

Teaching Tip **Play Ball: Bringing Scrum into the Classroom**

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ABSTRACT

Scrum has become a widely-used framework for technology development in both private industry and the government. As a result, Information Systems recruiters and executives have recently been placing a focus on students with Scrum knowledge. Unfortunately, current System Analysis and Design textbooks provide cursory attention to Scrum. Thus, the purpose of this paper is to suggest a starting point for teaching Scrum at the university level by presenting a classroom exercise (Ball Game) that can be used as a means for learning Scrum in more detail. This tip accomplishes three things: (1) introduces students to Scrum concepts with an engaging and memorable exercise, (2) provides a means for teaching students about estimation, and (3) offers an approach that allows students to witness firsthand how self-organized teams inspect, adapt, and evolve.

Keywords: Scrum, Systems analysis and design, Agile, Project management, Adaptive learning, Collaboration