



## Coach Document - Team-Exercise: "Building a Bridge"

### Preparation:

#### Participants:

For one bridge there should not be more than 8 participants, for more than one team see variants below.

#### Material:

- 2-4 large buckets of Lego building bricks (2 for one team)
- Two tables that can be placed in a way that there is up to 150 cm distance between them (the width of the river)

### Schedule:

- 30 minutes for planning and prototyping (*prototyping*)
- 5 minutes for the final build from scratch (*construction*)
- 20 minutes for summary and discussion

### Variants:

#### **Variant V1:** Changing Requirements

*for software engineering and project advancers and experts*

Split the prototyping phase in two 15-minute parts:

- 15 minutes: Let them begin with a 50 cm river to let them run into the wrong direction.
- 15 minutes: new requirements (hopefully) lead to new ideas

#### **Variant V2:** Team Competition - Two teams in one room *for Coaches and Managers*

Build two teams that start and end at the same time  
(more material is needed!)

Assign bonus – points:

- 60 pieces = 100 Points when the bridge lasts one minute



**Chair for Applied Software Engineering**  
**Prof. Bernd Bruegge**  
Project Organization and Management  
Icebreaker Exercise

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- 1 point more per piece that was not needed of 60 peaces  
(53 peaces needed  $\Rightarrow$  7 points, 66 peaces  $\Rightarrow$  - 6 points)
- 1 point for each peace the bridge could hold during the stress test