Review of: "Agile Learning: An innovative curriculum for educators"

Linying Dong¹

1 Toronto Metropolitan University

Potential competing interests: No potential competing interests to declare.

The authors need to define "agile learning." What is agile learning? Is it about applying the agile methodologies to education and/or education administration?

Voluminous studies have been conducted applying the agile methodologies to the STEM discipline (e.g., Babik, 2022, Cubric, 2013; Fernandes, 2021; López-Alcarria et al., 2019; Lourakis, 2023; Mayor, López-Fernández, 2021; Salza et al., 2019). It would be helpful to integrate the practices illustrated in those studies in the proposed framework.

The authors also assume that the agile approach is suitable to all disciplines, which is questionable given the challenges faced by educators (e.g., Dong, 2023). To what extent are educators prepared for agile education? The two categories of competencies are generic and lack details. More elaboration on these competencies would generate more insights into this important topic.

References:

D. Babik, Teaching Tip: Scrum Boot Camp: Introducing Students to Agile System Development, Journal of Information Systems Education. 33 (2022). https://aisel.aisnet.org/jise/vol33/iss3/1 (accessed May 13, 2023).

M. Cubric, An agile method for teaching agile in business schools, The International Journal of Management Education. 11 (2013) 119–131. <u>https://doi.org/https://doi.org/10.1016/j.ijme.2013.10.001.</u>

Dong, L. 2023. Strengthening Sustainability in Agile Education: Using Client-Sponsored Projects to Cultivate Agile Talents. *Sustainability* 2023, *15*(11), 8598; <u>https://doi.org/10.3390/su15118598</u>

A. López-Alcarria, A. Olivares-Vicente, F. Poza-Vilches, A systematic review of the use of Agile methodologies in education to foster sustainability competencies, Sustainability (Switzerland). 11 (2019). https://doi.org/10.3390/SU11102915.

P. Salza, P. Musmarra, F. Ferrucci, Agile methodologies in education: a review: Bring Methologies from Industry to the Classroom, in: Agile and Lean Concepts for Teaching and Learning, Springer, 2019: pp. 25–45. https://doi.org/10.1007/978-981-13-2751-3_2.

S. Fernandes, J. Dinis-Carvalho, A.T. Ferreira-Oliveira, Improving the performance of student teams in project-based learning with Scrum, Education Sciences. 11 (2021). https://doi.org/10.3390/EDUCSCI11080444.

E. Lourakis, K. Petridis, Applying Scrum in an Online Physics II Undergraduate Course: Effect on Student Progression and Soft Skills Development, Education Sciences. 13 (2023) 126. https://doi.org/10.3390/EDUCSCI13020126.

J. Mayor, D. López-Fernández, Scrum Virtual Reality: Virtual reality serious video game to learn scrum, Applied Sciences (Switzerland). 11 (2021). https://doi.org/10.3390/APP11199015.