

# Innovating Entrepreneurship Education Through a Structured Five-Sprint Model

*Connecting Coaching, Action Learning,  
and Reflection*

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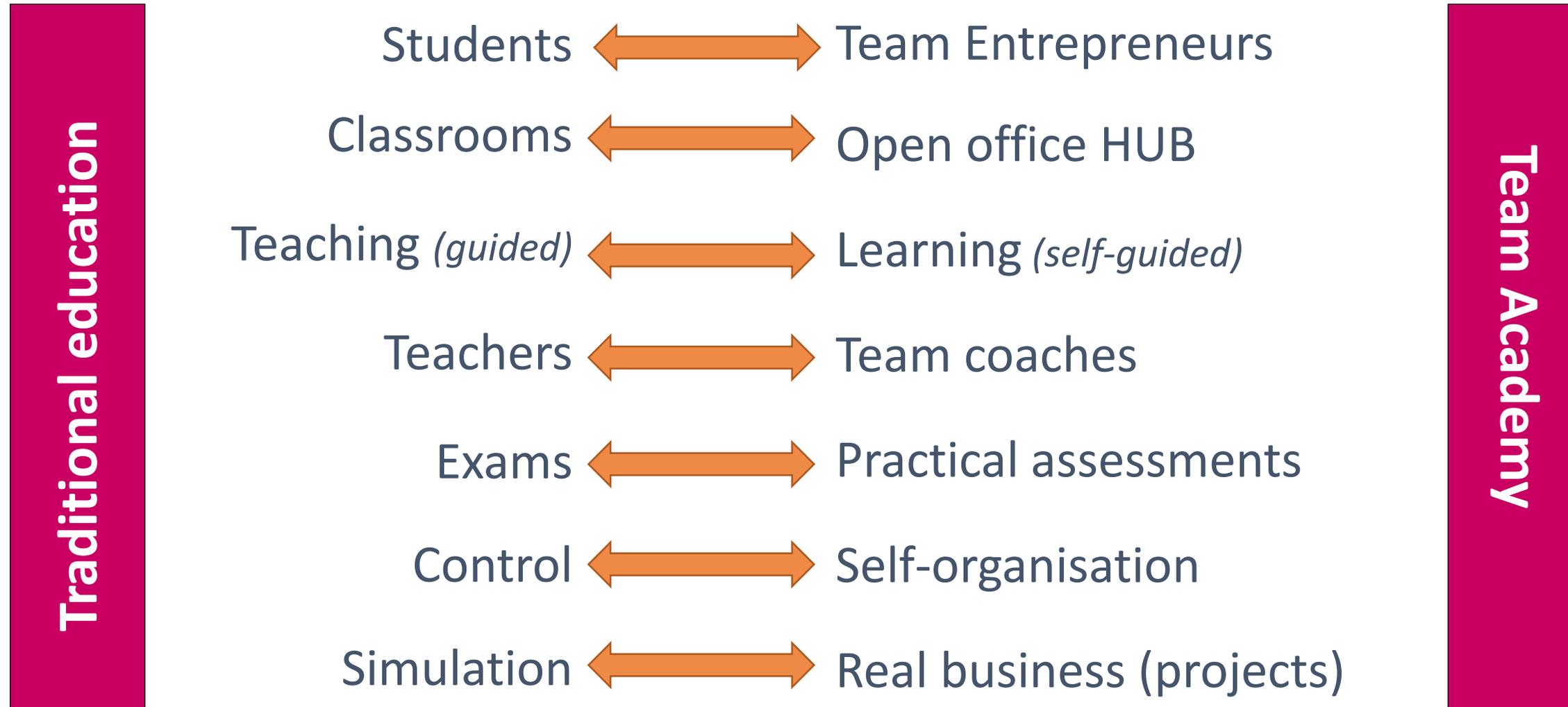


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# Team Academy in nutshell

*Differences between traditional HE and TA based programs*



# The Challenge

Self-directed, team-based learning is powerful...

But:

Too open

→ confusion

Too structured

→ loss of autonomy



Highly open-ended environments create challenges in pacing, clarity of expectations, and visibility of learner progression.



# Problem Definition

Across multiple cohorts and year groups, student feedback and coaching observations observations revealed three recurrent challenges:

## 1 Pacing Variability

Without clear temporal markers, teams progressed at inconsistent speeds, struggling to maintain momentum across longer projects.

## 2 Unclear Progression

Development was difficult to articulate without structured checkpoints, complicating competence-based assessment and feedback.

