

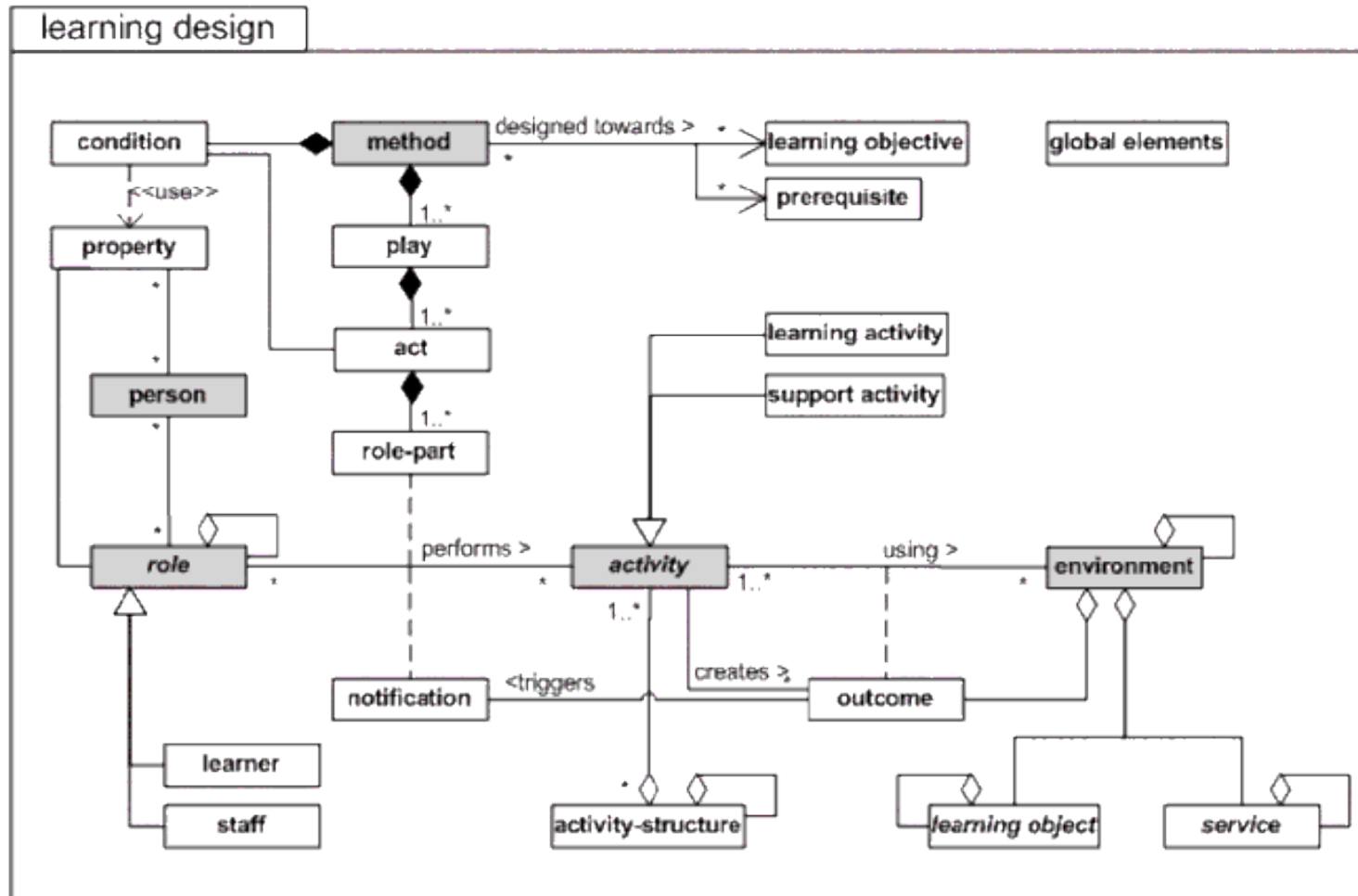
(Some) Pitfalls Of Agile Learning Design

