



INFORMATION COMPETENCE AS BOOSTER  
FOR PROSPECTIVE SCIENTISTS

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# WORKSHOP: SCRUM

Riga, 28 June 2022  
Rīga Stradiņš University, Latvia

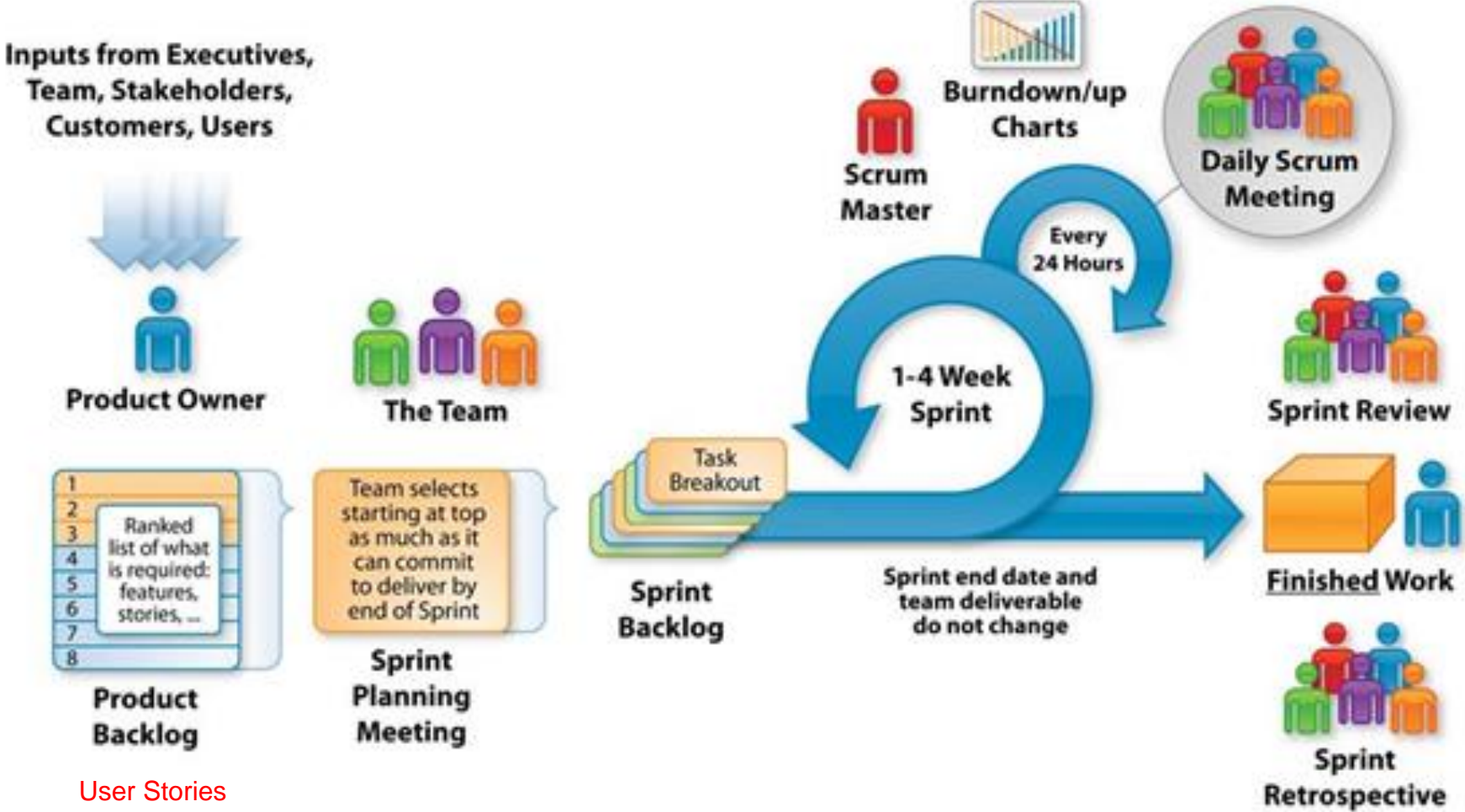
**Presentation Brain@Work** – Helena Macedo, Dinis Carvalho and Rui Sousa



BRAIN@WORK - Information competence as booster for prospective scientists - KA2 Strategic Partnerships For Higher Education - P.A. n. 2019-1-IT02-KA203-062829 - CUP n. B54I19001980006

# Scrum Cycle

## The Agile - Scrum Framework



# Let's play!



# Sprint Planning



## Part 1

**As** a customer,

**I want** a paper structure, consisting of a platform supported on 4 pillars, capable of supporting a paper airplane and a paper boat.

### **Acceptance Criteria**

- The structure must have a minimum height equivalent to the width of an A4 sheet;
- The structure must support the plane and the boat;
- The boat and the airplane should be built using an A4 sheet each.

# Sprint Planning




5 min

## Part 2

**Step 1** Each team breaks down the User Story into tasks and writes them in post-its.

**Step 2** Place the post-its on Kanban Board, and assign them to team members.

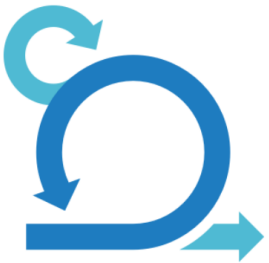
USER STORIES	TASKS	SPRINT	DONE
<p><b>As a customer,</b> <b>I want</b> my team to build a paper structure, consisting of a platform supported on 4 pillars, capable of supporting a paper airplane and a paper boat.</p> <p><b>Acceptance Criteria</b></p> <ul style="list-style-type: none"><li>• The structure must have a minimum height equivalent to the width of an A4 sheet;</li><li>• The structure must support the plane and the boat;</li><li>• The boat and the airplane must be built using an A4 sheet each.</li></ul>			

# Sprint



10 min

- The Work cycle begins.
- As the team performs the tasks, updates its status on the kanban board.



# Sprint Review



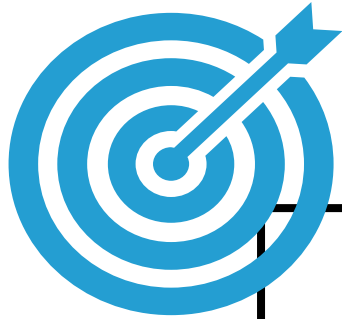
5 min

**Step 1** One team presents the results to the Product Owner.

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**Step 2** Product Owner accepts or rejects the deliverable, and give feedback to the team.

# Sprint Retrospective



Reflect about the last sprint.

(Communication, tools, teamwork...)



# Sprint Retrospective



**Step 1** Each team writes in a post-it something positive that happened or motivated them during the sprint.

**Step 2** Each team writes in a post-it something negative that happened during the sprint.

**Step 3** Suggest some creative solutions to solve the problems and improve team's performance.

**Step 4** Each team chooses a representant to present the output.

Positive



Negative



Creative Solutions





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# Thank You

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