

XP Days Benelux 2006 – Participant Feedback

Number of participants: 110

Number of returned feedback forms: 44

How did you find out about the conference?

- Internet
- Been to other XP Days (London)
- xp-nl mailing list
- via Rob Westgeest (Philips)
- email on XP-France ML
- 3rd time around
- past years
- from last year ;)
- mail organisation
- I was there last year
- Pascal
- I was invited to give a session
- Xpday email
- Colleague
- Level of presentations varies wildly. Friendly atmosphere
- A colleague old me
- Been here before, looked at the website
- Very good.
- Email, web
- Internet + mail van Pascal
- Keeping in touch
- Klein, maar gezellig. Af en toe heel creatief en daardoor anders dan gebruikelijke conferenties (*Small but cosy. Now and then very creative and because of that different from the usual conferences*)
- CFP
- Mail from colleague
- My network
- Via colleagues who are enthusiastic about the XP days
- XP group in Paris
- Great to talk to other professionals and discuss “stuff”.
- By email – I attended the Agile Open and this was a follow up email
- History
- Invitation – email
- Reviewer
- Friend
- Web
- Rob
- Rob
- E-mail list
- From a colleague
- At work
- Team leader who attended xp days in UK
- Colleagues told me
- By you (=Marc), the organizers ;-)

What did you like?

- Turning up the heat
- GTD
- I liked the interactive sessions the most. Well, my favorite was Joseph & Ben's “Turning up the heat” which had a pretty good mix of theory and conversation. More of that :)
- To meet so many people interested in XP; Help mijn team is in oorlog; Other sessions
- Aantal interessante presentaties (*several interesting presentations*); discussies in pauzes e.d. (*discussions during breaks etc.*); books that you could check
- Heavy pace; various contents; t-shirt design; one central location for: conf, food, drinks, sleep
- good balance between basic and advanced, people & tech; atmosphere; ways people presented
- Atmosphere + venue; nice mix of sessions
- Most of it!
- Lot of participation & interaction; interesting topics, many apply to stuff beyond software development
- Knowledge & experience exchange in sessions, breaks, and diner
- High energy & practicing sessions giving real practical insight for my private & working life
- Mezelf herbronnen
- The sharing of experiences

- Variety of subjects, time frame
- Agile planning (new to me); atmosphere
- Planning for nonfunctional requirements; GTD was a refresher; Agile factors: felt unfinished; Turning up the heat part I: very interesting; Continuous integration: nothing new; Project status: basic but very useful; Presentation Zen: inspiring
- Lots of different info about xp used by other people/companies
- Toyota Way, functional programming
- Combination of theoretical and hands-on sessions. Very interesting speakers, learned a lot.
- The attention to what comes after XP: coaching, (a little) psychology, resistance etc.
- Breadth of subjects
- Agile planning; Help, mijn team is in oorlog
- Presentation Zen, the place
- Joseph Pelrine session about Scrum
- Atmosphere; session level; guru level
- Location, discussions
- Enthusiasm, open space activity, OOMPs
- Structure & content of the programma; short sessions that also are applicable outside “the software world”
- I liked the “Toyota Way of Managing” and “Haste makes waste” presentations.
- Friendliness, acceptance, openness, enthusiasm, experimental courage of sessions
- Good as wine. Always better... ; FIT, de ambiance, the laughs; Planning for NFR, Introduce unit test
- Coding tournament, Func programming, Project status
- The people. Mix of topics. Low-key culture
- The people, the sessions, the beers...
- Group size, mix of beginner + advanced sessions
- Toyota; GTD; gathering with colleagues
- Toyota; TDD
- Professional organisation; enough time to mingle; reflection on the presentations; catering
- Hearing about experience from other companies; meeting other people who use XP techniques
- Experience +
- Plenary opening and closing (<- retrospective :)) sessions

What could be improved?