Stephen Downes

December 3, 2015

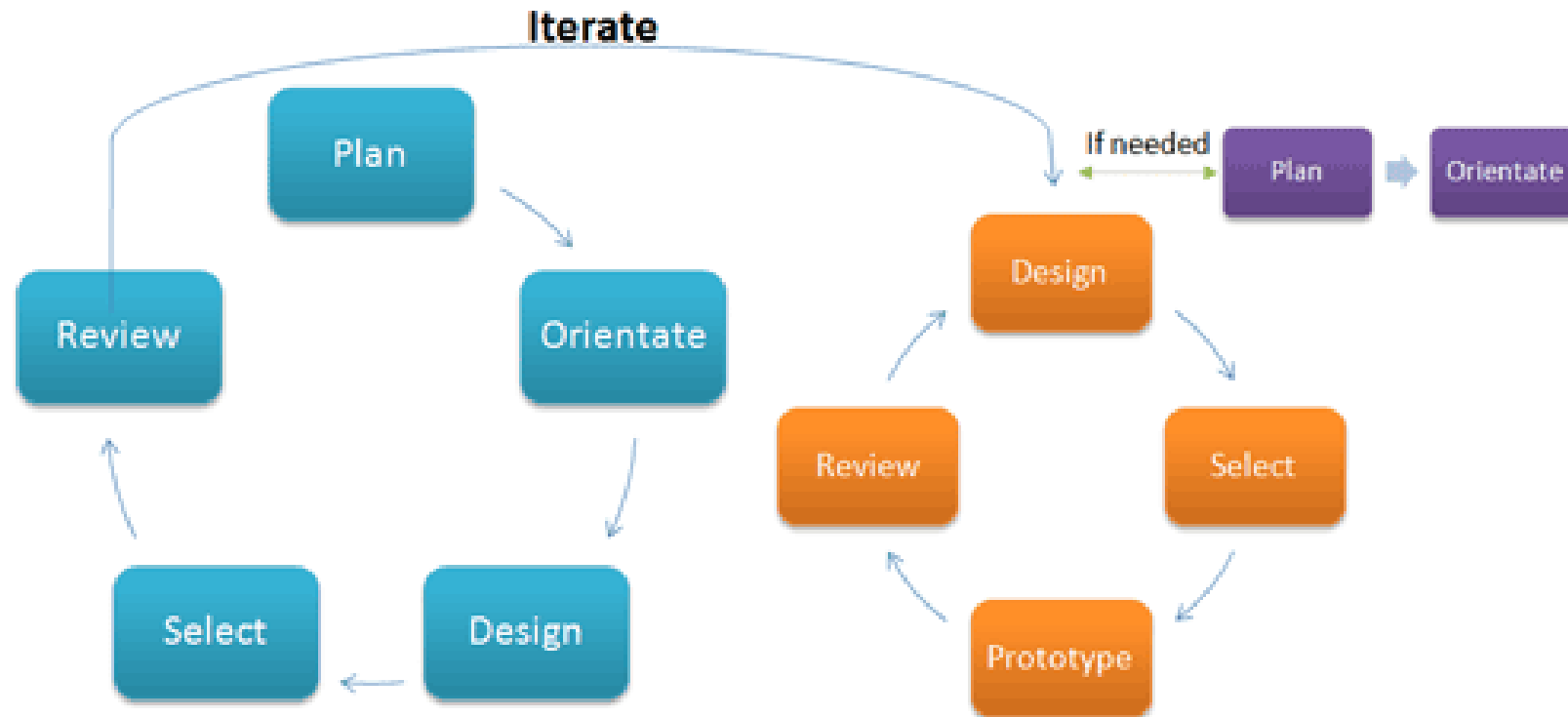
Presented to: Online Educa Berlin

Learning Design....



Agile Learning Design....

