Lets get this party started.

Epic Rap Battle of Agility
Bring the FUN Back to Learning

Wed - 12 2:00 PM
At Your Tables Take 5 Minutes to Discuss

• Please introduce yourself to the table.
• Take turns describing a concert or performance you went to that was very engaging.
• How did that show get you “pumped up”?
• Did you have fun during the intro? Why? Or Why not?
• What aspects of the warmup did you find engaging?
• How could you apply some or all of those techniques to traditional classes?
Epic Rap Battle of Agility
Bring the FUN Back to Learning

Wed - 12 2:00 PM

Jolene Jangles
Garry C. Miller Jr.
Joe Ziadeh
Brain Based Learning and The 6 Trumps
Movement trumps sitting.
2 Talking trumps listening.
3 Images

Trump words.
Writing

trumps reading.
5 Shorter

trumps longer.
6 Different TrumpsSame.
COMEDY 101

Misdirection
Incongruity
Rule of 3 (Keep it SHORT!)
FINAL EXAM
Pray for my sister’s little woofer, Poncho, ain’t nothing wrong with him, he just freaks out whenever he’s near a banana.

I’m uncomfortable
Everything You Need to Know About Designing Effective Learning Games

Play to Learn

SHARON BOLLER and KARL KAPP

WARNING: This book will cause you to become very good at creating learning games. Be prepared to never look at your role in instructional design the same way again. Don’t be alarmed if your learners have their minds blown as they play, cementing new knowledge and cultivating new skills. If you’re new to creating games, be aware that this book contains the terminology and elements that will have you designing like a pro. If you’ve dabbled in learning games before, this book may cause you to perfect your design process with a hedged nine-step guide. Side effects may include performance boosts, increased productivity, and achievement of business goals.
<table>
<thead>
<tr>
<th>Goal</th>
<th>Challenge</th>
<th>Rules</th>
<th>Interactivity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stop</td>
<td>Quantifiable Outcome</td>
<td>Emotional Reaction</td>
<td>Competition or Collaboration</td>
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<tr>
<td>Feedback</td>
<td>Game Over</td>
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Structural Gamification

The application of game-elements to propel a learner through content with no alteration or changes to the content.
Content Gamification

The integration of interactive elements to content as a means of increasing user engagement.
Working Agreement

• We all agree to abide by the conference code of conduct.
• Lyrics that include swearing, drug use, and innuendo are entirely on you.
• Please remember safety is always a priority.
• We will loop a beat in the background while you prepare.
Divide each table into two roughly equal sides.
Collectively as a table choose a topic for your rap battle.
  - For example: Scrum vs. Kanban, #NoEstimates vs. Story Points, SAFe vs. Nexus, Co-location vs. Virtual teams, or whatever you like related to Agility.
Each team will have 15 minutes to write at least 2 verses for each side.
  - We will play the beat on a loop in the room so you can practice.
  - A test bank of lyrics has been provided if you get stuck.
Each side choose a rapper (or rappers) to perform their verses and a stage name.
At the end of the 15 minutes we will take a few minutes to allow teams to battle publicly.
If you have trouble coming up with lines, we have provided some pre-written verses to help with some of the battles.
Hold up and wait a minute while I drop these rhymes on you. A lot is accomplished with waterfall, so **sit down and pay your dues**. Bridges, sky scrapers, even a trip to the moon, So **allow me to make my case before you dismiss it so soon**.
Without planning so emphatically, winning you do sporadically, Can’t imagine what you get done that doesn’t already happen naturally The **triple constraints** are steel, can’t break em’ like these bars, Sufficient to keep bridges standing, and planning NASA trips to Mars
I scoped you out first and my requirements for you are fixed, I’m the Mac of this fleet, you just Stevie without the Nicks. Wonder all you want, my time is on a schedule Slow and steady wins the race, so my success is just eventual
Gotta keep my Resources managed, always so judicially,
And keep pressure on the team, so they deliver expeditiously
Cloak and dagger reporting, keeping my planned spend in the black
And the status is always green, so the sponsors they keep on coming back
Back to change control you mean, because the end is never seen,

You just fleece em’ out their money, they’re like a thread pulling on a seam,

Red, Yellow or Green, you should probably just go ahead and add the color Blue

Because a budget is the only empty bucket when you’re projects through.
With Scrum we work hard and make every decision as a team,
We start off with one vision so everyone can live the same dream
Choosing individuals and interactions over a screen,
Collaborate with the sponsor so we know what their intent truly means
Little by little we progress and grow inch by inch, many hands makes light work. So we just move weight like a wench. Always something to show, our client is never kept in suspense. Working product for each dollar invested, now that's making Cent$. 
Just like Responding to Change vs. just following a plan,
You can move with waves if you make castles of out sand
Fly with wind if you just lay out a strawman,
And no one to point fingers if we all just lend a hand.
Both

Waterfall - Your Point of View
Agile – I’m telling you this is true.
Both – Self organize and pick, the path is up to you.
Agile – Your rhymes just let me in tears, that must be why they call you Waterfall.
Social Media Short

• Form into groups (large or small)
• Take the time (even after the session) to create a small bit of content. It can be anything:
  • Tweet
  • Video
  • Blog Post
• Post it to Social Media:
  • #Agile2017 @JoeAgile @JoleneJangles
Thank you.

Jolene Jangles - @JoleneJangles
Garry C. Miller - @gcmillerjr1
Joe Ziadeh - @JoeAgile