## 3 Ambiguity for Novices

Students entering or transitioning between stages expressed uncertainty around expectations, success indicators, and the rhythm of learning.



# Background and Theoretical Foundations



## Heutagogy

Learners as primary agents determining what and how they learn – emphasising capability, metacognition, and adaptability. Autonomy without wayfinding can overwhelm; judicious scaffolding is required. *(Hase & Kenyon, 2000)*

→ learner autonomy



## Team Academy & Action Learning

Learning through enterprise creation, dialogue, and coaching rather than transmission. Action learning orients inquiry toward real challenges via Revans' "programmed knowledge + questioning insight." *(Vettraino, 2021; Revans, 1982)*

→ real challenges



## Team Coaching

The developmental glue – supporting collective goal-setting, contracting, and reflective practices that surface learning at individual and team levels. *(Hawkins, 2011)*

→ reflection & development



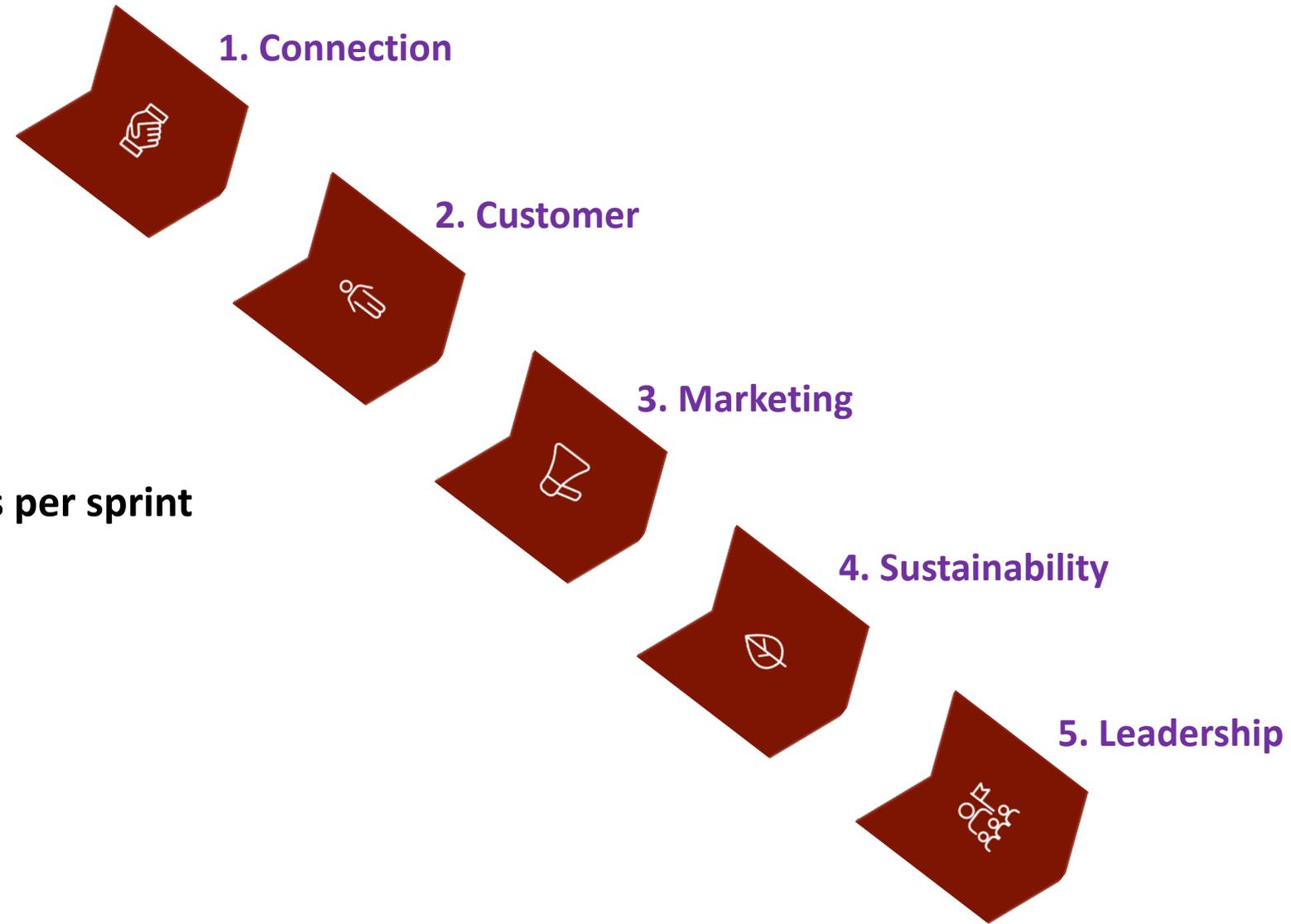
## Sprint Structures & Scaffolding

Time-boxed cycles concentrate attention, accelerate feedback, and create visible progress increments. Scaffolding provides calibrated support that fades as capability grows. *(Knapp et al., 2016; al., 2016; Wood et al., 1976)*