The Flow of Agile Learning Design

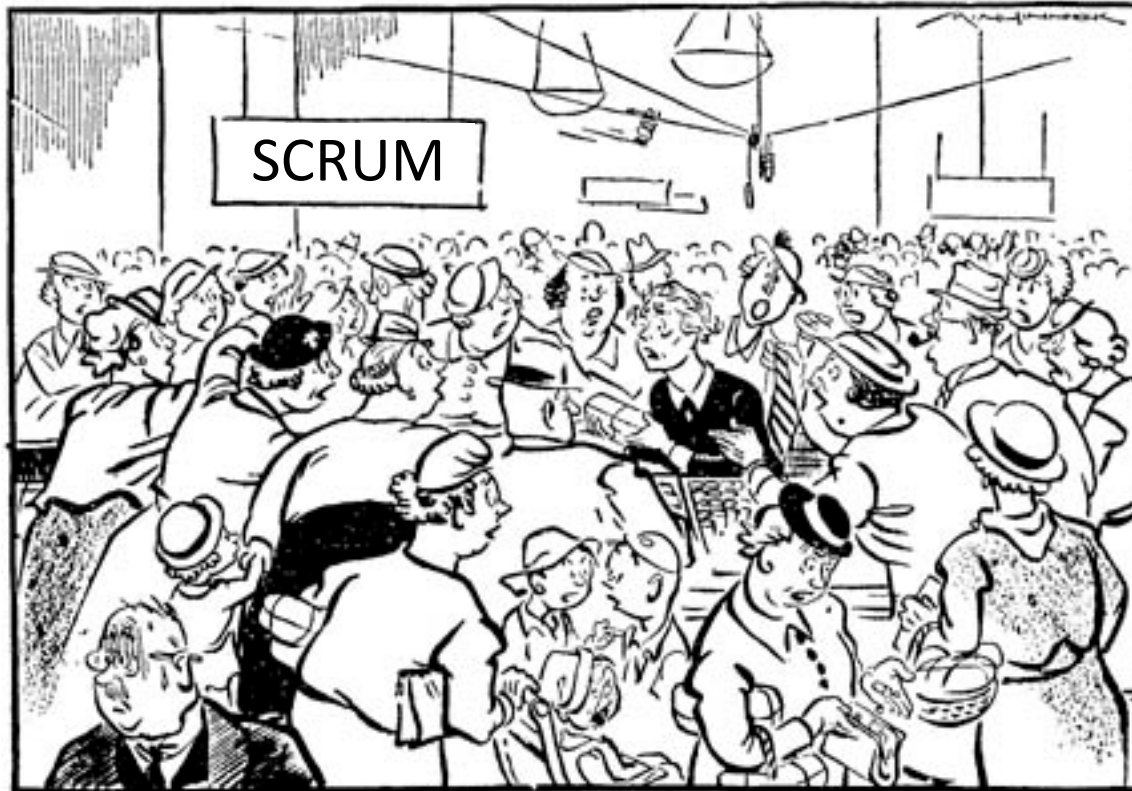


Scrum...

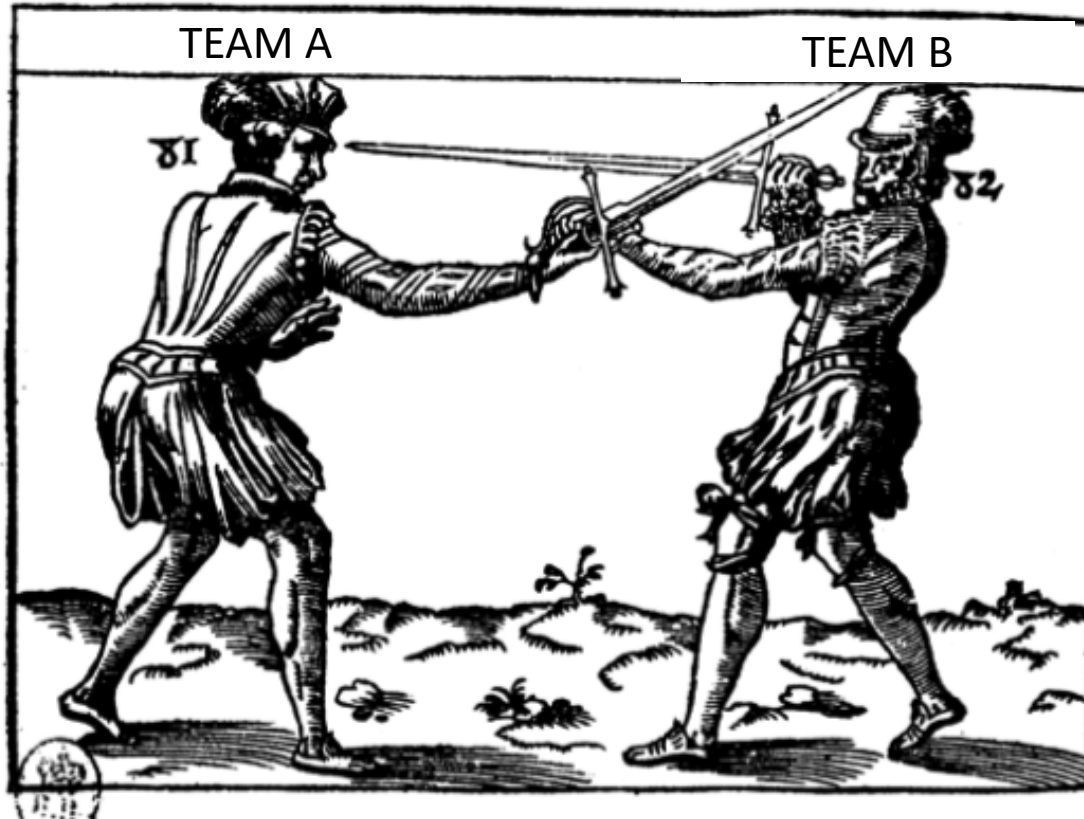
- Process: Self-organizing development teams
- Pitfall: Process takes time (storming, norming, performing)
<http://www.garfield.library.upenn.edu/classics1984/A1984TD25600001.pdf>