- Internet connection
- The location. Conference rooms wre noisy and stuffy. Dinner room was very noisy, difficult for conversation.
- Welcoming procedure at reception desk
- two people session were at the same time (difficult conv. & turning up the heat); you almost gave up 1-min presentations at the end of the 2nd day – don't
- Preparation + focus of sessions
- From some sessions, you expect to get something back that you actually don't have. Maybe provide 15' to question the organisers if I could get “this” from attending to the session
- Use horn/cowbell to indicate actual start time of sessions; create wall – writing for stuff to improve, so that feedback can be used the same year
- I'm missing the funny balls we got at the end!
- Better connected place for Open Space
- Me ☺
- Lunch! Theme lines -> group presentation by themes, avoid overlapping
- Have more presentations/workshops for decision-makers; drop the name! Only XP/SCRUM folks tend to attend
- Nothing comes to mind. Well, maybe clean toilets at conference once a while (tip for Elewijt Center)
- Too bad the Bots connecting didn't work too well.
- Presentatie over ‘What is agile software development’ vond ik een beetje rommelig
- Sometimes no time left for discussions
- ?
- the food
- Room 16 & 17 – too basic (not very nice to be in); business level (hardly any sessions)
- Beamers (somehow, they are all red-deficient)
- Don't know
- Availability of sheets (e.g. Powerpoints downloadable on-line)/handouts
- A clear indication of which sessions are for beginners and which are for experienced people.
- Retrospectives (web site discussion?), I have the feeling everything is done and gone without having opportunity to discuss it
- -
- Venue. Closer to transport? More comfortable. More time between sessions
- Practically nothing
- Food
- Some presentations need better preparation
- Wi-Fi access
- Descriptions of the presentations

- More in depth about the ways of using it, now a lot of sessions are intro to ...
- More time for discussions; slides upfront
- Some descriptions (3 loops of XP) are inaccurate
- ?
- Learning from real-life cases. Seeing, hearing & experiencing the essentials via different perspectives. All quite new to me. As a beginner & 1st time attendee, I had a very good experience here

Which (new) things are you going to apply?

- Self organization (GTD)
- Thinking tools. Stuff that I picked up from Joseph and Ben
- Testing; conflict
- refactor tests; don't test stuff double in unit tests
- System therapy principles; GTS principles
- Turning up the heat – very interested; resistance as resource; GTD
- I am not sure
- Team dynamics
- Informative workspace; Toyota Way
- Many of the human relation stuff that I learned, the Toyota way, presentation stuff
- Create safe environment to work, evolve a team
- Introduce basics of XP (simple language, continuous builds, unit tests)
- Scrum
- Agile planning
- Enhanced writings on the wall; GTD; Presentation Zen: already familiar with coming naked, now add minimalism
- Already applying every aspect mentioned. But will refresh adapt where necessary.
- Functional Programming, take a deeper look at it; some aspects of Getting Things Done
- Agile planning, Scrum, possibly pair programming
- Turn up the heat!
- Burndown charts
- Burndown BAR charts
- Turn up the heat
- XP Planning
- Being facilitator (Y+I Hanouille); more leadership
- Small steps
- Dealing with conflicts in a better way
- Trends on process understanding; better understand team dynamics in different teams
- Lean development
- I apply already many of the XP/Scrum principles. Now I'm even more convinced of their value.
- Quantifying risk with abuser/nightmare stories; fishbowl meetings
- FIT I hope and more unit tests
- Project status; not reassigning variables + use map functions to iterate
- Team dynamics
- Team responsibility
- I don't know yet
- 'Toyota things'; 'GTD things'
- all agile practices
- brainstorm methodology of "Agile Factors" presentation; more focus on non-functional requirements; clean my inbox tomorrow
- maybe scrum
- leadership training; more unit testing
- discuss nightmares w/the team, possibly also with customer
- Agile Planning, TDD, continuous integration & refactoring

What would you like to investigate further?