→ structure & rhythm

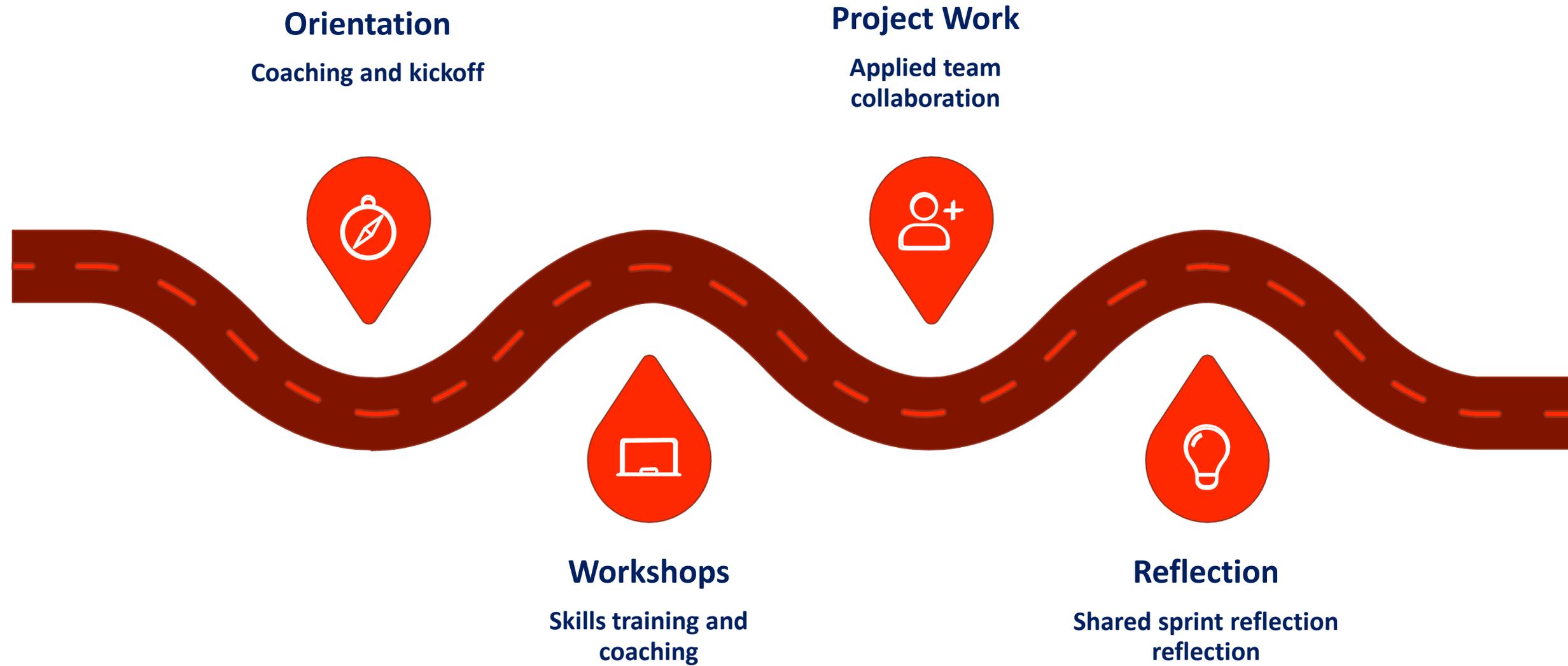
The paper's research strategy follows design-based research, linking principled design with iterative refinement in authentic settings. *(Wang & Hannafin, 2005)*

# Five-Sprint Framework



👉 One competence focus per sprint

# The Six-Week Sprint Rhythm - overview



# The Six-Week Sprint Rhythm

01

**Orientation & coaching**

02

**Skill development**

03

**Project work**

04

**Action Week**

05

**Reflection**

06

**Community sharing**

Each sprint follows the same predictable architecture, reducing ambiguity while preserving team-driven project selection and inquiry. Competence expectations, artefacts, and assessment criteria scale by year group.

