

Activity In Software Engineering, particularly
In Agile development

MARSHMALLOW CHALLENGE

A Team-building &

Learning Exercise in

AGILE SCENARIOS

Team Structure - Self Organized

No of Teams - 13

Team Size - 4 to 5

Time Schedule - 18 minutes

class - 5th sem 'C'

Dept - CSE

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In March 2019, I was invited to give a talk at the Agile Summit in Bangalore. The talk was about the importance of Agile in the current market. I was very nervous but I gave a great presentation. I received a lot of feedback and I was very happy. I was also invited to give a talk at the Agile Summit in Chennai. I was very nervous but I gave a great presentation. I received a lot of feedback and I was very happy.

MARSHMALLOW CHALLENGE

The primary aim of the Marshmallow challenge is to encourage teams to develop & practice essential skills, including

1. Collaboration: Team members work together, share ideas & build on each other's strengths.
2. Creativity: Participants think creatively, generate innovative ideas & explore unconventional solutions.
3. Problem-Solving: Teams design, test, and refine their structures, adapting to changing circumstances & overcoming obstacles.
4. Communication: Team members communicate effectively, share ideas, clarify expectations and provide feedback.
5. Adaptability: Participants learn to be flexible, adjust to changing circumstances & prioritize tasks.
6. Risk Taking: Teams can take calculated risks, experiment with new ideas & learn from failures.
7. Time Mgmt: Teams manage their time effectively, prioritize tasks & meet deadlines.

ORIGIN OF THE MARSHMALLOW CHALLENGE

Who designed the Marshmallow challenge & popularized?

The Marshmallow challenge was invented by Peter Skillman - An American designer & engineer in 2004, who was then Vice President of design at Palm, Inc.,

Created the challenge as a team-building exercise to help design teams think creatively & work collaboratively.

But, challenge gained widespread popularity after Tom Wujec, a Canadian designer presented at the 2010 TED Conference.

Since then, the Marshmallow challenge has become a widely recognized and popular team building exercise. Used in various contexts, include Corporate training, education & Innovation Workshops.

Marshmallow challenge - Problem Solving Exercise

A simple design & team building activity for small groups.

The groups have to build the tallest free standing structure with spaghetti sticks, tape, string & marshmallows.

How to Perform?

First, students converse about the task, about how many levels, how many spaghetti, patterns marshmallows within their teams & who is doing what. Then create a detailed plan, to start building, after neatly organizing materials.

Then execute as per plan, but in between when encounter risks about strength while progressing, breakdown of spaghetti, apply changes, adapt immediately, & to finish it up.

And just before time runs out, place marshmallow on the top.

Key Takeaways from the Marshmallow Challenge

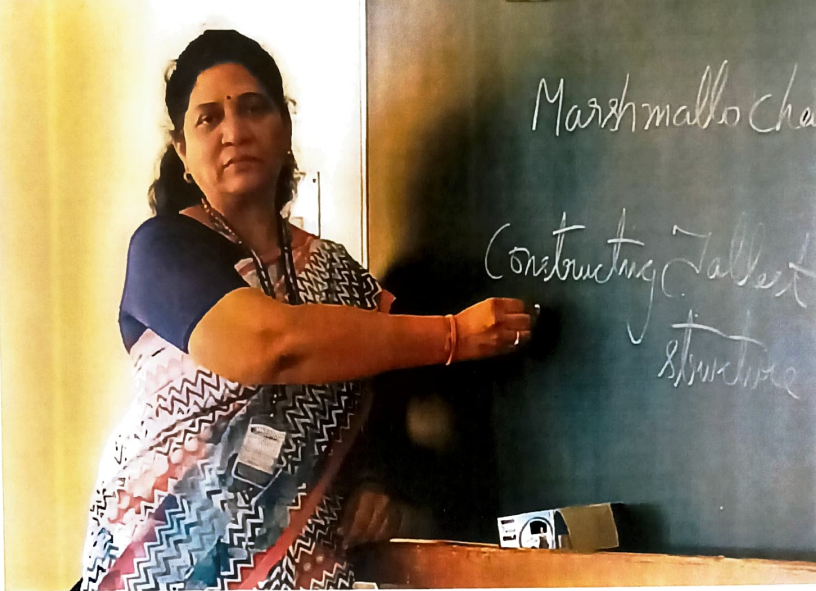
The challenge is helpful for teams to encourage them to think outside the box & brainstorm about a new idea i.e.

