

SCRUM-BASED AGILIZATION OF SOFTWARE ENGINEERING STUDENTS DURING PRACTICAL AND THEORETICAL EDUCATIONAL PROCESS: A CASE STUDY

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Abstract. *In the modern times of automation, human involvement in software development becomes less influential. The constant productivity and quality pressure force software developers to improve their capabilities to keep up with demands. Aim of this paper is to present a case study related to activities that aim to improve students' agility, simulating SCRUM methodology during educational process. The experiment was conducted with final year students attending advanced software engineering course at University of Novi Sad, Technical Faculty "Mihajlo Pupin" Zrenjanin, Serbia. The method included requirements for their work on daily basis (practical assignments) and weekly basis (theoretical assignments). The results show students' abilities to work under deadlines pressure and the impact of their agile work to the final subject outcomes – their grades.*

Key words: SCRUM Methodology, Agile, Productivity, Software Engineering, Students.

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