- Team dynamics
- Team interaction; agile testing
- Resultaat van TDD werkelijk simpeler design? -> voor Java/C# moet je interfaces en extra params toevoegen om het testbaar te maken (*Is the result of TDD really a simpler design? For Java/C# you need to add interfaces and extra params to make it testable*)
- System therapy
- Turning up the heat; GTD
- GTD
- Teams, leadership, although it was very present already
- Writing on the wall
- Scrum
- Fit & business-technical communication
- McCarthy show
- Getting things done

- FIT/fixtures
- Turn up the heat; contact Ben Fuchs
- Share practices with other people/companies more.
- Read more about Toyota Way
- Pair programming, agile planning, SCRUM. Probably buy some books before adopting it
- Planning non-functional reqs.
- Functional programming
- Presentation Zen
- Team dynamics
- FIT
- Agile methods for fixed-everything projects
- How to convert people
- Tips/hints in conflicting situations
- Weinberg's books (QSM!)
- The Toyota Way of managing applied to Software Engineering
- Organisational & soft factors (difficult conversations, agile factors)
- Unit testing comparison
- Continuous integration. Scrum on tiny teams
- I don't know yet
- Toyota way of working
- The questions that were raised during the "Agile Factors" presentation
- Scrum
- Scrum; acceptance testing
- Interactions between people
- After some experience: pair programming

What would you like to see in a next conference?

- More workshops instead of presentations
- More advanced topics
- Same variety of subjects
- Turning up the heat; Help mijn team is in oorlog; the large project in a year – lessons learned within that year
- Sessions on facilitation & collaboration
- More presentation slots; do the poster thing they do in London (e.g. poster about TDD, ...)
- The other sessions I could follow!
- Something I've never seen before, and thus I am not able to describe
- Database related items (I could give a session about database builds?)
- Open panels / debates
- Use agile practise of configuration management/continuous integration in large groups. How to scale?
- Presentation by me ☺
- Maybe force people to mix in conversations more
- Als de conference hetzelfde bevatte als nu, zou ik weer gaan, puur om de interessante gemiste sessies te doen
- More games?
- More experiences of real projects
- More business topics; more agile project mgt
- More activity sessions / less presentations
- Not sure – will email you
- Those both Frenchmen I hadn't the luck to see giving "A fugue..."
- More .Net
- Just a little more code, for example in Ruby
- I don't know yet
- Transforming organisations
- More experiences and especially lessons learned
- Brainstorm/experience sharing sessions on the above questions
- Information about companies using these methods
- How to apply agile planning to create an overall plan, e.g. one that could be used in a bid
- More of this
- More possibility for pair-programming session

Session feedback

Session	What did you like?	What could be improved?
Agile Planning	Presentation-style was adapted to topic	Provide more discussion time
Agile Planning	Everything was there	
Agile Planning		More about estimation
Agile Planning	Interactive	Bootstrap the iterations -> get the wheel

Session	What did you like?	What could be improved?
		turning
Agile Planning	Explanation on burndown charts	Only touched on certain issues -> cone of uncertainty; -> issues with task switching
Agile Planning	Clear story. Good discussion	
Fit	Ok	
Fit		Very chaotic/unclear
Agile testing	Interactiveness	For presenter: fully understand what you're telling
Building up an agile test strategy	Almost nothing	Give concrete examples develop a clear vision, know thy stuff
Coding tournament	Format	Logistics
Coding tournament	Nice game	Relation of techniques to agile development
Coding tournament	Coding	The system didn't work too good
Coding tournament	Cool server interface	More explicit about Java & Ruby requirements
Coding tournament	ALL	
GTD	Cool stuff	
GTD	The ideas and clearing what it is	
GTD	Original, clear presentation	More interactivity
GTD	Enthousiastic presenter	
Getting Things Done	Useful topic	Interactive parts
Getting Things Done	Small, easy to do tricks	Questions were not really answered
Getting Things Done	Good overview slide	
Turning up the heat	Cool stuff	
Turning up the heat	Fascinating topic; presence of a therapist	More experiential, interactive contents
Turning up the heat	Great stuff	
Turning up the heat	Interesting ideas	Practical tools to use; no references
Turning up the heat	ALL	Should be 1 session
Zen pres.	Talk about different styles of great presenters	Timing
Presentation Zen		More info, perhaps pointers to more info
Presentation Zen	Fun	More time
Presentation Zen	New approach	Topic for pres. Change to: what you liked/learned
Presentation Zen	Very useful	
Presentation Zen	The presentations on screen and by the groups	Is there a book; website???
Zen Presentation	Interesting tips	Session could be longer (-> 2 hrs) Not enough time to show all presentations
Planning non-functional		More discussions; better timing
Planning for non-func requirements	The presenter took <u>most time</u> for letting two groups try different approaches to a problem. That feels a bit of being used, as there was no idea of how this approaches would work, while – with one – it soon became clear that it didn't. Despite this, it really made me think and overall, it was good !	
Non funtional reqs	New technique	
Planning for NFR in Agile proj	Two approaches	Only got to try one approach
Resistance as a resource		Applied for other kind of brainstorming