- 1) Team Work
- 2) Idea Generation
- 3) Creative Problem Solving
- 4) Risk-taking
- 5) Time Management
- 6) Communication
- 7) Adaptability
- 8) Process-Oriented thinking
- 9) Critical thinking
- 10) Confidence building

It's a highly recommended exercise for student teams to learn & understand about agile Project Management

Conclusion: By participating in the Marshmallow challenge, students have gained a deeper understanding of the value of diverse perspectives, creative thinking & effective time management in achieving success.

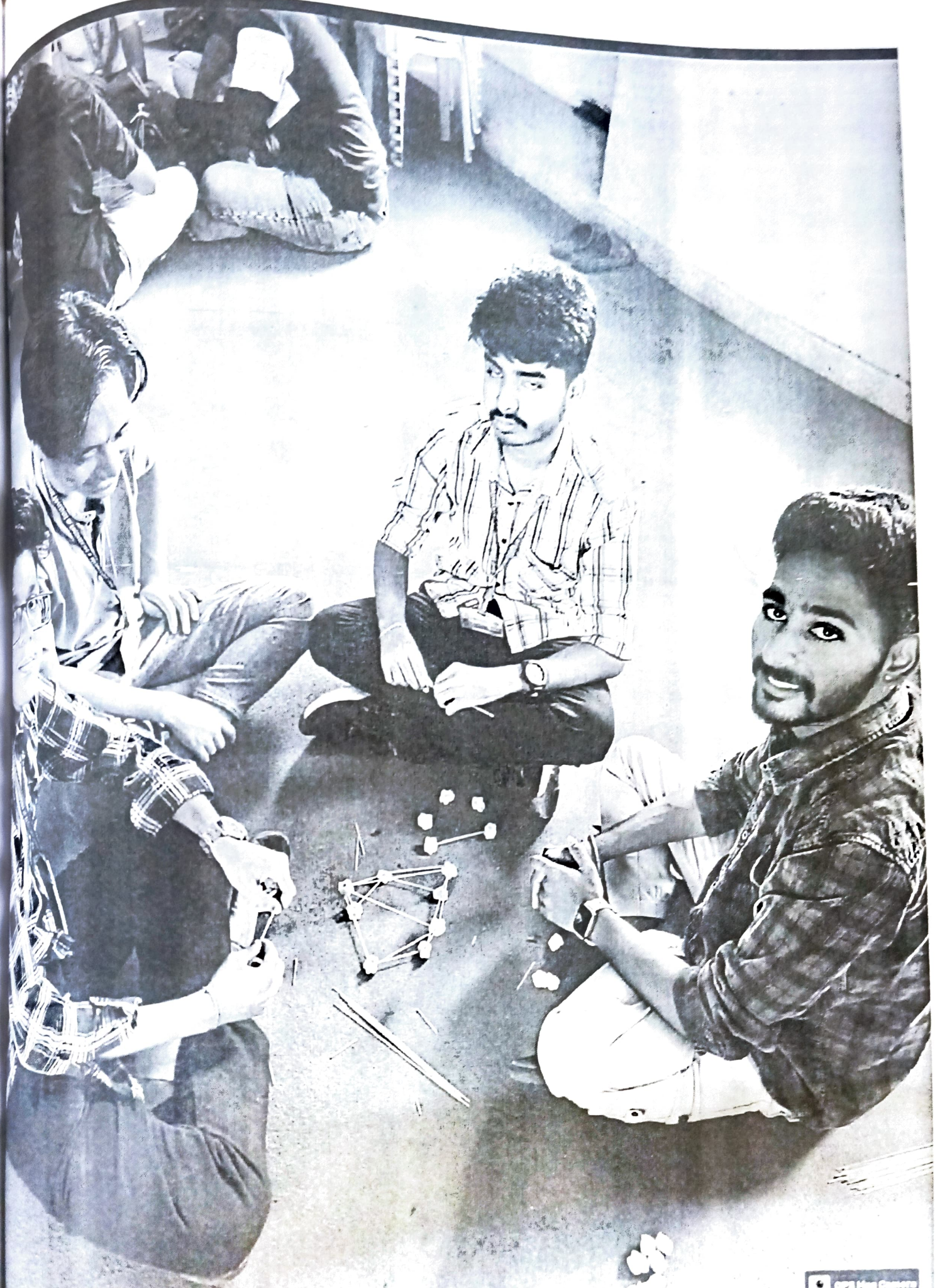
