

Learning Unit	Reading Assignments	Due Dates	Discussion Forum Assignments
<p><i>Week 1: What is Agile Project Management?</i></p>	<p>Špundak, M. (2014). Mixed agile/traditional project management methodology—reality or illusion? <i>Procedia-Social and Behavioral Sciences</i>, 119, 939-948.</p> <p>Conforto, E. C., Salum, F., Amaral, D. C., da Silva, S. L., & de Almeida, L. F. M. (2014). Can agile project management be adopted by industries other than software development? <i>Project Management Journal</i>, 45(3), 21-34.</p> <p>Nerur, S., Mahapatra, R., & Mangalaraj, G. (2005). Challenges of migrating to agile methodologies. <i>Communications of the ACM</i>, 48(5), 72-78.</p> <p>Taymor, Emersom. (2018). <i>Agile Handbook</i>. 1-34. Philosophie.</p> <p>Agile vs. Traditional PM https://youtu.be/tZb5G4GXNLI</p> <p>What is Agile Project Management? https://www.linkedin.com/learning/agile-project-management-principles/what-is-agile-project-management</p>	<p>Voice Thread: Wednesday</p> <p>Initial Post: Wednesday</p> <p>Follow-up Individual post: Sunday</p>	<p>Voice Thread: Create a “bio” slide in VT to Introduce yourself. Describe any experience you might have with project management. Were you a leader or team member? What was the experience like? What do you hope to get out of this course? Make comments on other slides. (VT tutorial in module DB Rubric)</p> <p>Q1: What is Agile Project Management? How does it differ from traditional project management? What are some strengths and challenges of Agile? Provide a scenario in which an Agile method is preferable, and a scenario in which a traditional method is preferable. Respond to at least one individuals post. Respond to your own thread to keep discussion going.</p>

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<p><i>Week 2: Exploring Agile Methods</i></p>	<p>Matharu, G. S., Mishra, A., Singh, H., & Upadhyay, P. (2015). Empirical study of agile software development methodologies: A comparative analysis. <i>ACM SIGSOFT Software Engineering Notes</i>, 40(1), 1-6.</p> <p>Highsmith, J., & Cockburn, A. (2001). Agile software development: The business of innovation. <i>Computer</i>, 34(9), 120-127.</p> <p>Rising, L., & Janoff, N. S. (2000). The Scrum software development process for small teams. <i>IEEE software</i>, 17(4), 26-32.</p> <p>https://youtu.be/LyS53-0jkok (Kanban in 2 minutes) https://youtu.be/1PBl3dyaPs (Scrum in 2 minutes) https://youtu.be/rlaz-1Kf8w (Scrum vs. Kanban)</p>	<p>Initial Individual Post to group: Wednesday</p> <p>Group Post: Friday</p> <p>Follow-up Individual Post: Sunday</p>	<p>Q2: Scrum and Kanban are two of the most popular methods used to implement Agile Project Management in software development. In each small group discussion individuals will post:</p> <ul style="list-style-type: none"> • What do you like about each method? • Can you see yourself using these methods? • How might you use these methods? • What are the challenges in using these methods? <p>One member from the group will compile the group posts and then post to the discussion board. Each student will then post a response to at least two other groups posting. Respond to your own groups thread to keep discussion going.</p>
<p><i>Week 3: Agile Project Management Cycle</i></p>	<p>Beck, K., Beedle, M., Van Bennekum, A., Cockburn, A., Cunningham, W., Fowler, M., & Kern, J. (2001). Manifesto for agile software development.</p> <p>Stellman, & Green, J. (2017). Head First Agile. A Brain Friendly Guide. O Reily Media. – Chapters 1-2</p>	<p>Initial Post: Wednesday</p> <p>Follow-up Post: Sunday</p>	<p>Q3: Choose an Agile PM tool for remote groups other than Ravetree. Provide a “review” of the tool features, price, ease of use, which method it would work best with, etc. Then post a response to at least two other individuals’ threads. Respond to your own thread to extend discussion.</p>

*Initial Discussion Forum posts are due by Wednesday, 11:59 p.m. CST of each Learning Unit Week. Responses to posts are due by Sunday, 11:59 p.m. CST at the end of each learning unit week, unless otherwise noted. Project Simulation Activities are to be submitted by Sunday, 11:59 p.m. of the learning unit week. **(Central time)**

<i>Learning Unit</i>	<i>Due Date:</i>	<i>Reading Assignments</i>	<i>Graded Project Simulation</i>
Week 4: <i>Project Management with remote groups</i>	Sunday	Leonardo’s Workshop Project Simulation Guide Stellman, & Green, J. (2017). Head First Agile. A Brain Friendly Guide. O Reily Media. Chapters 3-4 Exploring Ravetree: <ul style="list-style-type: none"> • Creating a Project in Ravetree https://youtu.be/yY2cc6hu2nU • Extended overview of Ravetree https://youtu.be/bD1-iHCGr4M 	Scrum Team Simulation <ul style="list-style-type: none"> • Set up Ravetree Project (Refer to Simulation guide for what features to use) • Teams Assign Roles- Scrum Masters for each week • Group Contract
Week 5: <i>Group Project</i>	Sunday	No readings this week (Refer to Head First Agile Textbook)	Scrum Team Simulation <ul style="list-style-type: none"> • Team sets up time with instructor to discuss project (Zoom)
Week 6: <i>Group Project</i>	Sunday	No readings this week	Scrum Team Simulation
Week 7: <i>Group Project</i>	Sunday	No readings this week	Scrum Team Simulation
Week 8: <i>Finalize Project</i>	Friday: Project Presentation Sunday: Assessments	No readings this week	Final Project Assignment Due <ul style="list-style-type: none"> • Finalize Prototype and Presentation Slides • Present Prototype using Voice Thread • Project and Peer Assessment