

Agile course development: Truth or trend?

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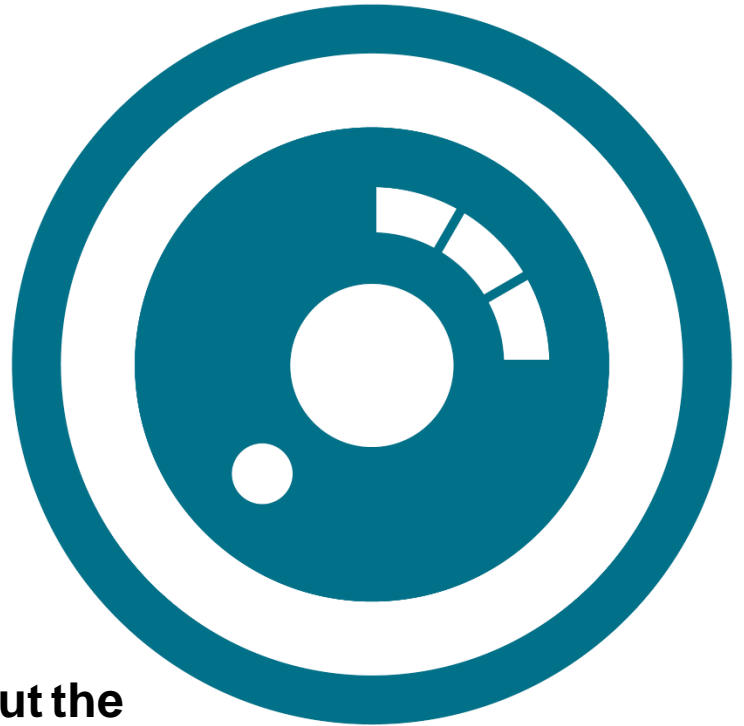


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What?

- Address complex problems
- Continuous collaboration
- Ability to respond to change
- Continuous improvement
- Phases with smaller tasks
- Individuals over processes
- Constant communication
- User stories guide the development =

keep the user/learner as the center throughout the design and development



Why?

- Regular feedback
- Frequent testing
- Improved quality
- Increased efficiency
- Clearer outcomes
- Opportunities to adapt when needed
- Responsive to stakeholders
- Cross-functional teams = less silos
- Space for innovation

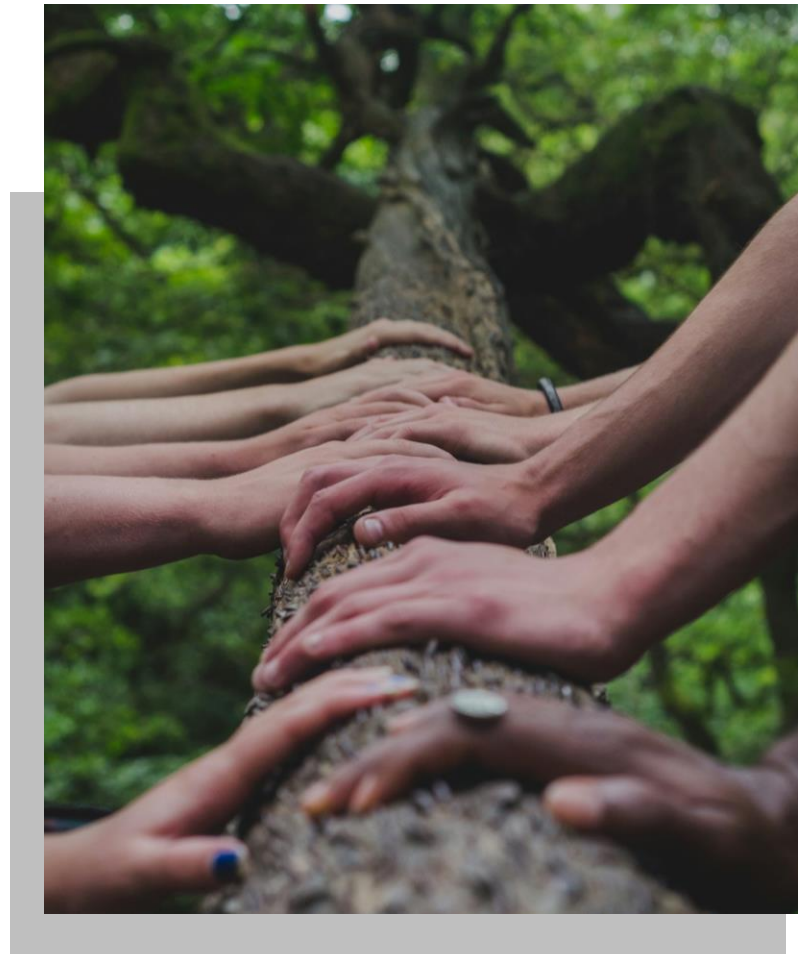


Let's work

Split into 4 groups:

1. Define & Design
2. Iteration station
3. Delivery train
4. Rate & evaluate

Remember: Possibility over perfection!



How?

by planning a holiday (for June/July)

Possible destinations: South America, Asia, Australia, Europe

People/users involved: Family of 4 that includes 2 parents, 1 teenager, 1 toddler

Prompts and activity:

1. What would you be doing in this step/stage?
2. What type of outcomes should be included in this step/stage?
3. Select some of the words that could/would be associated with your tasks and outcomes



How?

Respond to change! Two senior citizens join the last 2 weeks of the trip, one of them has recently had knee surgery





How?

Feedback/share

What type of outcomes did you decide on; what words did you use/associate with it

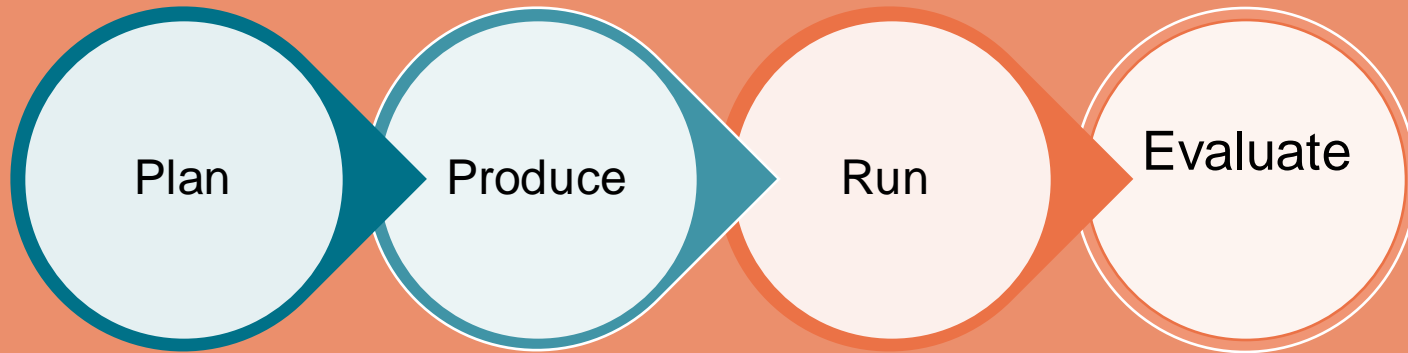


So, truth or trend?

Agile for course development borrows less of the tools and more of the techniques and mindset of the Agile methodology

Base the highest priority tasks on the value it creates

Use the prioritise, test, adapt, repeat approach



Thank you for joining us



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