Coach - Guidance & support to the teams

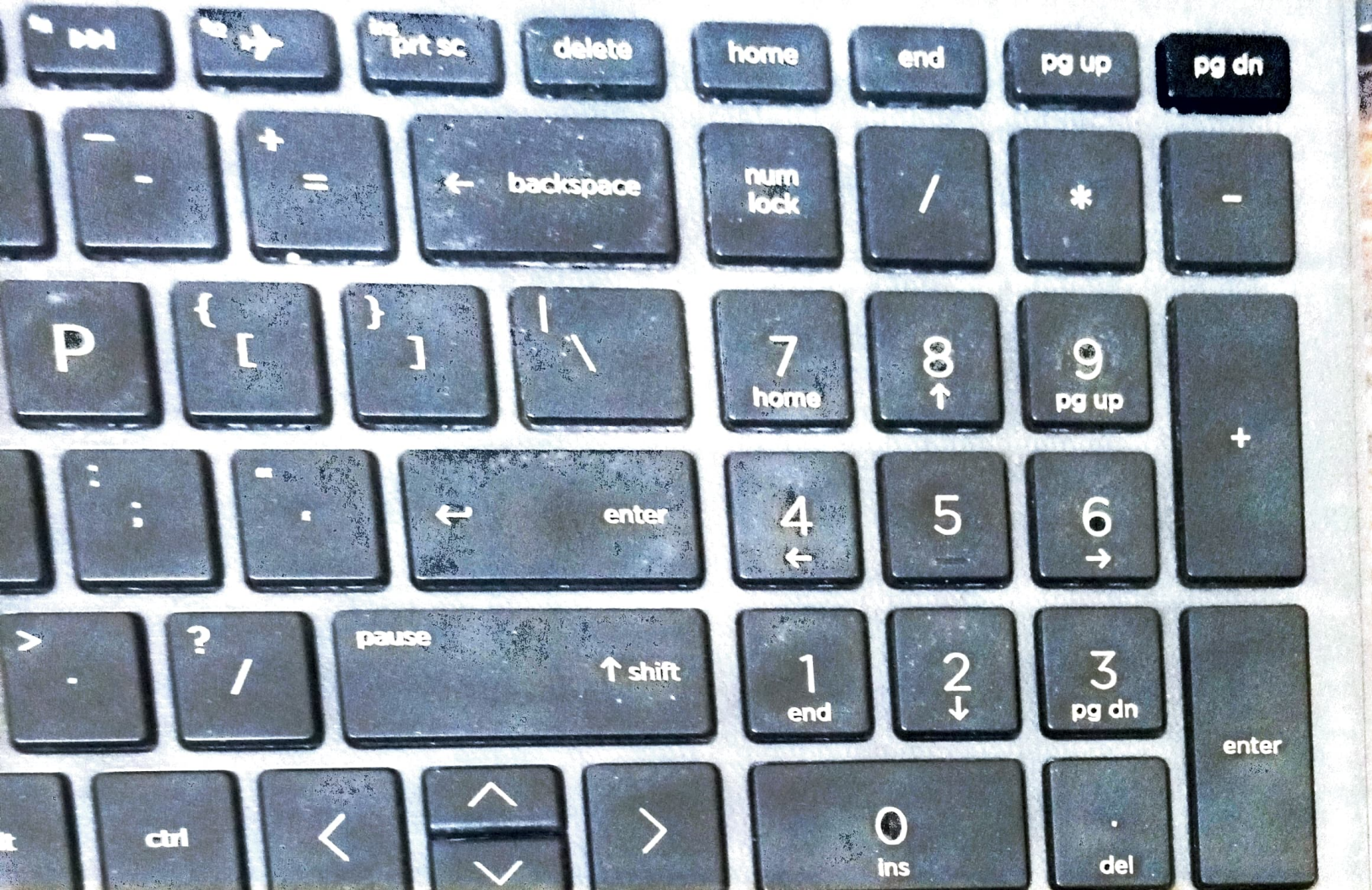


Rules for the Marshmallow Challenge

- The rules are easy; in 18 minutes, each group can use 20 sticks of spaghetti, one yard of masking tape, one yard of string, and one marshmallow to build the tallest free-standing structure with the entire marshmallow on top.
- To run the challenge yourself, check out our detailed step-by-step instructions.
- The teams can break the spaghetti and cut the tape and string into any sized pieces.
- A team can also use the materials as much or as little as they wish.
