

*Anexo 1. Documentos seleccionados para la revisión sistemática*

Nº de artículo	Autoría	Título
1	Andújar-Montoya et al. (2017)	Adaptation of the Lean culture to collaborative work
2	Borges et al. (2013)	Self Regulation of Computer Learning With Support From Scrum Methodology
3	Boti et al. (2021)	Skills Development Through Agile Capstone Projects
4	Cubric (2013)	An agile method for teaching agile in business schools
5	De Souza et al. (2015)	Evaluating capstone project through flexible and collaborative use of Scrum framework
6	Fernandes et al. (2021)	Improving the performance of student teams in project-based learning with scrum
7	Goldenstein et al. (2019)	Getting things done in academia: The challenges with institutional bureaucracy and the need for project management
8	Guadalupe et al. (2021)	Monitoring student performance through an agile project-based assessment strategy for distance higher education
9	Haselberger y Spielhofer (2020)	Privacy Guide Epic Development. Time-Constrained Distributed Team Work in an Undergraduate Higher Education Course on Informatics and Society
10	Holvikivi y Hjort (2017)	Agile development in software engineering instruction
11	Hoskey y Hoskey (2016)	Cultivating sprightly students: Using agile development in an information systems capstone course
12	Hout y Gootjes (2016)	SCREAM! An integrated approach for multidisciplinary design teams in higher education
13	Krehbiel et al. (2017)	Agile Manifesto for Teaching and Learning
14	Linos et al. (2020)	Involving IT professionals in Scrum student teams: An empirical study on the impact of students' learning
15	Medeiros et al. (2017)	A Blended Learning Experience Applying Project-Based Learning in an Interdisciplinary Classroom
16	Medrek (2018)	Use of Agile Methods in E-Business and E-Commerce Education
17	Mironova et al. (2021)	Methodology of building agile-education processes in higher education institutions
18	Müller-Amthor et al. (2020)	Scrum higher education - The scrum master supports as solution-focused coach
19	Müller-Amthor y Hagel (2021)	Scrum LPC. A Value-Based Framework for Learning Process CoachingAn agile method for teaching agile in business schools
20	Neumann y Baumann (2021)	Agile Methods in Higher Education: Adapting and Using eduScrum with Real World Projects

Nº de artículo	Autoría	Título
21	Noguera et al. (2018)	Collaborative agile learning in online environments: Strategies for improving team regulation and project management
22	Pinto et al. (2019)	Project drive-math. Analyzing students' perceptions of the improvement of their social skills in active-learning courses
23	Saltz y Heckman (2020)	Exploring Which Agile Principles Students Internalize When Using a Kanban Process Methodology
24	Skrede et al. (2021)	Work-in-progress: An agile approach to formative assessment in higher education
25	Soulis y Nicolettou (2019)	Learning Design for digital environments: Agile, team based and student driven