This predictable rhythm reduces cognitive load while preserving learner agency in project selection, inquiry direction, and artefact and artefact creation – making time itself a pedagogical tool.

# Implementation Context



## Programme Scope

- Full programme rollout (BSc + MSc MSc)
- ~60 students
- Across all year groups

## Includes

- Coaching sessions
- Action Weeks
- "Houston's Calling" reviews

# Implementation Across the Academic Year

In 2025-26, the framework was implemented across all year groups on the BED programme. Key implementation elements included:

## → Induction Activities

Introduced sprint logic and how competence areas map onto applied entrepreneurial work at each level.

## → Cadence-Alignment Sessions

Coaching teams ensured synchronous milestones across cohorts while allowing discipline-specific variation.

## → Co-Designed Skill Workshops

Developed with practitioners to ensure currency and real-world relevance.

## → "Houston's Calling" Reviews

Structured developmental checkpoints using reflective narratives, qualitative indicators, and artefact progression evidence.



# Methods and Data Sources

## Study Design

Practice-based case study within a design-based research (DBR) framework, enabling iterative refinement in an authentic higher education setting.

Data collection began October 2025 and remains ongoing.

Design-Based  
Research

Practice-based case  
study

## Participants

BED BSc programme at Aston University:

- Year 1: n=20
- Year 2: n=19
- Year 3: n=15
- MSc Design, Entrepreneurship & Innovation: n=6

Total: 60 participants across undergraduate and postgraduate levels.

Data sources included coaching observations, student reflective journals, engagement indicators (workshop attendance, Action Week participation), and participation), and qualitative feedback from "Houston's Calling" reviews. Analysis followed Braun and Clarke's six-phase reflexive thematic analysis, with coding analysis, with coding focused on learner clarity, cognitive load, team cohesion, developmental visibility, and competence articulation.

# Finding 1 – Clarity & Reduced Overload



## Clear weekly focus

Students always knew what to work on and when.



## Better prioritisation

Teams could direct energy toward what mattered most each sprint.

💬 *"having a clear weekly focus reduced anxiety about what counted as progress."*



# Finding 2 – Deeper Learning

## Focus on one theme

Each sprint concentrated attention on a single competence area, preventing cognitive overload.

## Stronger knowledge integration

Sustained focus within a sprint led to more intentional application of concepts in real project contexts.

  More intentional application



# Finding 3 – Visible Development

1

## Clear progress markers

Students and coaches could track advancement across sprints.

2

## Better reflection

Structured rhythm created natural moments for looking back and forward.

3

## Easier assessment

Competence-focused sprints made evaluation more transparent and meaningful.

  Learning becomes visible



# Key Insight

**Structure does not reduce  
autonomy**

👉 **It enables it**



# Discussion

## Time as a pedagogical tool



### Structures attention

Defined sprint periods direct where students focus their energy.



### Accelerates feedback

Shorter cycles mean faster loops between action and reflection.



### Makes progress visible

Rhythm creates checkpoints that surface learning that might otherwise go unnoticed.

👉 "Autonomy needs architecture"

# Transferability Beyond Entrepreneurship Education

The model's architecture is transferable beyond entrepreneurship education. Agile-inspired cycles are pedagogically repurposed – reframing sprint logic not as productivity acceleration, but as developmental pacing.



## Laboratory Science

Six-week competence-focused cycles align with hypothesis testing, iteration, and reflective evaluation central to scientific inquiry.



## Engineering Design

Project-based STEM contexts and clinical simulations can adopt similar structured milestone reviews and time-boxed experimentation.



## Professional Education

Fieldwork blocks and clinical placements benefit from repeated structured reflection and visible competence increments.

📄 The emergence of varied but structured temporal cycles (two-week and six-week models) across contexts suggests time-bound iteration may constitute a transferable design principle within self-determined learning environments.

# Conclusion

The Five-Sprint Framework provides a structured yet flexible model for supporting heutagogical learning across all year groups in entrepreneurship education. Early findings show promising effects on clarity, cohesion, and developmental visibility. Ongoing analysis will examine longitudinal capability development and outcomes across cohorts.

## Scalable

Applicable across all year groups and programme levels simultaneously.

## Transnationally Adaptable

Convergent evidence from Finland and the UK supports international applicability.

## Cross-Disciplinary

Potential applications in science, engineering, and professional education contexts.



# Thank you for your attention!



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