- For example, if they can decide to use all or no spaghetti, the same applies to the masking tape and string.
- The exercise should be done indoors, and each team should have a steady table.
- This challenge needs to be friendly and encouraging.
- However, the following three instructions need to be strictly respected.

Rules for Marshmallow challenge





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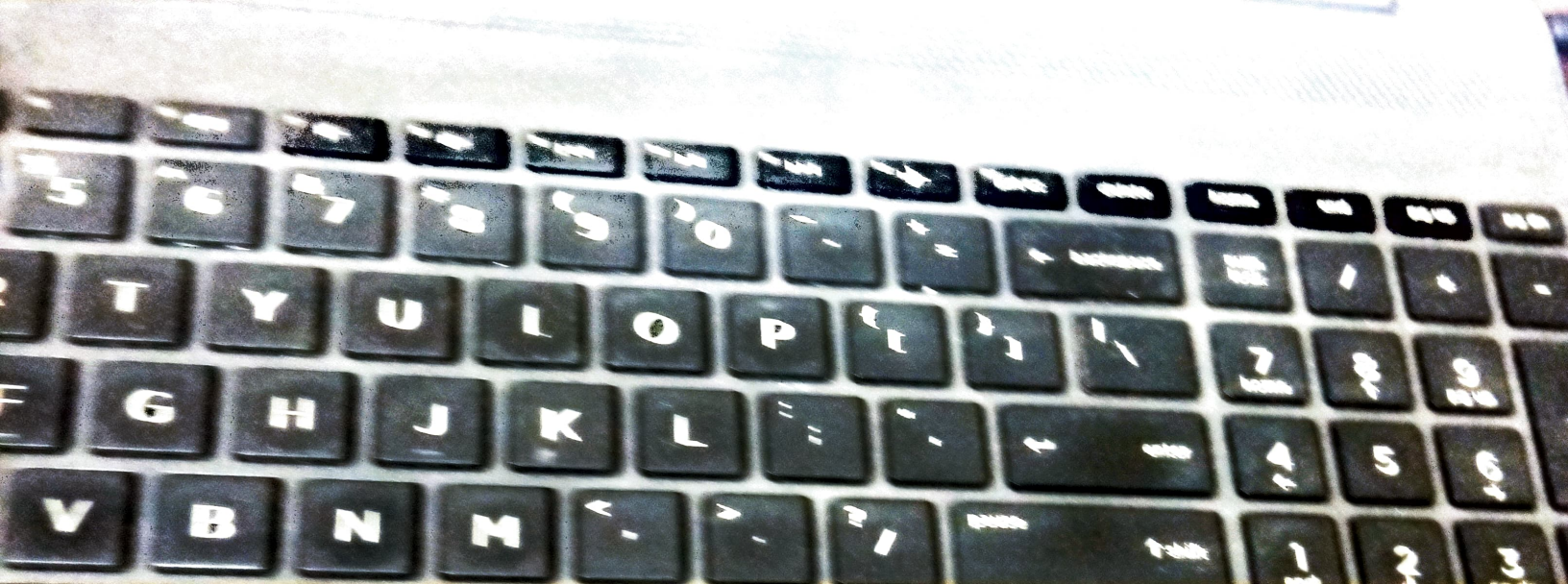
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WINNING TEAM





GPS Map Camera

Department of Computer Science and Engineering