



# SECM 2017 Position – Paolo Ciancarini

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**Premise:** Programming is learned as individual activity. Agile need programming as team activity

**Question:** *How* should educators teach programming?

**Goal:** Develop serious games and grading techniques able to show and possibly overcome the difference between individual vs team programming.

**Tactics:** Explore LEGO-like simulations and rating systems for team vs individual programming.