Abstract

Youth people are full-fledged with novel ideas. However, youth face several problems due to issues related to idea's complexity and ambiguity, and youth lack of experience. An idea passes several steps to become mature. Afterward, it gains success. Therefore, mentoring youth people probably reduces complexity, ambiguity, and risk of idea failure. This paper proposes a Scrum software methodology, called the idea Scum (iScrum) model. The iScrum model mines initiatives guided by institution goals. The initiatives also called the idea backlog, traverses the idea during its incubation. At each step of the iScrum model, an idea drawn from the backlog is explored in phases. Once the idea becomes mature, it gets executed and evaluated, otherwise the iScrum iterate again for another phase of idea elaboration. The proposed model was compared with chosen creativity models over a set of innovative criteria. Results showed that the proposed model is superior. The iScrum model was also applied to a group of students. The model is considered applicable under organizational assets.

References

Index Terms

Computer Science Information Sciences

Keywords

Scrum methodology, Innovation incubation, Creativity, Software Engineering