

Using Design Sprint For Software Engineering Undergraduate Student Projects: A Method Paper

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Abstract : Software Engineering curriculums generally consist of industry-based practices such as project-based learning (PBL) which mainly focuses on efficient and innovative product development. These approaches can be tailored and used in project-based modules in software engineering curriculums. However, there are very limited attempts in the area especially related to the Sri Lankan context. This paper describes a tailored pedagogical approach and its results of using design sprint which can be used for project-based modules in SE curriculums. A controlled group of second-year software engineering students was selected for the study. The study results indicate that 100% of students agreed that the Design Sprint approach is effective in group-based projects and 83% of students stated that it minimized the re-work compared to traditional project approaches. The tailored process was effective, easy to implement and produced desired results at the end of the session while providing students an enjoyable experience.

Keywords : design sprint, PBL, software engineering, curriculum

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