Session	What did you like?	What could be improved?
Resistance as a resource	The value in real life (not just XP)	
Resistance as a resource	The idea that you can use resistance	It did not help to find how you can help when somebody is resisting
Resistance as a resource		I object against the method. It is exactly what <u>not</u> to do when facing resistance. Dealing with resistance requires more coaching or change management skills, than just a brainstorm elaborating counter measures! I consider this workshop as no good for XP day!
Resistance as a resource	Visual representation of: - challenge - resistance - reason - response	What to do with the results? (no lessons learned)
Resistance	Nice new tool for brainstorming	
Project status	Nice game	Preparation of room
Project status writing...	Teamwork; play stakeholder	Expectations: to use planning game
Project status	ALL	Value tracking
Plenary opening	OOMPS	
JUnit overdesigned?	The question!	The subject, now all teams got stuck in Unit Test Frameworks
Is JUnit overdesigned	Very persuasive central thesis demonstration by self-discovery	
JUnit overdesigned		More diverse group (not all cppunit together)
JUnit overdesigned	ALL	Hands on!
TDD on large scale project	Real informative case-study	Nothing
TDD on large project	Everything was there	
TDD	Do's and don'ts	
Test Driven Dev	Presentation on solutions	Too much detail about testing methodology
Agile factors	Brainstorm process	Add "answer-mode" iteration
Agile factors		
Agile factors	Brainstorm methodology	Make clear that communication in the team is important. It is not about writing the most questions
Toyota Way of managing	Visible progress with cards; interesting way to look at things	Nothing
Toyota way	The content & form	
Toyota way	Presentation was good. Interesting	
Toyota way	Nice ideas "outside" of agile	Less monotone voice; more emphasis from time to time
Toyota Way of management	The presentation itself	
Toyota	Presented very good	
Toyota	Good way of presenting; good examples; 'eye opening' presentation	
Difficult conversations	Funny + serious; interactive	Add role playing for participants
Difficult conversations	The value in real life (not just XP)	
Difficult conversations	Role playing	Too simple conclusions on people's reasons
Intro to SCRUM		Too much self promotion => copy of presentation to people present

Session	What did you like?	What could be improved?
Intro to SCRUM Scrum Intro to SCRUM Functional programming A fugue Fugue FP Functional programming What is agile sofware. devel. What is agile software development	Everything!! Explanation about what it is Good pointers/examples; nice exercise No state; no IF statements! persuasive Excellent, great preparation (well rehearsed) ALL Very informative	Seeing an example from a real company ~ = ? i.s.o. assertEquals , more on FP than on testing Hands-on! Te rommelig
What is agile software development Writing on the walls Writing on the wall	Informative, the game, the overview "Super!, perfecte praktijk" Simple but effective tools	Less ping-pong between presenters, more focus on audience
Continuous integration Continuous integration	 The general idea	Too slow More concrete examples and artifact
Continuous integration Haste ... Agile applied Agile applied on largest J2EE project	 Start with game Well structured Very solid story from real life showing how to adapt and succeed. Great!	Was a bit slow, did not learn much new after having done it once myself. Better timing Videos in presentation have little or no added value
Introducing unit tests to a large evolving application	Brave, real life case study on how theory crashes on reality and what (not) to do. Great!	
Help, oorlog Refactoring	"playground" experiment yourself in various roles. Very good! Nice, passionate story	-

Miscellaneous

- I enjoyed all the workshops!
- For all sessions, please provide handouts or a link to them