson - to discuss adding this facility to the system. Flo does not advocate immediate integration into the new system, he can build a highly functional prototype system from reusing the existing prototype system and add new functions to find out the changes. change until the prototype system is successful, then expand to the new system. He guarantees that he will complete the prototype in 3 months by applying the agile method he just completed the course, and he believes that the agile method would be a great choice. The method that Flo wants to apply to the prototype system to add more functionality is the Agile method. So, next let's learn a little bit about Agile methodology. Agile method is a method of managing and implementing a project by breaking down the implementation process into several phases. It involves continuous collaboration between departments and continuous improvement at different stages. When the project begins to be implemented, all departments have to go through the process of planning, implementing and evaluating the elements that we have implemented in each phase. Continuous collaboration between departments and members of a team is extremely important to help a project succeed in the allotted time.

Each solution that we apply to the project has different values, so the Agile method also has useful values. Agile methodology includes 4 core values that we should learn. The first value is Individuals and interactions over processes and tools, which means that every project we have should focus on the human element and the mutual support between members of a team. The basic thing is that if in a project there are competent members who support each other than the result will be a successful project. On the other hand, if the project has a good implementation process combined with advanced support tools but the members do not have a common opinion, the project will likely fail, this does not mean negating the importance. of the implementation process with support tools, but in the Agile method it will be ranked after the human factor. The second value that the Agile approach refers to is the Working software over comprehensive documentation. In a project it is important to create and update documentation. The Dev team cannot develop the system without the project design and requirements description document. The Test team needs documentation to easily write down the cases to test the project or test the finished product of the project. The QA team is required to read the project's documents in advance before handing over the product to the customer. But from an objective point of view, the customer only asks for the quality of the product to work well or not, while writing a project document takes a lot of time. So why should we instead focus too much on writing the document without spending the time to learn and develop more effective functions for the project, that will help the project get the best quality when delivered to the customer. Don't misunderstand when applying Agile methodology without writing documentation, documentation should only be about things that people need to read. That third value is Customer collaboration over contract negotiation. Every project needs customers, but customers have many different types of customers. Some people are knowledgeable about the project, but there are also people who do not care, the best way to work well is to collaborate with customers to capture the requirements that customers want to consult and adjust the project instead of what is specified in the contract. The fourth value that the Agile method refers to is Responding to change over following a plan. Almost all projects do not have a project that does not have a throttling change at runtime. That change can be a change of requirements, a change of personnel, a change in the deadline even though the plan has been set out from the beginning. The Agile method does not necessarily require change, but it is encouraged that in the project we should adapt to the change.

After learning briefly about the BL organization, the problems they have, and knowing Flo's solution when applying Agile methods, I think to complete the project in the set time is 3 months. in terms of personnel, team members and related departments must cooperate with each other in a united way and combine with advanced support tools. The project needs to outline a meticulous plan, a reasonable method, needs to cooperate with the customer to be able to find out the requirements set by the customer to easily implement the project. The relevant departments must focus on the development of system functions so that the project's operational quality is best. Those are important things to complete the project.