

## Agile BootCamp

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**Subject area:** Entrepreneurship

<b>University:</b>	CTU
<b>Level:</b>	MA all years
<b>Teaching mode:</b>	completely online, at specific time
<b>Instructor(s):</b>	Dagmar Skokanová, Libor Cupal, Petr Fanta

### Short description

Agile Bootcamp course teaches students the fundamentals of Design Thinking and other agile innovation principles. The course introduces three methods that work well together within the same cross-functional team: Design Thinking, Lean Startup and Agile across teams. In the main part, it will offer the right tools and techniques for the design and implementation of Design Sprints, including a practical test of the entire process.

### Full description

In this course you are going to learn the most up to date version of the Design Sprint 2.0 (or better to say „beyond Design Sprint 2.0“). The method comprises the best practices from Design Thinking, UX Design, Lean Startup and Agile to develop and test products and services in less than a week with guaranteed success. A Design Sprint is a step by step process for solving big problems and validating ideas in only 4 days. The Design Sprint validates new ideas fast before you invest time and money to build them, often when you are to build and validate a Minimum Viable Product - MVP. Outputs from this process could be physical product designs, 3D printing prototypes, and most often digital products - mobile apps or webpages.

### Learning outcomes

Specific activities during the one week intensive hands on remote digital laboratory (in modes of work for remote or hybrid collaboration):

- Using one of the very effective tools for remote collaboration
- running interactive online workshops, mapping, brainwriting incl. voting and meetings in Miro digital whiteboard (or by Mural, both as remote collaboration tools)
- excellent tools for Design Thinking process, which can be integrated into MS Teams or used alone.
- Understand what Agile is and the Agile planning Principles
- Learn the Fundamentals of Design Thinking and other agile innovation principles - Experiencing UX and UI Design
- Learn Design Sprint methods in a five-day hands-on intensive laboratory

- Develop intensive online collaboration skills.

### Recommended in particular for students of the following study programmes

The Agile Bootcamp course with its Design Sprint („How smart teams start big projects“) is a radically different way for teams to work together. Our goal is to provide useful and practice-proven procedures while creating a successful learning experience for all our students. The procedures are used by most well-known companies and dynamic startups (Slack, Uber, Airbnb, Medium, Dropbox, Facebook, McKinsey, IDEO, LEGO, and many, many more) to fine-tune their products and services. It is also an excellent way to stop the old defaults of office work and replace them with a smarter, more respectful, and more effective way of solving problems that brings out the best contributions of everyone on the team and helps you spend your time on work that really matters. The course has received a very positive feedback from the previous EuroTeQ participants.

### General information

<b>Contact hours per week:</b>	One specific week of intensive work/collaboration. The accurate date is not agreed yet. Last time AgileBoot camp took place in October.
<b>Total workload:</b>	75 (in student hours for the whole course)
<b>ECTS credits:</b>	3
<b>Language:</b>	English
<b>Course start date:</b>	20 February 2023
<b>Course end date:</b>	28 May 2023
<b>Add. info about start date:</b>	Start course date refers to start of the semester at CTU. AgileBoot Camp course will take place only 1 week - not specified yet.
<b>Weekly teaching day/time:</b>	Four full consecutive days, mostly 9:00 - 16:00 (17:00) with a lunch break, and within the first three days each of the students usually continues to prepare individual sketches (or a digital prototype) individually or as a team.
<b>Time zone:</b>	CET (Denmark, Germany, France, Netherlands, Switzerland, Czech Republic)
<b>Further information:</b>	<p><a href="https://www.thesprintbook.com/">https://www.thesprintbook.com/</a></p> <p>We consider the information on the above website “The Design Sprint: How smart teams start big projects” to be a suitable preparation offered by the authors of this concept, former managers of GV (Google Ventures).</p> <p>At the start of the course, all course participants will be reacquainted with the "simplified cards" for the individual days of the course and with the possibility of obtaining a complete e-book for this course.</p>

**Prerequisites:** Preliminary acquaintance with the overall concept (<https://www.thesprintbook.com/>) and introductory acquaintance with the possibilities of collaborative tools (Miro and Figma). An introduction to this course - introductory onboarding of all students on the first day of the course - will be devoted to this introduction to the overall framework.

**Activities and methods:** Group work, Lab-work, Self-study, Collaboration with digital tools Miro, Figma

**Presence on campus:**

## Final examination

**Form:** project

**Date:**

**Location/format:** online

**Re-sit possibility:** no

**Transcript available:** end of semester

**Add. info/requirements:** The outputs are evaluated as collective teamwork based on feedback to the digital prototype (mobile app or web) from the testers (ideally from the target group of users) and then from the representative of the assigner of your task/challenge. The individual contribution of everyone in the group would also be taken into account.

## Registration

To register for this course, follow the registration requirements of your **home university** as specified here: [www.euroteq.eu/courses-registration](http://www.euroteq.eu/courses-registration).

## Administration

**Number of places:** 16

**Minimum participants:** 8

**Internal course code:** Q16E0201

**Contact:** Libor.Cupal@cvut.cz

*This course is part of the EuroTeQ Engineering University joint course catalogue 2023. This is a collaborative activity of the partner universities DTU, L'X, TU/e, TalTech, CTU, TUM as well as Technion. Students from these universities can participate in the offered courses. It is the responsibility of the student to check if you fulfil the requirements to participate in a specific course. Students are also advised to check with their home institution how to get recognition of the ECTS credits gained in courses of the EuroTeQ course catalogue. For further information about EuroTeQ Engineering University, visit [www.euroteq.eu](http://www.euroteq.eu) or get in touch with the above-mentioned point of contact.*