Lehrveranstaltung der Regensburg School of Digital Sciences (RSDS)

(Modul-)Titel	Falls vorhanden Modulbez. oder -nr.	
Agile Project Management with Scrum	DAPS	
(Modul-)Verantwortliche/r	**Fakultät**	
Prof. Dr. Markus Heckner	IM	
Lehrende/r / Dozierende/r	**Angebotsfrequenz**	
Prof. Dr. Markus Heckner (IM) Prof. Dr. Sabine Jaritz (BW)	Jedes Semester	
Lehrform	**Unterrichtssprache**	
Seminaristischer Unterricht mit Projektarbeit	Englisch	
Art der Prüfung	**Voraussetzungen**	
Portfolio	-	
Teilnehmerzahl (gesamt)	**Modultyp**	**Arbeitsaufwand**
35	FW/AW	4SWS / 5 ECTS
Zielfakultäten/ -studiengänge (Teilnehmerzahl)	**Für Bachelor**	**Für Master**
IRM, BW, EB (12) IN, IT, IW (18) OTH-weit geöffnet (5)	✓	✗

Inhalt (Kurzbeschreibung)

The pace of change in the business world is getting faster and more intense. Organizations look for a flexible approach to delivering projects. Agile project management methodologies, which involve new values, principles, practices, and benefits, are spreading across a broad range of industries and functions – and are all based on the Agile Manifesto. Among agile project management methodologies, Scrum is the most popular one. In this course, students will get to know the Scrum framework, including methods, approaches and best practices. To enhance learning experience, students will conduct a small, but real project in several Sprints.

Moreover, students will get the opportunity to either prepare for the Professional Scrum Master or Product Owner certification exam (in accordance with Scrum.org – acknowledging that this is no official Scrum.org training).

- Project managagement: Traditional, agile, and hybrid
- Agility: Agile manifesto (values and principles), agile mindset, and culture of failure
- Scrum: Framework with roles, ceremonies, and artifacts
- Course project
- Scrum tools
- Large scale Scrum: scaled up version of one-team Scrum

Preparation for Scrum certification exam

Lernziel

The qualification goals mentioned below are subdivided into three dimensions. Each dimension corresponds to a target competence level. The following competence levels have been defined:

- Competence level 1 (awareness): cursory awareness of simple structures, only previously learned knowledge is tested

- Competence level 2 (comprehension): basic understanding of multiple structures up to deeper understanding of the relations between structures, learned knowledge is analysed, combined and applied

- Competence level 3 (deep understanding and application): deeper understanding of the relations between structures up to independent transfer and extension of knowledge to new structures, learned knowledge is critically questioned and/or evaluated, interrelations between structures and their consequences are reflected and explained

The competence level of the respective qualification goal is represented by the corresponding number (1, 2 or 3) in the competence descriptions below.

On completing the module the students will have achieved the following learning outcomes on the basis of scientific methods:

Subject skills

Students are able to understand the current role of agile project management and recognize the importance of agile approaches i.p. Scrum in today's fast changing environment (3). By working in project teams on specific challenges, students are able to apply the agile framework Scrum to practical application situations (3). Additionally, students are able to understand the value of considering both the IT and the business perspective (2).

Social skills

Students are aware of particular challenges in agile project environments (2). They are able to contribute to Scrum dicussions with profound arguments (2). Students are experienced working in interdisciplinary (virtual) project teams (3). By applying Sprint Retrospectives, students are able to inspect their team collaboration and to create a plan for improvements (2). Moreover, they are able to apply english project management vocabulary (3).

Method skills

Students are familiar with the Scrum framework (3). This enables them to purposefully work on Scrum projects by recognizing and applying the Scrum values and principles (2). Additionally, students are aware of the most popular software tools (1).

Personal skills

Based on their newly acquired Scrum knowledge, students are able form a balanced judgement of the benefits and challenges of implementing Scrum and to defend personal views (2). Moreover, students are able to develop their own agile mindset (1).

Die Zahlen in Klammern geben die zu erreichenden Niveaustufen an: 1 - kennen, 2 - können, 3 - verstehen und anwenden