- Pitfall: Very large self-organizing development teams



- Pitfall: Competing self-organizing development teams



- Pitfall: ‘specialist’ scrums

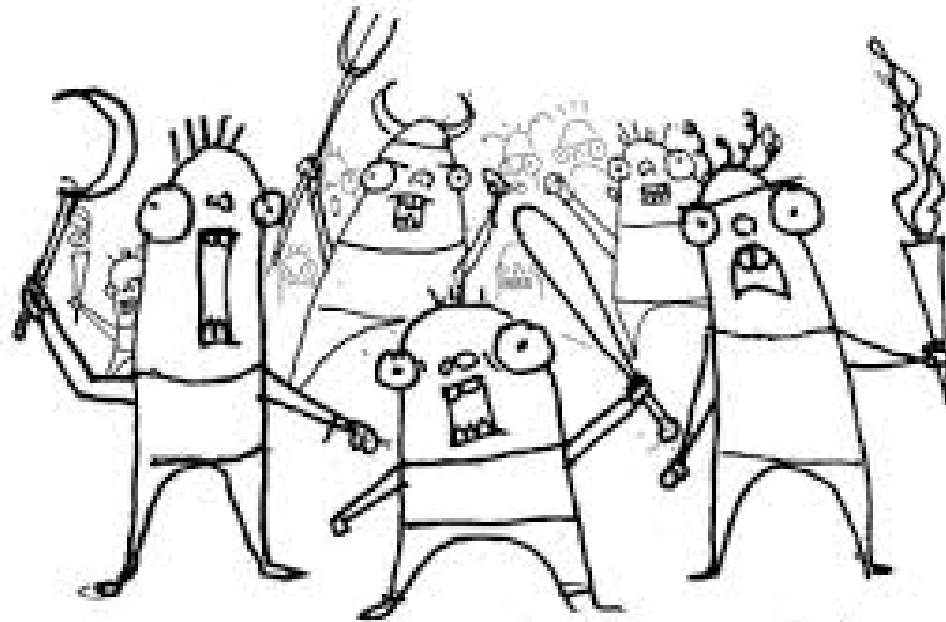
- “potentially shippable product increment”

<http://www.amazon.com/Agile-Project-Management-Microsoft-Professional/dp/073561993X>

- “I meet people who claim to be “doing Scrum” while executing “analysis sprints” or “design sprints” at the beginning, deferring integration and testing to the end, and holding different teams responsible for each phase...”

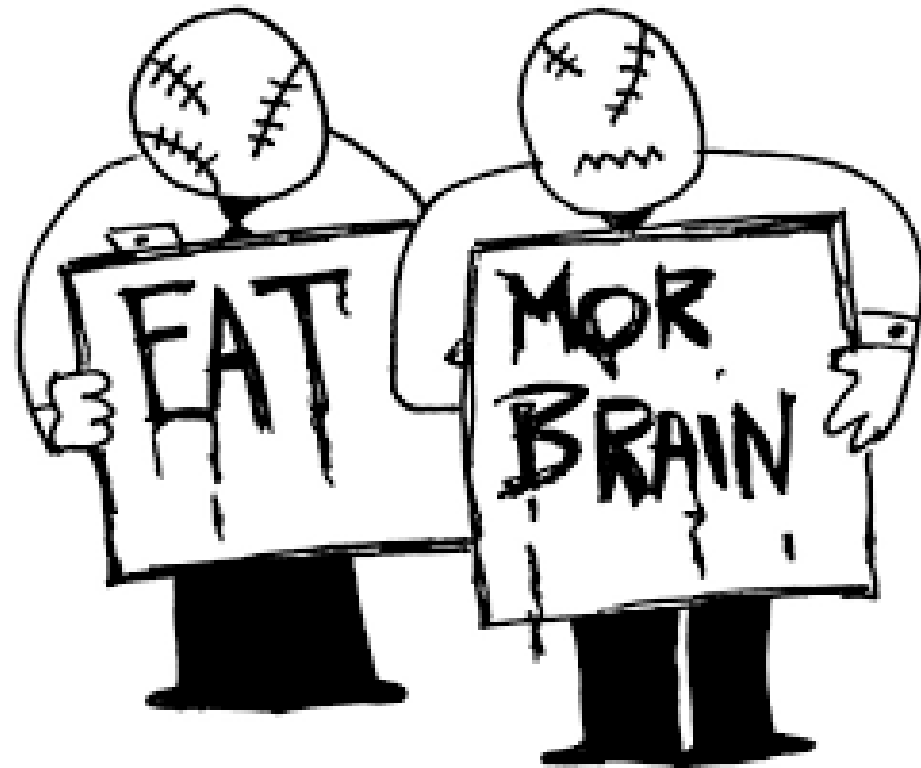
http://scrumreferencecard.com/Obstacles_To_Enterprise_Agility_255033.pdf

- Process: Product Owner
- Pitfall: who is the Product Owner?



Andrea Zull © 2011 - www.zull.us/illustration

- Pitfall: Conflicting Expertise



<http://tisquirrel.me/tag/product-management/>

- Pitfall: Learning Objectives?



<http://shah5thgrade.blogspot.de/>



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<http://www.downes.ca>